











# MAGICK

## Scroll Casting

When reading a **scroll**, test **DR12 Prescence**.

If you succeed, the scroll is activated and you reduce your total **power** accordingly.

**Scrolls** will never work with medium armour or while weilding zweihand weapons

Rolling below the DR causes you to loose **d2 HP**, and **not be able to cast for 1h**. While rolling a Fumble causes the scroll to crumble to ashes, you loose **d4 additional HP**, **cannot cast for d6 days**, and must roll on the **Arcane Catastrophes** table.

*POWER*

Roll **Will+d4** after resting for at least six hours to determine how much **power** you have that day.

Scrolls and magicks each require different amounts of **power** to be spent using them.



## Unclean Scrolls d20

(Numbers in brackets are the **POWER** cost.)

2 - (2) **TOUNGE OF ERIS**: A creature of your choice is confused for 10 minutes.

1 - (2) **PALMS OPEN THE SOUTHERN GATE**:

A ball of fire hits d2 creatures dealing d10 damage per creature.

3 - (1) **TE-LE-KIN-ESIS**: Move an object (no heavier than 2d10\*10 kg) up to d10\\*3 meters for d6 minutes.

10 - (5) **DEATH**:

All creatures within 10m immediately die.

5 - (2) **DAEMON OF CAPELLARIES**: One creature suffocates for d6 rounds, loosing d4 hp each.

4 - (1) **LUCY-FIRES LEVITATION**: Hover for Prescence + d10 rounds.

6 - (1) **NINE VIOLET SIGNS UNKNOT THE STORM**: Produce a lightning bolts dealing d6 damage at it's path.

8 - (1) **FOUL PSYCHOPOMP**:

Summon (d6): 1-3 d4 skeletons, 4-6 d4 zombies (they do not obey you and attack everyone).

7 - (1) **METZHUOTL BLING YOUR EYE**: A creature becomes invisible for d10 rounds or until damaged, attacking/defending with DR6.

9 - (2) **EYELID BLINDS THE MIND**: d4 creatures fall asleep for 1 hour unless they succeed a DR14 test.

11 - (2) **SELF IMMOLATE**: You erupt in flames reducing hp by d4+1, everyone closeby takes d10 damage

12 - (1) **IMMATERIAL FLUTTER OF TIDES**: All creatures test DR12 or loose d4 hp and not be able to use Powers for d10 minutes.

15 - (2) **FALSE STIMMT**: One creature must speak only lies for d6 minutes.

13 - (2) **BERGEN STONE ENTOMBS YOU**:

Turn a creature you touch into a stone statue for d8 rounds.

14 - (1) **BLAZE SEAL THE GATE**: Fire can't hurt one creature for d6 rounds.

20 - (3) **LIES**: A creature

16 - (1) **RENT THE SEALS**: Unlock a single lock, or disarm a trap. gains an omen... BUT...

17 - (1) **VAMPIRIC SEEP**: Steal d6 hp from a creature.

18 - (2) **SEVEN SHACKLES OF AGONY**: Bind a creature with yourself, for d4 minutes any damage dealt to you will also be dealt to that creature.

19 - (1) **MINDS VIGIL**: Cause a creature to be unable to sleep for d6-presence days, -2 to DR every day



