



# **INDEX CARD RPG**

# **IMAGIC**

RUNEHAMMER GAMES

**RUNEHAMMER GAMES presents:  
ICRPG MAGIC**

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# INTRODUCTION

## INFINITE, INFERNAL, IMPOSSIBLE

It has been 150 years since the fall of Grey, the return of the Snake Men, and the destruction of Kath. Alfheim faces new threats, and the wider universe is forced to consider the magic power growing there...

MAGIC is the third book in the **ICRPG** collection. Once the readers of CORE and WORLDS began to proliferate, bring the rules, monsters, maps and characters into their games, and truly delve the system, it became apparent that the game needed a far more robust sense of its magical self. Magic is a key part of so many RPG stories, this book just had to be.

So many RPG ‘sourcebooks’ wind up shelved in my game room. I wanted to create a true at-table tool for choosing, using, creating and battling all things arcane. This book is that idea writ large! Here you’ll find the powers, places, formulae, LOOT and entities that can populate and distinguish your next session. **ICRPG** MAGIC stands tall as a unique, thorough, and complete magical resource for any game. I owe this to all my players, collaborators, testers, and teachers.

Thanks for reading, and I’ll see you in the realms between realms, wizard.



## WHAT'S NEW HERE?

Does **ICRPG** MAGIC work with **ICRPG** CORE 2e?

Yes! This book gives **ICRPG** players and GMs a robust system of magic power and progression. This can be played in ALFHEIM, or plugged into any **ICRPG** game. The key elements are as follows.

- **Magic-User Characters:** Push your wizard concept further with a story-based system (p. 6)
- **Spell Mastery:** Progress over time in each SPELL-TYPE (p. 21)
- **Spell Types:** Unlock deeper knowledge by specializing, or diversifying your SPELL collection (p. 20)
- **Spell Acquisition:** No handouts, here. Each SPELL has specific ways it is learned, found, or realized
- **Roll or Burn:** Roll to cast a SPELL to re-use it again and again, or BURN it for a guaranteed cast (p. 19)
- **Spell Level and Power:** Unlock LEVELS in sequence, expend more HP on any cast to raise its POWER (p. 19)
- **Expanded Spellburn:** Mercurial magic is wilder than ever (p. 22)
- **Tower Building Rules:** Construct, populate and defend your own sanctum sanctorum (p. 27)
- **Magical Entities:** Those who dwell between the worlds are more than monsters (p. 75)
- **Magical LOOT Table:** All the weird and disturbing things you find in an arch-wizard’s workshop (p. 16)
- **Adventures:** Yep, they’re here too (p. 97)



Handy tips! Get it? A little HAND...HANDY. For all you skimmers and key rule seekers out there, be sure to notice these boxed tips for the absolute essentials. It's being pointed at! It's got to be good!

# CHARACTERS



*Wizards, Mages, and Fragments are as diverse as the planets.  
Those who dare the realms between realms risk demonic infestation,  
incendiary dismemberment, magical annihilation, and worse.*

# MAGE CREATION

## WELCOME TO THE MULTIVERSE

No two wizards, mages, fragments or monks are truly alike. Your first glimpse of a magical cosmos comes in realizing your own unique identity as a SPELL caster. It's time to build your first next-generation ICRPG MAGIC character. You can imagine all you dream of first and build to fit, or take the dark path and trust the dice. Let's get started, and spare no madness.



**I AM A --- KIND OF ---:** Characters in ICRPG MAGIC are built with two key terms: your KIND and your CLASS. What KIND of CLASS are you? Simply say "I am a WILD WIZARD" or "I am an ANCIENT WITCH." Each term gives you options and limitations. It's the *combination* that both captures your SPELL caster concept and gives you the mechanics to get started.

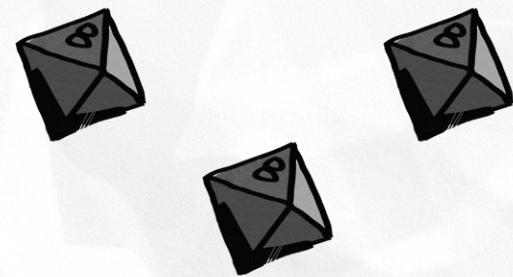
**KIND:** Your KIND describes your innate nature. It's how the gods made you, what mysteries conjured you, or the prophecy that lifted you from the underworld. Your KIND acts just like a TAG in ICRPG: Blood & Snow. It is a mechanical modifier to everything in your future.

**CLASS:** Your CLASS determines what TYPES of SPELLS you will have access to right away. In this book, CLASSES do not include STARTER REWARDS. These are replaced by KIND, STARTER LOOT, and MAGIC EQUIPMENT. For Milestones, the GM can grant STAT points, LOOT, or TIER REWARDS and SPELLS from the ICRPG CORE or WORLDS books.

**BUILD BY CHOICE:** To take control of your own fate, simply choose a KIND and a CLASS combination to get started. Then choose 1 STARTER LOOT and 3 EQUIPMENT.

**BUILD BY FATE:** If you want to trust your destiny to fate, roll a D8 for KIND, CLASS, and STARTER LOOT. Then choose 3 EQUIPMENT.

Once you have your KIND, CLASS, STARTER LOOT and EQUIPMENT you'll be ready to discover your ORIGIN, your DESTINY, and choose starting SPELLS. Use any BIO FORM from ICRPG CORE or ICRPG WORLDS. Gods be with you, traveler.



# MAGE KIND



## BORN THIS WAY

Mage KIND is a way to specialize or differentiate your magic-user or solidify a backstory. In rare circumstances, some powerful wizards have more than one KIND. This can be used by a GM as an epic milestone reward, turning point, or 'multi-class' effect on high powered casters. If trusting fate, fast forward to page 10.

## 1: WILD

Some who dabble with magic power have no taste or ability for control.

*When casting, use a 1D4 to determine a SPELL's POWER, rather than caster choice*

## 2: DEMONIC

The most foolhardy and devilish of mage-kind draw power from infernal sources. In doing so, they chance the wrath of the netherworlds, and all their hideous minions.

*Always cast Demon SPELLS 1 LEVEL of POWER higher than COST paid*

## 3: PYRO

Intoxicated by the infinite power of fire, pyro-mages are some of the most feared. This fascination, though, comes at a cost. Fire itself is a lawless, unfettered, primal force.

*Ignore the LEVEL requirements when learning new Fire SPELLS*

## 4: PSYCHO

Some have no care for what may come, what has been, or why we are here. They have been driven mad by the thousand-eyed goat. They have lost their humanity in magical power, and serve only as a mindless font of chaos.

*When casting, choose random TARGETS with a dice roll*

## 5: SHIFTING

Exposed to the arcane secrets, some minds become more than one form can contain. These are the changelings: many-in-one. They are tortured souls, doomed to inhabit a myriad of bodies and lives.

*Change form to any humanoid BIO FORM with a WIS roll*

## 6: MENTAL

The fast learner is always doted on in schools of magic. This mage remembers more in less time.

*Roll EASY when creating a new SPELL*

## 7: INTUITIVE

True practitioners of the deepest magicks go beyond good and evil, beyond light and dark.

*Achieve MASTERY with 3 steps of progress rather than 4*

## 8: ANCIENT

The natural mages of old used herbs, totems, fetishes, powders and chemicals to work their wiles.

*Destroy/use 1 RARE INGREDIENT to a cast a SPELL at no COST*

# MAGE CLASS



## A PATH OF MASTERY

CLASS determines what 3 TYPES of SPELLS you know when you begin your life as an adventurer. **For each TYPE in your CLASS, choose 1 SPELL to start and mark 1 point of MASTERY in each of those TYPES.** Your most common MILESTONE REWARD will be SPELLS of these TYPES. In addition, your GM should grant 2-6 additional SPELLS for creation. Just work with your GM to find a SPELL reward scheme that fits your game style!

### 1: WIZARD

A pointed hat, a venerable beard, strange crystals and cryptic riddles. These are your trappings and totems.

**ENERGY, TRANSMUTATION, DIMENSION**

### 2: ALCHEMIST

You are a pioneer of chemical science, recipes and precision. Nature has given you all her secrets. It is a simple matter of combination, preparation, and dosage.

**TRANSMUTATION, GLYPH, MATTER**

### 3: SORCEROR

You have no taste or patience for spectacled fools and their books. Yours is a power of natural fury and unbridled magical purity. You channel SPELLS from your heart, not your mind, and it makes you mighty.

**FIRE, BLOOD, ENERGY**

### 4: WITCH

The slow forces of nature are immutable, unavoidable, and grounded in the dark life force of shadow-soaked forests. Those who call themselves WITCH wield great power, but are feared and driven from their homes.

**ELDER, TIME, CURSE**

### 5: SUMMONER

You see power in the ENTITIES, know their strengths and weaknesses, and crave to see every last one of them with your own eyes, even the majestic and terrifying LEY WALKER calls to your powerful curiosity.

**DEMON, MATTER, ELDER**

### 6: MONK

So many magic-users lack humility, but not you. All living beings call to you, and you stand as guardian to good.

**BLOOD, ENERGY, MIND**

### 7: ENTITY

You are not human. You are a mass of insects, a thing of metal and wood, or worse. You are beyond judgement.

**MATTER, ELDER, DIMENSION**

### 8: MAGUS

Stealth is wealth, as they say, and you are a master of it. You conceal your power... until the moment arrives.

**MATTER, TIME, ENERGY**

# MAGIC STARTER LOOT

## A WIZARD IS NEVER LATE

That moment when a mage leaves their past behind and pursues their destiny: that moment is where your story truly begins. Choose 1 STARTER LOOT from the list below. This piece of LOOT cannot be traded or given. It is bound to you, and useless to others.



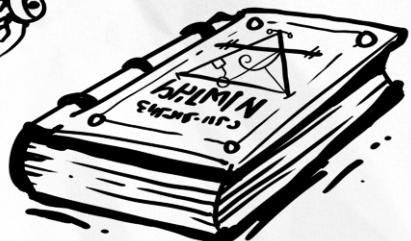
**1: EYE OF AZATOTH:** A red crystal 'eye' gem set in a silver amulet, crowned with tentacle and crab-like motifs.

*Cast DEMON SPELLS at half COST*



**2: MELMAN'S GUIDE:** Book, An exhaustive guide to dimensions, planes, portals and ley lines throughout the multiverse.

*Make an INT roll to locate a portal, ley line, or dimension gate within 1 mile*



**3: EXPLODING RING:** Item, This ring allows its wearer, with a verbal command, to explode a single object.

*Double the effects of any explosive SPELLS by destroying a target object up to 100 pounds*



**4: IRON HEART SHARD:** A jagged piece of magical ore.

*Use your INT STAT to roll RECOVERY, then recover CON +1 HP as normal*



**5: STARFARER'S KEY:** Xenosian doorways can only be opened with this key-like device from deep space.

*Open ANY door instantly with a WIS roll*



**6: GRYPHON SCARF:** A long, cable-knit scarf of red, gold and black with powerful, hidden magic.

*SPELLS are critical hits on an 18, 19 or 20*



**7: DRAGON'S TOOTH:** The fang of a youngling dragon, one of Durathrax's offspring. Pray she does not see it on your person.

*Add a POISON effect to any attack or SPELL Targets take 1D4 damage for 1D4 ROUNDS*



**8: WAND OF WONDERS:** A small wooden staff, only three hands long, etched with spiral and antler motifs.

*Cast all SPELLS 1 LEVEL below actual COST*



# MAGIC EQUIPMENT

## STANDARD STUFF

Common EQUIPMENT for a mage could be considered strange to others. **CHOOSE ANY 3** of the following items and any 3 WEAPONS from the ICRPG Core. These pieces of gear may seem simple, even superfluous, but never underestimate the combination of good role-playing and a weird doo-dad.

### Odds 'n Ends: Contains 6 Rare Ingredients

Convert 1 SPELL you know into a single use POTION with 3 of these, or use them *pure*, as listed on page 25.

### Spell Book: Magic Effort Explodes

This book teaches you the art of unlimited power. When casting a SPELL, and rolling MAGIC EFFORT on a D8, if you roll a natural 8, roll MAGIC EFFORT again. There is no limit to how many times you can roll.

### Roadman's Cloak: +2 Armor, Shadowy Hood

These robes are extra durable, with pockets and padded reinforcement. The hood is also deep and dark, concealing your identity to any passing glance.

### Scrivener's Kit: Discern and Learn SPELLS

With an INT roll, learn any SPELL you see cast by doing 1 HEART of BASIC EFFORT in research. This process bypasses any listed SPELL acquisition requirements.

### Power Crystal: A Magical Bomb

This is a small glowing crystal. Destroy it to cause a colossal explosion, one big enough to destroy a town.

### Diminutive Servant: Conjure Familiar with no Roll

Determine your familiar, as large as a bird, mouse or snake. Conjure and command this creature without a roll. If you become separated from it by more than 5 miles, it vanishes. The familiar has 1 HP.

### Zeke's Codex of Monsters and Men: Discern Details of Enemies

With an INT roll, you can discern a key fact, statistic or weakness in any enemy you have experienced firsthand. These details are also accessible later from the book with no roll.

### Gem of Changes: Change the Elementality of a SPELL

With an INT roll, change the natural element of a SPELL, such as ice to fire.

### Nomad's Bundle: Medical, Camping and Travel SUPPLIES

This rolled up pack contains: 3 small Healing Potions (1D8 each), 5 SUPPLY, 20 Arrows, 3 torches, a small tent and a 50' length of rope.

### A Wizard's Blade: Use your INT to Attack

This elegant short sword, rapier, dagger or kris knife is balanced for fast, lightweight attacks. If you lose or destroy your Wizard's Blade, make an INT roll on a common WEAPON to enchant it with this property.

# MAGE ORIGINS

## KNOW YOUR PAST

When creating a character, choosing SPELLS, or delving into authentic role-play, a clear sense of history is critical. Choose or roll on the table below to start the story wheels turning. If you've chosen or created imagery for your character already, look for the origin story and goal that best fits the look. Think big: you're a wizard!



### ROLL 1D12

### MAGE ORIGIN STORY

1: Scholar	A disciplined life of seclusion and deep study have revealed cosmic truths
2: Gifted	You were born with innate magical power, and it has defined you
3: Chosen One	Your village has revered and resented you for years. You are the One
4: Abandoned	For reasons you crave to know, your parents left you to die as a baby
5: Prophecy	Ancient wall frescoes or cave art depicts YOU at the center of the cosmos
6: Fireborn	A forest or entire town burned to ash. You remained unharmed
7: Meteor	When a star fell to earth 20 years ago, they found you in the crater
8: Inheritance	For generations, an ominous heirloom has carried an inevitable duty
9: Avenger	Wrath and hatred have driven you to discover deep, powerful secrets
10: Outcast	Magic has twisted you in a way that civilization finds repulsive
11: Woodling	You were raised by trees, wolves, mice and birds
12: Awakened	At a young age, you were taken in by monks and achieved enlightenment



# MAGE DESTINY

## DARE YOUR FUTURE

No matter what roads your mage may travel, one goal or destiny sits at the core of your motivations. This is the reason you left home. This goal informs your moral choices, confines the time you have for allies or side-quests, or promises resolution to the strife of your origin.



### ROLL 1D12

MAGE DESTINY OR LIFE GOAL	
1: Power	You are driven by a singular desire to become a wizard of terrible might
2: Knowledge	You will not stop until you know all that the Gods may know
3: Revenge	Whatever force or person is in power is the sole target of your hatred
4: Errand	A great deed must be done, and only you can accomplish it
5: Weapon	A cult has 'created' you for their dire purpose. You are the weapon
6: Curator	You have been chosen to guard and preserve an ancient, secret library
7: Sworn	Your life is bound to another. You will abide their will unto death
8: Keeper	Magical places have guardians such as you, and you are relentless
9: Outer Limits	You cannot rest until you see the edge of the world, of the cosmos
10: Peace	After a life of adventure, and war, and death, you seek calm and silence
11: Lord of Hell	You harbor a sick, secret desire to rule the underworld
12: Archon	An dark tome tells of a strange path to immortality. You mean to walk it

# THE SHEET

## MASTER THEM ALL

This sheet helps you track your ICRPG basics and, more importantly, EFFORT dice, power limits and types of SPELLS you have mastered. In the pages ahead, as you explore THE LAWS OF MAGIC (p. 18), you'll see how all these elements are essential to the highest levels of power. For a clean version of the character sheet, flip back to page 118.

**NAME**

**ORIGIN** \_\_\_\_\_ **DESTINY** \_\_\_\_\_

**STR**      **DEX**      **CON**      **INT**      **WIS**      **CHA**

BASE LOOT    BASE LOOT    BASE LOOT    BASE LOOT    BASE LOOT    BASE LOOT

**WEAPON**    **MAGIC**    **ULTIMATE**

BASE LOOT    BASE LOOT    BASE LOOT

**ARMOR**

BASE LOOT

**HEARTS** (10 HP)

**STARTER LOOT** \_\_\_\_\_ **STARTER GEAR** \_\_\_\_\_

**1**

**2**

**3**

**4**

**MAGE CLASS** (For each TYPE in your CLASS, choose 1 SPELL to start.)

- 1: WIZARD ENERGY, TRANSMUTATION, DIMENSION
- 2: ALCHEMIST POTION, GLYPH, OBJECT
- 3: SORCEROR FIRE, SOUL, ENERGY
- 4: WITCH ELDER, POTION, CURSE
- 5: SUMMONER DEMON, MATTER, ELDER
- 6: MONK BLOOD, SOUL, MIND
- 7: ENTITY OBJECT, ELDER, DIMENSION
- 8: MAGE TIME, OBJECT

**MAGE KIND**

- 1: WILD Roll 1D4 to determine POWER when casting
- 2: DEMONIC Always cast DEMON SPELLS 1 LEVEL above cost
- 3: PYRO Ignore the LEVEL requirements on Fire SPELLS
- 4: PSYCHO When casting, choose a random SPELL from all those ACQUIRED
- 5: SHIFTING Change to any BIO FORM, WIS roll. Hold with CONCENTRATION
- 6: MENTAL Roll EASY when attempting to ACQUIRE a new SPELL
- 7: INTUITIVE Achieve MASTERY with only 3 steps rather than 4
- 8: ANCIENT Use/destroy 1 RARE INGREDIENT to cast at no COST

**TRANSMUTATION** **MATTER** **BLOOD** **ENERGY** **DEMON** **MIND** **FIRE** **GLYPH** **CURSE** **DIMENSION** **ELDER** **TIME**

**HERO COIN**

1: All the basics of an ICRPG character

2: These bubbles track how many SPELLS of a TYPE you know, and your MASTERY progress on each

3: KIND and CLASS determine the unique mechanical characteristics of your mage

4: Use this journal area to record LOOT and SPELLS

# PLAY YOUR NEW MAGE

## UP YOUR MAGIC GAME

The ultimate levels of magic-user play is an exciting, improvised skill with role play. This skill involves assembling, accessing, describing and tracking all the zany details of SPELL casting. No matter what kind of mage you create, this skill will keep the turns moving quickly, keep your GM informed, and bring all the innovative moments you're dreaming up to their full form.



**KNOW YOUR BUILD:** Building your character is always fun, but knowing it is a different matter. A skilled mage should exhibit a sort of rhythm as power and weakness ebb and flow. This will help you maximize your effectiveness, and more importantly help your allies understand your role in the group.

**ANNOUNCE YOUR CAST:** Every time you cast, include as much data as you can. Try saying “I cast ATTRACTOR at POWER III, I’ll place it right here, it lasts 3 ROUNDS, and COSTS me 9 HP.” This instantly clears all questions, and reassures everyone playing that all this madness is by the book.

**TRACK EVERYTHING:** Do your GM a favor! Track every lasting effect, range, radius, and other details of your SPELLS. Volunteer to announce expired effects and out-of-range targets. Use dice, digital counters, or index cards to keep it all above table.

**BE ARCANE, BE CREATIVE:** Anyone can blast skeletons to pieces. You are a strange, mysterious thing! Raw damage output can be fun, but consider ways to bend situations rather than dominate them. Look deeper into solutions no one sees coming. When they think you’re weird, go weird-er. Repetition is the bastion of the tiny-minded!

**HIGHLIGHT OTHERS:** The greatest skill a mage can learn is altruism. This isn’t dour self-sacrifice alone, but a whole array of support functions to make other characters look and feel awesome. Your wide, cosmic mind sees joy in the triumph of others, and your power lies hidden like the strength of the open ocean on a calm day. All that said, when the time comes, UNLEASH HELL.



# LOOSE ENDS

## EVERYTHING IN ITS PLACE

As a magic-user, you may find that managing inventory becomes far more dynamic and messy than with a sword-and-board BLADE or GUARDIAN. You have INT and WIS SPELLS to consider, RARE INGREDIENTS, weapons and equipment, scrolls, and of course bizarre baubles like frog skulls and monkey claws. The 10 CARRY/10 EQUIP rule should suddenly feel terribly claustrophobic. Here are a series of tips to keep it all from clattering out on the dungeon floor.

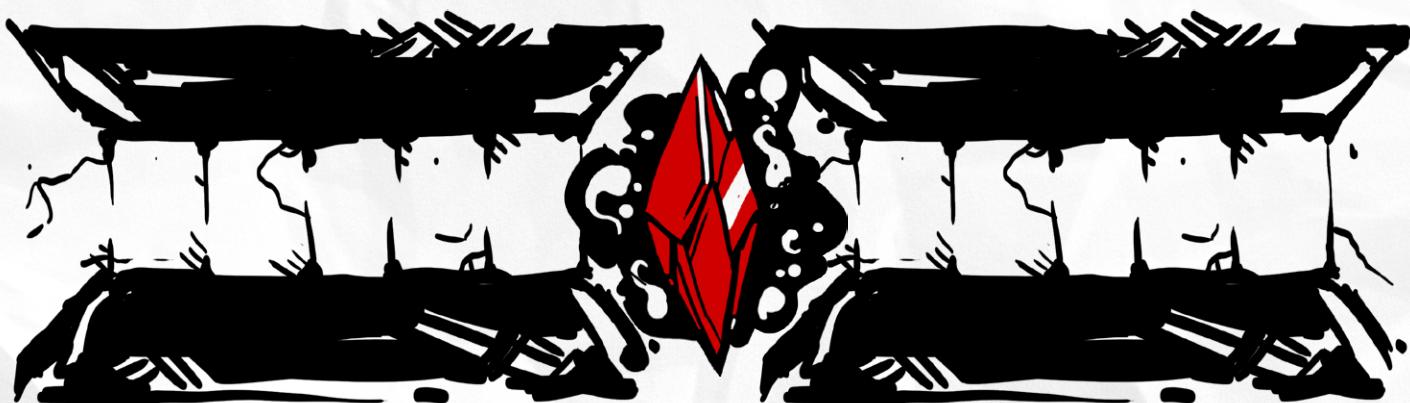
**RONALD'S BACKWAGON:** There are items in the LOOT TABLES designed to offer lots of inventory space. These items could be bought or created with a little luck. This is the old tried and true 'more is better' approach.

**STORING SPELLS:** Spell Stones, scrolls, books, potions, and YOG crystals can be used to store magic to save space or unleash later. Your unique mage may even use enchanted daggers, weird dolls, human teeth, or the ears of his enemies to store magic power. No matter your vessel or style, use the POTION CREATION rules (p. 25) to store SPELLS in objects. You'll thank me later.

**CREATE STORAGE MAGIC:** SPELLS aren't the only thing eating up space. If you can't get your hands on a high end storage item, you'll need to get creative. Pocket dimensions, bottomless bags, unseen servants and more can solve your gear hoarding issues. Work with your GM as you would creating any other magic, and make the roll. Boom, you've got an invisible donkey cart. Remember, COST remains when casting for storage or containment.

**USE A JOURNAL:** Character sheets are for common folk. You are a wizard. You are a conduit of the cosmos. You need a journal. This approach creates a lovely mess. Don't erase! Just keep scribbling, crossing out, drawing arrows. This journal is your grimoire! By using this method, you will go deeper into the blurry line between yourself as a player and the tangled arcane mind of your character. That's called immersion, and it is awesome.

**CORE SPELLS:** Casting all those tasty WIS and INT SPELLS from the core book at LEVEL I is cheap, simple and kicks butt. The reduced detail of those SPELLS may not save you inventory, but it will save you the cognitive load of tracking information. Load up! Don't see what you're dreaming of? Create a SPELL that fits! Simplicity becomes a form of inventory savings when you realize your brain is one of the most limiting backpacks of them all. I'm looking right at you, HEALING TOUCH.



# MAGICAL LOOT TABLE

- 1: Walking Stick (Item, Move FAR and still take an action)
- 2: Spell Mirror (Item, Reflect a SPELL cast against you in a random direction with an INT roll)
- 3: Crown of Eye (+1 Armor, The wearer of this refractive band cannot be surprised)
- 4: Manual of Persuasive Pontification (TOOL, +3 CHA to any ATTEMPT utilizing non-magical language or speech)
- 5: Blood Pebble (Item, Make your cast roll HARD, if you succeed, pay 1 level less than its actual COST)
- 6: Nightbringer (Dagger, Any victim injured by this MAGICAL blade is blinded for 1D4 ROUNDS)
- 7: Doomsayer Snare (Trap, Tripped with a common wire, Release a cast of APOCALYPTICA at POWER 4)
- 8: Ice Dagger (Kris Knife, Any victim injured with 6 or more damage with this blade is frozen solid for 1D4 ROUNDS)
- 9: Red Tinted Glasses (Item, If you see a primary red object or color, ignite that object with an INT roll)
- 10: Gyroscope of Falling (Item, When falling, change your personal gravity field with a CON roll for 1 ROUND)
- 11: Shards of Ka'a (3 Arrowheads, An ice-cold bladed arrowhead that explodes for DOUBLE ULTIMATE damage on impact)
- 12: Proto Artifact (Item, 2 Uses, Reach into this strange cubic object and withdraw an ARTIFACT in SPELL ACQUISITION)
- 13: Critter Cloak (+2 Armor, Wear to become any small mammal, double your MOVES, gain +5 DEX, remain or turn back at will)
- 14: The DawnStorm (Staff, Use DEX to cast any ranged attack SPELL at no COST, also functions as a non magical WEAPON)
- 15: Flute of Forgetting (Instrument, Play a haunting melody with CHA, all who hear forget where they are for 1D4 ROUNDS)
- 16: Zeke's Wooden Slippers (+1 Armor, So comfy, always add an extra +3 to your RECOVERY rolls)
- 17: Doorway Chalk (Item, 3 uses, Draw a doorway on any surface, it leads to another door anywhere you choose)
- 18: Mirror Prison (Item, A large mirror, 5 inventory slots, see your reflection and be imprisoned for 1D4 ROUNDS)
- 19: Spell Stealer Gloves (+2 Armor, With a DEX roll reach through phase and take a SPELL cast on you last ROUND from its user)
- 20: Presto's Hat (+2 Armor, Reach in, once per location, pull out a random item from the BIZARRE LOOT table)
- 21: Jar of Flame Pixies (Item, 10 Pixies, fast-flying fireballs with 1 HP that fight for you)
- 22: Wand of Disarming (Wand, Blast an enemy you can see with a DEX roll to send their current WEAPON flying)
- 23: Dragonslayer Spear (Siege Spear, NEAR reach, ULTIMATE damage, damage rolls of natural 8+ explode when fighting dragons)
- 24: Phylactery (SPELL, Energy Level II, Store your immortal soul in a small object. If object intact, you cannot die)
- 25: Garland's Ear (Item, A golden ear horn that allows you to hear EVERYTHING within 1 mile)
- 26: Fabric of Shadows (+2 Armor, Use to create a cloak, robe or tunic. With an INT roll, become perfectly flat and any color)
- 27: Dragon Fireworks (Item, 5 Uses, Amaze a whole village of common folk into terror, awe, or gleeful excitement)
- 28: Ghost Chess (Item, Scatter on the ground, Control 1D6 enemies as if they were pieces on a board for 1D4 ROUNDS)
- 29: Sphere of projectiles (SPELL, Matter Level II, Create a crystal sphere. All projectiles are attracted for 1D6 ROUNDS)
- 30: Potioner's Kit (TOOLS, Make potions with a single RARE INGREDIENT rather than 3)
- 31: Ingara's Luck Ring (Item, 6 Uses, Turn a failed roll into a success)
- 32: Herald's Trumpet (Item, 2 Uses, Summon an Angel to fight on your side for 1D4 ROUND)
- 33: Stick of Stickery (Staff, Turn any object into solid wood for 1D4 ROUNDS)
- 34: Kaleidoscopica Arcanum (Book, Transparent ages align in cosmic ways. Read with WIS to answer any question about color)
- 35: Scroll of Shame (Ember Scroll, A creature you can see becomes instantly disappointed in themselves and dumbstruck)
- 36: Crystal Symbiote (Item, +8 Armor, A Green crystal that hovers CLOSE and intercepts incoming attacks)
- 37: Dial of Stretching (Item, Turn this dial and unnaturally stretch a target you can see twice its length with each turn of the dial)
- 38: Amulet of Dragons (+1 Armor, No dragon can harm you while wearing this powerful talisman)
- 39: Garland's Amulet (Item, For any roll where you don't normally get a bonus, get +2 to that roll instead)
- 40: Mana Root (Food, 3 uses, Consume to grant 10 HP usable only to absorb SPELL casting COST)
- 41: Clockworks (Item, A series of gears and levers, Use healing magic or POTIONS on mechanical beings as if they were biological)
- 42: Wicker Mushroom Kreel (Item, Contains 15 RARE INGREDIENTS)
- 43: Ghost Candle (Item, 5 uses, Light this funeral candle to magically attract and reveal any GHOSTS within 1 mile)
- 44: Olfan's Hymnal Hurdy Gurdy (Instrument, Cast any SPELLS that boost allies with speech or music at no COST)
- 45: Lasher Tooth (Item, You are always partly phased, any roll to evade an attack is always EASY)
- 46: Breathing Bell (Item, A collapsible diving bell that allows 3 individuals to breathe in any airless environment)
- 47: Star of Aras (Weapon, A glaive that damages multiple enemies like in Krull and returns)
- 48: Witch's Skull (Item, Reveal its face to unleash a terrifying scream, targets that see it roll CHA to resist the fear)
- 49: Krellian Chain Mace (Weapon, A massive spiked ball on 8 feet of chain, +6 WEAPON EFFORT)
- 50: Gnomish Brain Stick (Wand, With CHA, alter your voice, lighting, and noises to bewilder all those who see your bizarre scenes)

# MAGICAL LOOT TABLE

- 51: Rod of Rot (Wand, Plague any structure with moss, mold, vines, and decay with an INT roll. It will collapse in 1D4 days)
- 52: Dead Sword (MAGICAL Sword, Ghosts, specters, and wraiths follow your commands, but still hate you)
- 53: Blood of an Archfiend (12 RARE INGREDIENTS that can only be used to make POTIONS out of DEMON SPELLS)
- 54: Iadrdrum Shield Golem (Item, A sentient shield. Deploy with STR, Absorbs 20 damage per ROUND for 1D4 ROUNDS then folds up)
- 55: Necklace of Tides (Item, Call a massive wave, tide, current, or rapids to your location with a CHA roll)
- 56: Boots of Wall Running (+4 Armor, Use any vertical surface for movement, when moving FAR)
- 57: Globe of Blades (Item, You are surrounded by hovering knives, Attackers take WEAPON damage)
- 58: Alacar's Ink (Item, 3 uses, Draw anything with this arcane lotus ink, it becomes real in every way for 2D4 ROUNDS)
- 59: Robe of Many Pockets (+2 Armor, Magical LOOT takes no space in your inventory)
- 60: Fire Caltrops (Item, 3 uses, Ultra-hot steel scatter spikes that ignite anything that touches them, then burn away)
- 61: Spore Sentry (Creature, A tiny Mykonoid warrior who cannot move, but can fight with a mushroom spear and speak)
- 62: Demon Powder (Item, 5 uses, Ignite this flammable dust to conjure a DEMON instantly)
- 63: Collar of Balthus (+5 Armor, A locking neck ring which binds its wearer to obey you any time you command with a CHA roll)
- 64: Vestments of Mastery (+5 Armor, Gain 3 MASTERY in any SPELL TYPE as long as you wear these rune-covered robes)
- 65: Ankh of Sett (Item, If you roll a natural 20 to pop up from DYING, return to life with full HP)
- 66: Dwarven War Anvil (Item, A wheeled duranium anvil and toolset, Create any metal implement instantly with a STR roll)
- 67: Antoine's Quill (Item, Write your own SPELL origins and theory, Ignore ACQUISITION limitations on all SPELLS)
- 68: Javelin Bridge (Weapon, A magical javelin, Simple WEAPON or thrown with a power word to form a 30' bridge 6' wide)
- 69: Illuminated Libram of Sulus Gum (Book, Read a page with a WIS roll, gain any BOONE required for SPELL ACQUISITION)
- 70: Cloak of Embers (+4 Armor, Create an Ember Scroll from any SPELL you know with an INT roll)
- 71: Arcane Fuse (Item, 5 Uses, SPELLS cast on this thin cord take effect in 1D4 ROUNDS)
- 72: Heavy Water Vial (Item, Use your HEALING TOUCH SPELL to create bottled healing POTIONS)
- 73: Ring of Resolve (+3 Armor, A magical ring that deflects damage, Ignore any attack against you of 5 damage or less)
- 74: Wigglers (Food, 10 uses, Living pupae of a pine toad, Eat with a CON roll to fill to full HP, if failing the roll gain only 1D12 HP)
- 75: Faber Infinitum (Book, Read with an INT roll and gain floorplans and complete architectural data on your current location)
- 76: Minish Cap (+3 Armor, A wide-brimmed floppy wizard's hat, you no longer have a limit to your carried/equipped inventory)
- 77: Ring of Gehemna (Item, +1 all STATS, Summon a magical doorway to The Arcane Library in any desert, stays open 2 ROUNDS)
- 78: Book of Hidden Commonalities (Book, When awarded a MASTERY step by the GM, apply it to any TYPE)
- 79: Libram Mortiferum (Book, The methods and details of death. Any victim you reduce to 5 HP or less drops to 0 HP)
- 80: Skolari's Almanac (Book, A methodology in PORTAL harmonics, PORTALS stay open 1 extra ROUND for you)
- 81: Tobin's Spirit Guide (Book, Know the full details of any ENTITY you encounter with an INT roll)
- 82: Tome of Timelines (Book, Retain knowledge of previous and alternate times even when affected by or causing changes in time)
- 83: Skull of Vincent Aligeeri (Item, A ventriloquist skull that can function as your voice from any distance, and ignores SILENCE)
- 84: Render (Great Sword, ULTIMATE, The damage done with this weapon also affects ARMOR)
- 85: Il-Zah'red (Scimitar, Magical, A weapon so balanced, so perfect, so sharp, you attack with no roll)
- 86: Myre Abbey Manuscript (Book, Reading this sinister tome gives you all the abilities and properties of a Brain Horror)
- 87: Scroll of Finding (Item, 1 Use, Looking for something? Destroy this scroll and find it instantly)
- 88: Windchaser (Vehicle, A miniaturized sailing vessel that can expand to full size instantly, has 20 SUPPLY and holds 8 crew)
- 89: Olfan's Dousing Fork (Item, Roll INT to find 1D6 RARE INGREDIENTS anywhere)
- 90: Oil of Redemption (Food, 3 uses, Evil or hateful creatures that consume this oil become good, abandoning their evil ways)
- 91: Tube of Scrolls (Item, A tube of 5 SPELL SCROLLS, the GM will select what SPELLS are written here)
- 92: Littleton Township (Item, A tiny town of 500 folk, all contained in a glass bottle complete with fields, pond, and bell tower)
- 93: Bone Collector's Case (Luggage, Burn bones instead of your HP as COST, collect 1D8 bones from any deceased, intact human)
- 94: Ironbrand (Shield, +8 Armor, Allies CLOSE to you also gain this armor bonus)
- 95: Hoodria Petrificatum (+4 Armor, Pull the hood up on this cloak and become solid stone)
- 96: Crystal Scatter Prism (Item, Refract any SPELL through this crystal, the SPELL is tripled in whatever way you devise)
- 97: Proto Matter (Substance, 1 use, Form this blob of gooey mercury into any ITEM on any LOOT TABLE)
- 98: Spellstar (Item, When you BURN a SPELL to cast it, pay no COST and regenerate the SPELL with an INT roll)
- 99: Zeke's Magnificent Entitizer (Item, Transform any living creature into any ENTITY with an INT roll)
- 100: Ring of Power (+5 Armor, +2 all STATS, Leave no footprints, Cast all Level I and II SPELLS at no COST)

# LAWS OF MAGIC



*I looked, and a crack of lightning struck the obelisk.  
Just as Xelos had planned, the stars aligned with terrible power.  
Aras of Iridess rose from his dusty hell to answer our call...*

# SPELL CASTING SYSTEMS

## POWER AND COST

SPELLS are cast with many different intentions. Some are desperate last stands, others are mere parlor tricks. All SPELLS use a flexible level of POWER. This represents how much of her full ability a caster puts into a magical effect.

- Whenever casting a SPELL, the player decides what POWER to cast. This is a range from 1 to 4.
- POWER is a multiplicative effect on any SPELL. If a SPELL were to inflict MAGICAL DAMAGE, for instance, POWER 1 would be 1D8, POWER 2 2D8 and so on.
- POWER will determine how long or effective or widespread the SPELL's effect will be. These effects are included in every SPELL's entry. You may not always want to cast at maximum POWER because of its COST.



*Casting a SPELL requires the caster to sacrifice SPELL LEVEL x SPELL POWER in HP*

- The maximum COST of a SPELL is 16 HP, when a LEVEL 4 SPELL is cast at POWER level 4 ( $4 \times 4 = 16$ ). This sacrifice is called COST.
- COST is only paid when a cast succeeds.

## MAXIMUM LEVELS

There are 4 LEVELS of SPELLS listed. In addition to calculating COST, a SPELL'S LEVEL determines your ability to learn it at all. LEVEL IV SPELLS are widely complex and powerful, necessitating the learning of simpler magics first.



*You can learn SPELLS of a MAX LEVEL equal to the number of SPELLS already known in that specific TYPE*

You can always refer to your character sheet to see MAX LEVEL quickly. Each TYPE counter slot also serves as that TYPE's MAX LEVEL! Simple! Even if you have 5 or more SPELLS of a TYPE, your MAX LEVEL stays at IV. No such thing as a LEVEL V SPELL has been invented or discovered... yet.

## THE ROLL OR BURN RULE

Sometimes, relying on a dice roll to cast can be too much risk. At moments like these, the BURN rule becomes critical. This expansion of ICRPG standards gives magic-users the certainty their burden can demand.

- **ROLL:** Roll INT or WIS against the current TARGET as normal. If you fail, try the exact same cast on your next TURN with an EASY roll. Any other action negates this effect, as you have lost your focus.
- **BURN:** Bypass the roll, getting a *guaranteed cast*, but lose use of this SPELL until a full rest in SAFETY. The exact definitions of SAFETY and rest can rely on many factors between you, your character's situational details and the GM.



**COST:** Whether you use ROLL or BURN to cast a SPELL, you pay the COST if the SPELL takes effect. Rolling or BURNING only determines the certainty with which you activate the SPELL. Treat all SPELLS from the ICRPG Core as Level 1.



Use INT as a default STAT to cast. WIS can also be used to cast created SPELLS, or SPELLS used from the ICRPG Core.



# TYPES OF SPELLS

## THE TWELVE

Magic is channeled into 12 TYPES. Within these, and between these, a complex network of connections exists. This set of links forms a web that can take a lifetime to master. This web is the very essence of magical genius. To get started, here are the TYPES in brief.

- **MATTER:** To crush, crumble, dissolve, melt or incinerate objects, creatures, or structures
- **TRANSMUTATION:** Change, contort, or reverse natural materials, forces, or events
- **MIND:** Influence, control, occupy, invade or befriend any thinking thing, be it monster, man, animal or God
- **DIMENSION:** Access, navigate, and interlink the doorways, portals and ley lines that criss-cross the cosmos. Travel without moving
- **DEMON:** Conjure, control, or even become the myriad accursed beings that inhabit the infernal realms
- **GLYPH:** Inscribe ward, protection or trap symbols on any surface, and activate by proximity or command
- **CURSE:** Slow effects, geases, over-time effects, and hidden dooms that creep with insidious silence
- **TIME:** Control, warp, or travel through the most baffling of dimensions... but beware!
- **BLOOD:** Heal, leech, or afflict the flesh of the living
- **FIRE:** Create, control, or become the most powerful and destructive of elements
- **ENERGY:** Bolts of power, electric storms, plasma shards, beams of death... these are the realm of energy
- **ELDER:** Strange effects and powers that defy categorization. These, of all SPELLS, have the most horrific mercurial properties. The old Gods are cruel and care little for our infinitesimal fates



# SPELL MASTERY

## YOU ARE WHAT YOU CAST

The more you use a certain TYPE of SPELLS, the more you peer into the subtle expertise required to master it. The toll taken on your body and soul can be greatly reduced with SPELL MASTERY. This might be by design, or on accident, but make no mistake: once you MASTER a SPELL TYPE, you will become significantly more powerful. A mage who has MASTERED all SPELL TYPES would be a terrifying force.

- **PROGRESS:** Each TYPE has 4 small bubbles to fill in on your character sheet. Once the 4th bubble is filled, you have MASTERED that SPELL TYPE.
- **MASTERY:** Cast SPELLS of a MASTERED TYPE at half COST. The COST of a SPELL can never be less than 1 HP, even when MASTERED. Also, when creating new SPELLS of a MASTERED TYPE, do half the specified EFFORT to complete the creation process.



## YOU MASTER WHEN...

Right away, you should be wondering ‘when do I get to fill in a bubble on my MASTERY progress?’ That is no simple matter. During play, moments of incredible drama, impact or excitement can incite your GM to announce ‘take a step toward MASTERY’ or ‘wow, fill in a MASTERY bubble for that!’ Unlike a HERO COIN, this reward in play is a permanent move toward ultimate power! Here are examples of when MASTERY occurs.

- **GODLIKE:** When massive levels of power are unleashed, the mage that channels it is forever changed. Dice can do incredible things.
- **MASSACRE:** Terrible, sudden loss of life leaves a scar on the planes, and on those who witness such horrific events.
- **THE GOAT:** When all depends on you, and the fickle forces of magic let you down, to the doom of all, you are known as THE GOAT. Such a moment induces MASTERY, despite the shame.
- **TURNING POINT:** No moment is more exciting than when a character story evolves or twists. A vow may be fulfilled, an ancient vendetta executed, or a destiny realized.
- **WEIRDING:** Magic is weird. When the weirdness reaches extreme heights, the oddity of it all will inspire a magic-user.
- **BOONE OR BANE:** A kingly gift, cursed artifact, starfallen relic, holy weapon or powerful hex can add a step toward MASTERY.



# MERCURIAL FAILURE

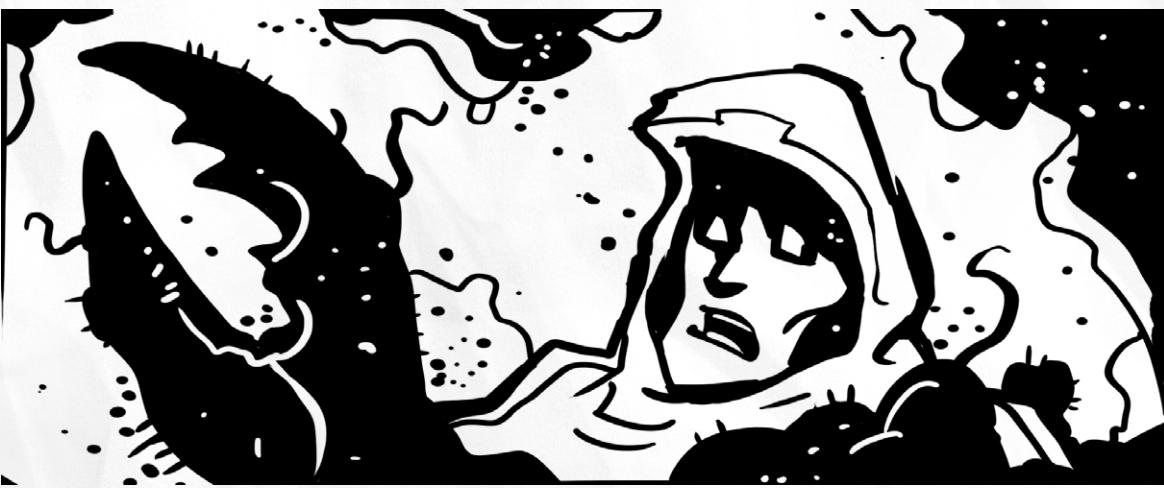
## AMBIVALENT FORCES

Magic is a fickle, loveless, dangerous thing. **ANY cast roll of a natural 1 activates a mercurial effect**, no BLUNDER needed. Choose the table based on the SPELL POWER being attempted and, if you're the GM, chuckle with sadistic pleasure as you read the results. If a player, pray the dice fall in your favor.



### ROLL 1D12 POWER 1-2 FAILURE RESULTS

- |               |  |
|---------------|--|
| 1: Rebuked    | Suffer 6 ROUNDS of no magic at all, including any effects from LOOT        |
| 2: Spellburn  | Suffer classic 1D4 ROUNDS of spellburn, with no roll                       |
| 3: Weary      | Suffer 1 ROUND of no SPELL use, move only CLOSE for 3 ROUNDS               |
| 4: Bolt       | A ray of energy shoots in a random direction, inflicting MAGIC damage      |
| 5: Ectoplasm  | A burst of sticky slime covers and immobilizes you. Roll STR to break free |
| 6: Scream     | You involuntarily cry out with terror and move FAR in a random direction   |
| 7: Fear       | Glimpse the horror between the stars. Lose all STAT bonuses for 3 ROUNDS   |
| 8: Singed     | Take MAGIC damage from within your own mind                                |
| 9: Misfire    | The SPELL fails, and cannot be used for D4 ROUNDS                          |
| 10: Wild Shot | The SPELL fires, but at a random TARGET                                    |
| 11: Dud       | Nothing happens, not even sparkles   |
| 12: Comical   | You slip, bumble, or otherwise look foolish in your failure                |



### ROLL 1D12 POWER 3-4 FAILURE RESULTS

- |                |  |
|----------------|--|
| 1: Disaster    | Lose the SPELL for 1D4 days, summon 1D6 hostile entities, pay your COST          |
| 2: Defiled     | Arcane forces scorn you. Summon 1 hostile entity                                 |
| 3: Astral Rift | A vortex opens, lasts 4 ROUNDS. Roll STR or be pulled FAR toward it each ROUND   |
| 4: Atomized    | Randomly choose and destroy 2 pieces of your LOOT                                |
| 5: Concussed   | Become dazed and stunned for 2 ROUNDS, suffer spellburn with no roll             |
| 6: Mutations   | Magic twists your body in a hideous way. Roll 1 MUTATION (p. 76)                 |
| 7: Doorway     | Cast DOORWAY to a random place you have been in the last hour                    |
| 8: Arc         | Suffer MAGIC damage. It also arcs to any metal objects within DOUBLE FAR         |
| 9: Scramble    | A baffling wave. You and all creatures within FAR move FAR in a random direction |
| 10: Misfire    | The SPELL fails, and cannot be used for D4 ROUNDS                                |
| 11: Wild Shot  | The SPELL fires, but at a random TARGET  |
| 12: Dud        | Nothing happens, not even sparkles   |

# SPELL CREATION

## THE BASICS

To create a SPELL, simply state the NAME and EFFECT desired. Depending on your specific goals, use the 'CREATION BY LEVEL' guide here to determine its exact specifications. You can know a number of created SPELLS equal to your INT or WIS bonus, and you can forget a created spell to make room for a new one.

SPELL creation can be a tricky business, sometimes requiring multiple rolls and large amounts of EFFORT to complete. With this in mind, the smart SPELL creator does so when a low TARGET is currently on the table.

When SPELL CREATION is being employed, the GM should be sure to pin down very detailed descriptions with mechanical wording from the player. Once these terms are agreed on, get the dice rolling. This agreement, the current TARGET, and battlefield conditions all work to keep this ability from getting 'out of control.'

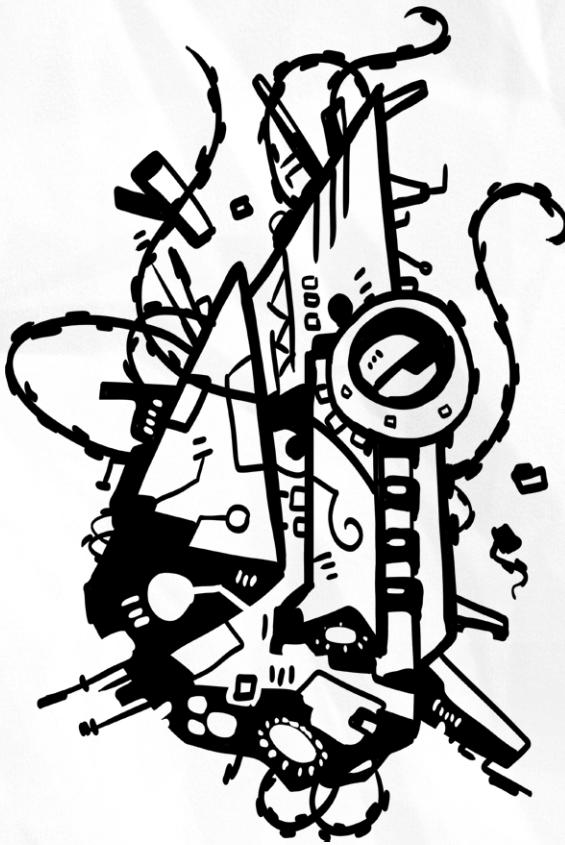


When creating a **Level I** SPELL: Create these simple SPELLS with a single successful roll. Create any number of these.

When creating **Level II**: Make enough rolls to do 1 HEART of EFFORT on your new SPELL. This level of SPELL CREATION can only be done once per day.

When creating **Level III**: Do 2 HEARTS of EFFORT to create, create only one such SPELL per week.

When creating **Level IV**: Do 4 HEARTS of EFFORT to create, create one per month.



Unless using an item that aids SPELL creation (treat as WEAPON), or a magical method (treat as MAGICAL EFFORT), EFFORT to create SPELLS is always BASIC

# SPELL CREATION

## CREATION BY LEVEL

### LEVEL I

#### Simple utility and combat magic

Duration - 1d4 TURNS or instant only

Damage - Magic

Targets - 1

Range - Near

Examples - Open locked door, alter turns of time, heal surface wounds, conjure mundane items, minor divination ("danger lies ahead")



Creating Level I SPELLS can be most handy when looking for additional starter options, or customizing a newer character in the moment. Adding Level I SPELLS to your collection is also very useful for diversifying your Level II options when the time comes to 'level up.'

### LEVEL II

#### SPELLS requiring minimal ritual or research

Duration - 1D4 ROUNDS

Damage - Magic

Targets - Up to 6

Range - Far

Examples - Teleport on battlefield, alter hours of time, heal grave wounds, conjure rare items, potent divination (symbolic dreams)



By the time you're creating Level II SPELLS, you'll be an accomplished mage. Consider ways to reduce COST, extend DURATION, or get bigger effects with bigger POWER. Don't be shy, dream big, because the roll will always be there to make things tricky.

### LEVEL III

#### Powerful, complex magic that is seldom created anywhere but the safety of a sanctum.

Duration - Until Safe

Damage - Ultimate

Targets - Any in sight

Range - 1 mile

Examples - Flight or long teleport, alter years of time, revive recently dead body, conjure flock of celestial griffons, supreme divination (direct answer from mighty being)



Level III magic is never even seen by most people. There are even wizards who believe it is impossible to create such SPELLS. You are different. You are a world-changer, and this kind of magical innovation separates you from your peers.

### LEVEL IV

#### Supreme magic, dared by the few

Duration - Weeks, 1 year or even permanent

Damage - Instant kill / Supreme

Targets - Any

Range - Current dimension

Examples - Astral travel, alter centuries of time, resurrect disintegrated dead, conjure black hole, omnipotent divination (see any point in past/future, converse with gods)



When creating Level IV SPELLS, it's important to work with your GM. You want to delve into unimagined wonders, but not unravel the fabric of your game's story, or belittle other characters with your mind-bending abilities. Elegance is key at the highest levels of all things.

# SPELLS AS POTIONS

## A POWERFUL BREW

Any SPELL can be contained in a consumable, single-use POTION. POTIONS can be very handy, but are easily broken, lost, or spilled. When creating these magical tinctures, follow the SPELL creation guidelines, but with a few special changes.

- POTIONS require ANY 3 RARE INGREDIENTS to create. Specific recipes vary widely, as the ingredients are really just a form of SPELL focus for the caster. Ingredients used are destroyed
- POTION drinkers pay no COST, use no time, and need no roll to activate the effect
- When creating any POTION, if a natural 1 is rolled, the POTION created is not only a dud, but the creator BELIEVES it is perfect. The drinker enjoys no effects, and must make an immediate MERCURIAL roll. Nasty, nasty stuff

## MAGICAL PLANTS AND FUNGI

All the life forms listed below are considered RARE INGREDIENTS. They can be sought out, stumbled upon, or even found in treasure caches. Each has a specific 'pure' use (destroy to activate), or can be used in POTION creation as described above.



### ROLL 1D12

### RARE INGREDIENT PURE USE

1: Portal fungus	Open portal to desired dimension, lasts 1d4 TURNS (see also PORTAL SPELL)
2: Mana blossom	Gain a disposable HEART usable on any SPELL EFFORT
3: Sapper vine	Go to 1 HP to make all effort rolls ULTIMATE on your next spell
4: Amenita Arcania	Mind bending mushroom. Gain +6 INT for 1d4 ROUNDS
5: Psylsilium Scryus	Watch a chosen person or place from afar for 1 ROUND
6: Mage's Falf	A cure for magical ills. Undo one curse or magical mutation
7: Silver Plume	Grants two-way telepathy with all creatures within 1 mile for 1D4 ROUNDS
8: Petrified Frog	Makes a fortifying powder. Use on a creature to make its next roll EASY
9: Albino Bat	Creepy pink eyes. Destroy to reroll a spellcasting check or MERCURIAL roll
10: Fruits of Leng	Squeeze the juice in the mouth of a corpse and it will talk for 1d4 TURNS
11: Blood nettle	Place on the wounds of a DYING creature and it stops dying, no roll needed.
12: Spiny bullwort	Burn and breathe the fumes to gain +2 WIS for 1d4 HOURS.



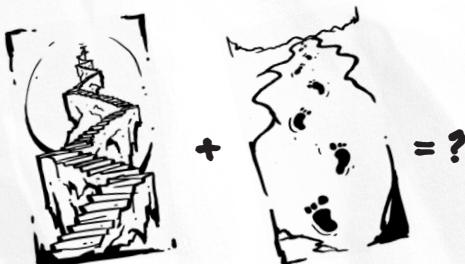
# USING INDEX CARDS

## VOLATILE SPELL CREATION

If you've built adventures or story elements with index cards, you know how powerful it can be as an imagination tool. SPELLS are no different! Try this bonkers method when a mage uses 'Create SPELL' or other abilities to discover new, strange magicks.



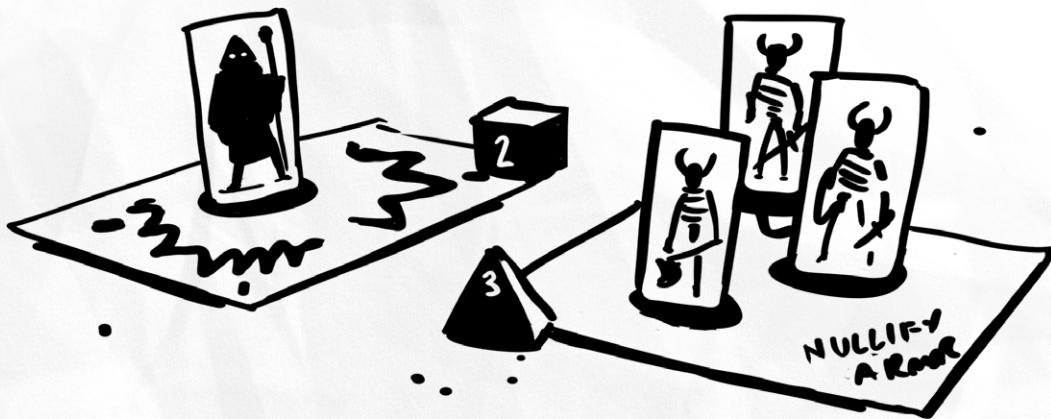
For each successful, consecutive cast roll, while creating magic, add 1 index card, drawn face-down, to a face-down stack. Once the caster decides to stop rolling, or fails a roll, reveal the cards in order. Interpret these cards into a new SPELL that is learned instantly.



## EFFECTS

When playing a true ICRPG magic-user, keep a sharpie, index cards, and a pair of scissors handy at all times. Magic has a way of bending things, doing the unexpected, stretching the imagination. With these simple tools, though, you can build on-the-spot SPELL terrain in seconds. A drifting gas cloud, mass of tentacles or wall of fire can be crafted and placed within your turn, or as you prepare to roll. With a few simple squiggles, a few cuts, and a folded base you can make cool 3D SPELL effects as you play, and the whole table will be better for it!

Even simpler (and a method we use every session) is to jot down effects, auras, or buffs on a small index card, and toss it on the table until it expires. No drawing skill required! This may seem obvious, but it makes a huge difference for all players to see and *feel* your magical impact on the battle.



Cards and dice can be used in all kinds of ways as SPELL trackers on your table. This example shows an aura surrounding the wizard, with its duration timer. Meanwhile, a NULLIFY ARMOR SPELL is cast among a group of enemies, with a card and die to track its cast location and duration.

# A WIZARD'S TOWER

## A FORTRESS OF PRISMS

The deepest levels of arcane knowledge require time, patience, even fortification. Thus, the need of a tower, and a crew of followers arises. It's lonely at the top, as they say, and many will seek to destroy or unmake you. Build your fortress and deny them the pleasure of your ending. COIN finally matters. Options and lists below are provided in roll table format, so you can dice-generate or choose as needed during play.

## THE STRUCTURE ITSELF

It's time to lay brick and lash great timbers. Raising a wizard's sanctum is no small task, and has two primary components: SUPPLY and EFFORT. SUPPLY costs you COIN, and determines what scale you can build. EFFORT requires workers, and determines how much time it will take to raise the walls.

For every 50 SUPPLY (SUPPLY are 10 COIN each), construct 1 FLOOR of your tower. A FLOOR is the architectural equivalent of a CHUNK: it represents an ability and 10 HP of structure. FLOORS have a variety of possible abilities, but no one TOWER can include more than 5. The magic energy simply becomes too much to contain.

A FLOOR will take 10 days to build. As a GM, be clear with players about the stakes and consequences of spending days away from their heroic goals. 10 days may seem like a blink, but when the world hangs in the balance, every second counts.



# A WIZARD'S TOWER



## TOWER DEFENSES

Arm your sanctum with the basics to fend off angry mobs, rebels, or thieves. Less important for towers in remote or inaccessible locations, critical for those in plain view.



**ROLL 1D6**

### TOWER DEFENSES

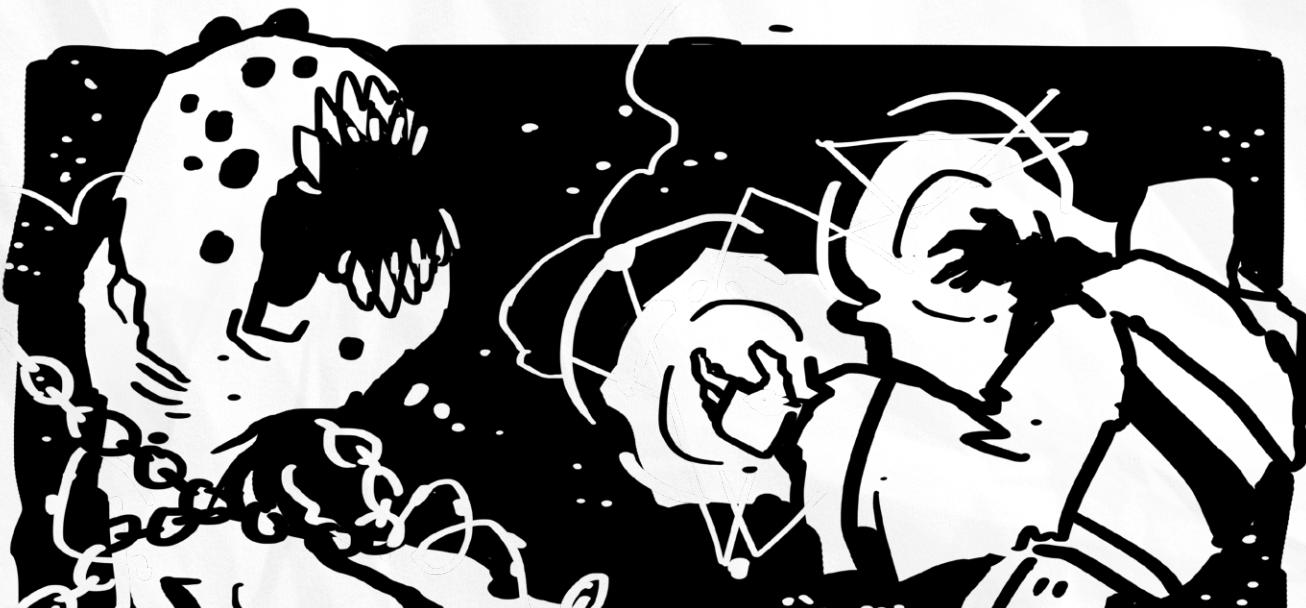
- |                |  |
|----------------|--|
| 1: Battlement  | 100 COIN. Scaling tower walls and hitting creatures behind battlements is HARD   |
| 2: Traps       | 50 COIN. Place a falling portcullis, hidden pit, tripwire arrow, or alarm plate  |
| 3: Wards       | 100 COIN. Place a Level I SPELL. Triggers on touch or enemies NEAR. Resets daily |
| 4: 2 Gargoyles | 50 COIN. Animate to attack enemies. TIER 1 magical entity that can fly FAR       |
| 5: Drawbridge  | 200 COIN. Swim FAR to cross. Includes 4 alligators in a muddy moat               |
| 6: Ballista    | 500 COIN. Requires battlements. Shoot every ROUND, ULTIMATE damage               |

# A WIZARD'S TOWER

## MY MYRIAD MINIONS

When you learn a Level III spell of the listed type, an apprentice MINION arrives seeking to learn from you. This spellcaster grants you its benefits only while you're in your tower. Each apprentice has one HEART and can use it to pay the COST of spells you cast.

<b>Abjurist (GLYPH):</b>	Doors have exploding runes that deal DOUBLE ULTIMATE to intruders
<b>Battlemage (ENERGY):</b>	Once per DAY, cast an ENERGY spell at POWER III for no cost
<b>Chirurgeon (BLOOD):</b>	You have an extra HEART you can use only to cast spells. It replenishes daily
<b>Chronomancer (TIME):</b>	Once per WEEK, gain an extra DAY that only occurs inside your tower
<b>Diabolist (DEMON):</b>	Demons or magical entities you summon always obey you ...at first
<b>Physicist (MATTER):</b>	Once per DAY, convert all surfaces of one FLOOR to duranium for 1D4 HOURS
<b>Psion (MIND):</b>	You are impervious to magical scrying, spying, and mind-reading
<b>Pyromancer (FIRE):</b>	You and your tower cannot be harmed by fire; instead, it heals you
<b>Rifter (DIMENSION):</b>	Creatures can't enter or exit another DIMENSION in your tower unless you will it
<b>Shaman (ELDER):</b>	Beasts and monsters loyal to you have one extra HEART
<b>Sage (TRANSMUTATION):</b>	Once per MONTH, convert 10D100 normal stones to COIN
<b>Warlock (CURSE):</b>	Once per WEEK, transform a creature in your tower into a frog for 1D4 DAYS



## SUMMON TERRORS

Once per completed FLOOR, attempt to persuade a creature or entity to serve you. Make a spellcasting roll on the current target to summon a beast or monster with no more HEARTS than you have. Once summoned, the creature will be forever in your servitude, even if driven by hatred.

# A WIZARD'S TOWER

## POWER AND PURPOSE

Benefits of FLOORS: These benefits only affect you while you are in your tower unless noted.



### ROLL 1D10 FLOOR TYPE

- |                |   |
|----------------|---|
| 1: Library:    | Automatically succeed on rolls to create or learn SPELLS with STUDY acquisition |
| 2: Laboratory: | You automatically succeed on rolls to create POTIONS                            |
| 3: Circles:    | You automatically succeed at rolls to summon minions                            |
| 4: Atrium:     | Once per DAY, alter the weather within 10 miles for 1D4 HOURS                   |
| 5: Menagerie:  | You can house up to 3 additional minions  |
| 6: Scrying:    | Once per DAY, magically view any location within 100 miles                      |
| 7: Font:       | Any who enter here spend 1 ROUND in the water, and are healed to full HP        |
| 8: Forge:      | Create metal equipment with a +1 STAT per day and 100 COIN spent                |
| 9: Vault:      | Door has 3 HEARTS. If tampered with, you are alerted no matter where you are    |
| 10: Dungeon:   | House up to 10 prisoners and up to 4 monsters with total certainty              |



## ENEMIES AT THE GATES

A wizard's tower draws greedy eyes, fearful townsfolk, demonic usurpers and jealous barons. Roll on the table below when the world conspires against you, or arrives with pitchforks.



### ROLL 1D12 ATTACKERS ON YOUR TOWER

- |                |   |
|----------------|---|
| 1: Thieves!    | 1D6 highly skilled thieves enter and steal 1D100% of your treasure hoard        |
| 2: Betrayal    | One of your MINIONS turns and goes wild; can you regain its loyalty? Kill it?   |
| 3: Invaders    | Enemies of the kingdom have crossed into your lands, demanding you kneel        |
| 4: Foiled!     | A team of "heroes" arrives to stop your magical research                        |
| 5: Escort      | The local baron sends 1D100 soldiers to collect you for "a kingly task"         |
| 6: Rival       | A rival wizard spreads false rumors that you are to blame for recent calamities |
| 7: Warlord     | An upstart warlord arrives with 1D100 raiders to take your tower                |
| 8: Tax Levy    | You owe the liege lord of this land 50 COIN per FLOOR in taxes... or else       |
| 9: Famine      | Your MINIONS starve to death or turn up missing, leaving your tower empty       |
| 10: Quake      | Dimensional forces open a chasm near your fortress, and all hell is loosed      |
| 11: Mob        | Angry townsfolk appear demanding you cease all this "witchcraft"                |
| 12: Lightning! | The fury of nature strikes, destroying 1D4 FLOORS in a single, terrible night   |

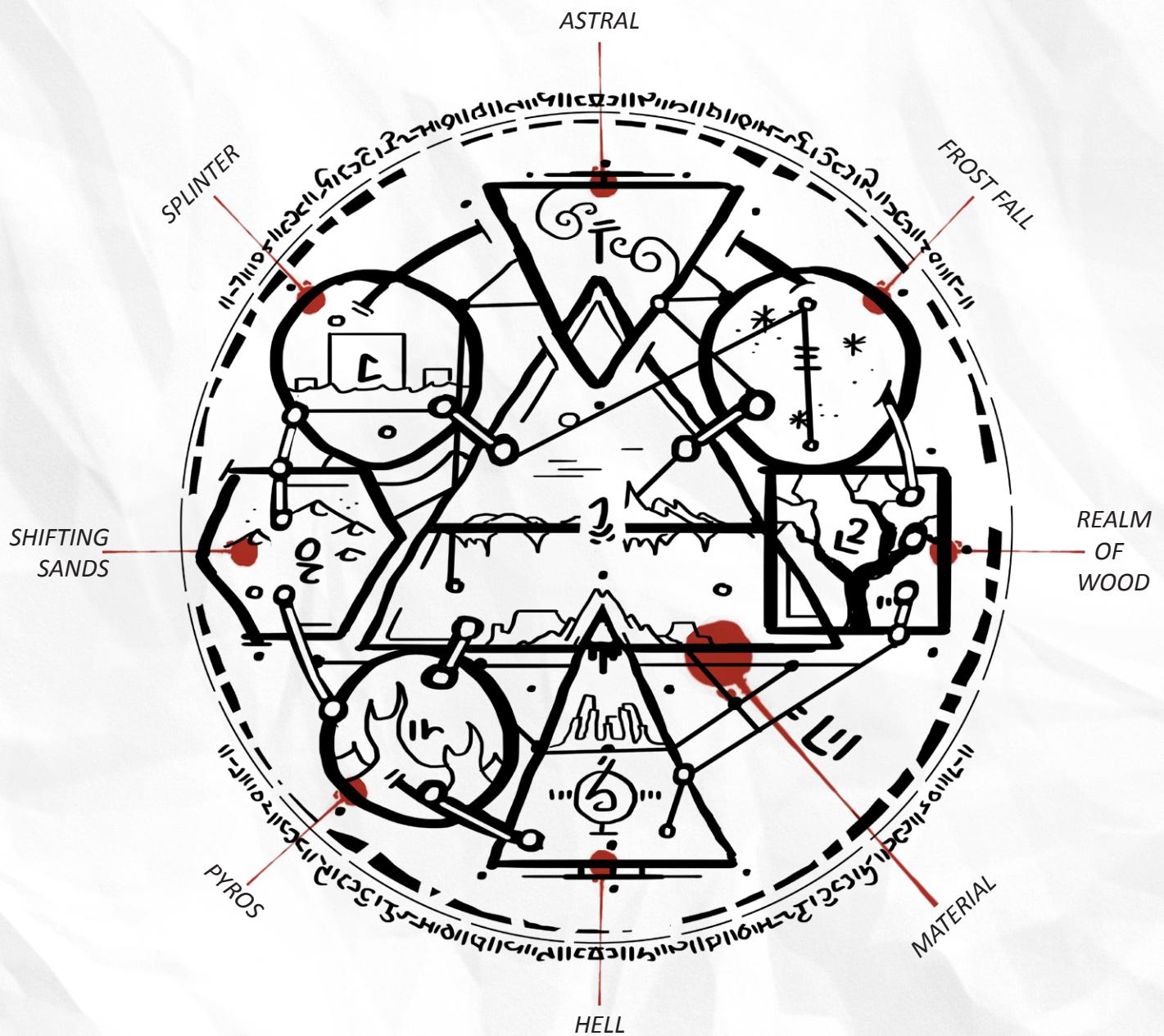
# THE DIMENSIONS

## REALMS WITHIN REALMS

There are 8 known dimensions in the cosmos. Of these, the ASTRAL PLANE serves as a nexus or nerve center, binding all realms together in time and space. This makes the ASTRAL PLANE a supreme destination for travelers, tower builders, and wizards of supreme power. The map below is the best-known representation, taken from 'The Revelations of Anaxamon.'

## DIMENSION AS DISTANCE

At the highest levels of magic power, an entire dimension can serve as the range for a SPELL. No matter the power, though, no magic can cross the dimensional barriers. Even PORTAL and LEY LINE magic can barely form a connection between realms of reality, and are highly unstable forms of magic. For this reason, wizards are often forced to pursue their enemies, or flee their foes into alternate facets of reality.



# THE DIMENSIONS

## MATERIAL REALM

The mortal coil upon which we humans and our kin delicately survive. Fragile, finite, and threatened. The seat of love and courage, and most treasured creation of the Gods. This realm is vast, slow to traverse, and immutable in its physical laws. For this reason, many magical entities and demigods despise it. It's the smell.

## REALM OF WOOD

The seat of cosmic life force and home to the forest Gods and their countless offspring. This dimension has very little stone or soil, and is primarily colossal redwood trees drifting through a gigantic cloud of air and water vapor. There is very little gravity here, and the beings that call this place home have adapted to life in the endless sky.

- Extend all NEAR rules to FAR
- All DEX rolls are HARD
- Tree, druid, plant and weather magic are DOUBLE their normal effects

## PYROS

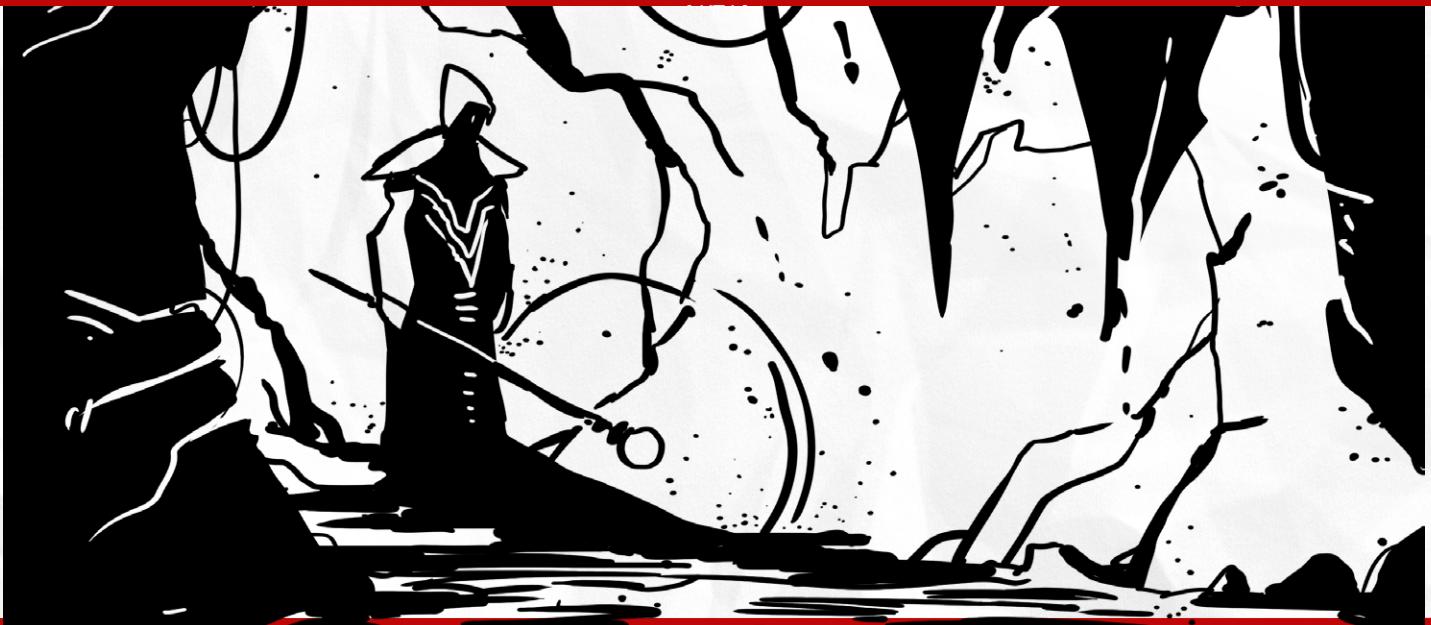
A realm of fire, searing heat, magma and choking smoke. This is the realm of fire elementals, cinder giants, infernals and worse. The central landmass is a shifting, broken mass of dried lava and crumbling basalt spires, crisscrossed by lava flows and volcanic vents. Tread here at your own risk.

- Take 1D4 damage from breathing the air here EVERY ROUND
- Without magical protection, 1 piece of LOOT will ignite and turn to ash PER ROUND
- Fire magic and fire-based ENTITIES enjoy DOUBLE on all effects and powers

## THE SHIFTING SANDS

A desert dimension, but with an infinite plane of dunes. Beneath this lifeless wasteland is a vast network of caverns, occupied by those creatures who seek a truly remote refuge from the bustle of the living cosmos.

- SUPPLY is spent at double its normal rate here
- The deep caverns contain water, and a myriad of cavern life
- Endless dust and sand, even in the caves. All CON rolls are HARD



# THE DIMENSIONS

## HELL

Where souls are tormented for eternity by the sadistic judges they conjure. Home to Azael, Vorlac, demons fiends, and the astral gateways between Alfheim and Ghost Mountain.

- Demons, Infernals, Fiends, Vorlac and Azael re-roll any 1's they roll while here
- Hell never changes, despite the timelines and infinite possibilities of other realms
- Spawn 1D6 Flame Kin every ROUND here, no matter where you may be in HELL

## FROST FALL

A cold, static place of vast frozen emptiness and translucent blue ice formations. Unlike the world of Blood and Snow, there is very little life here.

- Spend 10 SUPPLY to travel here per day, per person
- All DEX rolls are HARD here, the entire place is covered in ice
- Fire magic does HALF its normal effect

## SPLINTER

A realm created to confine the most devious magical criminals and chaotic wizards. It is a complex, convoluted maze of stairways, helix stone pathways, and iron cells. All this in honeycombs colossal cubes of black marble in an ever-crashing ocean.

- Horrific storms buffet this place at all times
- Unless armed with very special means, MAGIC barely functions here. Any roll involving magic, SPELLS, or magic effects of LOOT is always HARD

## ASTRAL PLANE

The cosmic nexus of all places and times. The entire dimension can be treated as a volatile LEY LINE or raw source of power. Gravity behaves strangely, time can move in loops or zig zags, and the stars wheel overhead.

- ENTITIES regenerate D8 HP every ROUND
- PORTAL or DOORWAY SPELLS cast here are always EASY
- Double all effects of magic in any form
- Reduce all TOWER costs by half, and pay with HP rather than COIN. *Anyone's* HP



# SPELLS



*Orvald's library was an endless, shifting maze of genius  
The shelves were lined with every manner of wonder  
I needed centuries to learn it all, so I prepared a special spell...*

# HOW SPELLS ARE LISTED

## SPELL NAME

A SPELL's name is also, by default, the command word(s) used to cast it.

## EFFECT

A description of the SPELL's results when successfully cast

## TARGET

Range, number of targets, and other targeting limits and details. More on p. 36

## ACQUISITION

How this SPELL can be learned or acquired. Read more on p. 36. Ignore if choosing as a STARTER SPELL

## LEVEL

I, II, III, or IV. Casters must know LEVEL X this TYPE of SPELLS to learn this SPELL. Also, a SPELL's COST is driven by LEVEL and POWER. Read more on p. 19

## SPELL TYPE

All SPELLS fit into 1 of 12 possible TYPES. Read about TYPES on p. 20

## ASTRAL FLIGHT

### LEVEL III TRANSMUTATION

Transform your physical form into an incorporeal astral entity. In this form, you can fly at twice your normal MOVE, penetrate solid matter, see and perceive all around you, but remain invisible, immaterial and silent. Only energy or MAGIC attacks can harm you in this form.



1 ROUND/POWER



SELF ONLY



SCROLL, EMBER SCROLL, STUDY

## DURATION

How long the EFFECT lasts once successfully cast. Read more on p. 36

*It is reported that those who are injured in astral form retain strange multidimensional wounds. These wounds are irritated by ley lines and dimensional gateways*

## LORE

*The origin, inventor, reagents, rumors, tall tales, quirks and oddities about this SPELL are in this block.*

# HOW SPELLS ARE LISTED

## TARGET OPTIONS

**SELF:** Can only be cast on the caster

**SINGLE VISIBLE:** Any ONE TARGET the caster can see

**SINGLE TOUCH:** A single ally or enemy touched. If an evasive enemy, may require a DEX roll to touch

**RANGED ATTACK:** Treat as bow or gun shot. Roll DEX

**SINGLE CLOSE:** Melee range, or less than 5 feet

**SINGLE NEAR:** Target any 1 being within a quick sprint

**SINGLE FAR:** Any target within a 'double banana'

**ALL CLOSE:** Everything within arm's reach is affected

**ALL NEAR:** Everything within a stone's throw

**ALL FAR:** A huge area, with a FAR radius is affected by this SPELL

**ALL VISIBLE:** All the caster sees is subject to her power

**ALL IN EARSHOT:** Some SPELLS use sound

**A MATTER OF MILES:** This SPELL has such immense range it is almost infinite

**RANGE AT LOCATION:** Cast this SPELL within a given range, and measure an area from there

**ALLIES ONLY:** As above, but ignore enemies

**ENEMIES ONLY:** As above, but ignore allies



## DURATION OPTIONS

**INSTANT:** The effect is instantaneous, and over in a split second

**1 TURN:** When the player/GM after your TURN is done with their TURN, the effect ends

**1DX TURNS:** Use any die, count your way around the table, then end the effect

**1 ROUND:** At the beginning of your next TURN, the effect disappears

**1DX ROUNDS:** Use any die. After that many of your TURNS, at the beginning of your TURN, the SPELL ends

**Until Timer:** When the current timer rolled by the GM expires, the SPELL dissipates

**FUSE:** The caster sets DURATION, within a maximum

**HOURS:** A trip by horseback, night of camping, or long walk in the woods

**DAYS:** Use a die, GM ruling, caster roll, or caster decision to determine

**CONCENTRATION:** The SPELL lasts until the caster casts another SPELL or takes any damage

**PERMANENT:** This SPELL never dissipates unless COUNTERSPELL or other removal method is used

## ACQUISITION OPTIONS

Each SPELL has a unique way of being acquired. Feel free to use or disregard ACQUISITION REQUIREMENTS entirely. Consider them 'optional detail.'

**SCROLL:** Find and decipher the written form of this SPELL

**EMBER SCROLL:** A single-use version of a SPELL written in common tongue

**STUDY:** Long, arduous days and nights must be spent to decrypt and comprehend this SPELL

**BOONE:** Gods, Devils or arch-mages can grant SPELLS with a thought, if you can earn their favor, or do their will

**ARTIFACT:** To possess this relic is to know this SPELL

**REBIRTH:** Some SPELLS, especially RESONANT ones, require an aspirant to die and be remade

**SLAY:** The only way to find this magic is to kill its guardian

**SPELL STONE:** One of the few ways to contain more than one SPELL is a fragment of YOG crystal

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- LVL I: Durandel's Blessing
- LVL I: Wither
- LVL II: Bind Soul
- LVL II: Driven
- LVL II: Transfusion
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- LVL III: Transfusion
- LVL III: Life
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- LVL IV: Vampire

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SPELLS are sorted by TYPE. In each TYPE Listing, they are sorted by LEVEL and alphabet. This sorting makes 'shopping' according to your MASTERY TYPES fast and easy. Also, SPELLS are listed in boxes, which can easily be printed and cut into cards.

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- LVL I: Disruptor Ray
- LVL I: Mutagen
- LVL I: Painless
- LVL I: Swiftness
- LVL II: Ant Venom
- LVL II: Duranium
- LVL II: Garland's Sphere
- LVL III: Molok's Machines
- LVL III: Petrificatum
- LVL IV: Reactor

# BLOOD SPELLS

## BLOOD MIST

### LEVEL I BLOOD

By conjuring an explosive cloud of corrosive gas, you sap the lifeblood from one creature and give it to another. One target takes 1D8 MAGIC damage per POWER, and another target within NEAR of it, also enveloped by the cloud, heals that amount.



INSTANT



SINGLE NEAR



SCROLL, EMBER SCROLL, SLAY

*When the red cloud cleared, the mighty and the feeble had traded places. I only saw those glowing, laughing eyes through the clearing mist.*

## DURENDEL'S BLESSING

### LEVEL I BLOOD

By bolstering the natural harmonic vibrations within a living thing, you seal the target's very soul against all magical ill will or injury. The target is immune to all harmful MAGIC. That target can still utilize their own MAGIC or SPELLS.



1 ROUND/POWER



SINGLE TOUCH



BOONE

*For just a moment, the mighty arcana of the cosmos turned a blind eye to my humble soul. No bonds held sway, no missiles pierced me, no demonic blood could poison my veins.*

## SPEAK WITH THE DEAD

### LEVEL I BLOOD

A dead creature you touch will rise from slumber long enough to answer one clear question per POWER. The creature only knows the languages it knew in life, and may retain some of its emotions or loyalties from life.



INSTANT



SINGLE TOUCH



REBIRTH, STUDY

*Once you have walked in the lands the dead, and heard their whispered groans, the real trick is to stop hearing the voices.*

## WITHER

### LEVEL I BLOOD

You extract the lifeblood of a creature, as long as it HAS blood, weakening it terribly. Delete 1 STAT point on your victim per POWER cast. These points can be healed by any normal means of healing, subbing a STAT heal for an HP heal.



PERMANENT UNTIL HEALED



SINGLE FAR



SLAY (VAMPIRE), EMBER SCROLL

*It is a cruel thing to reduce your foes to hobbling shells, rather than simply kill them.*

# BLOOD SPELLS

## BIND SOUL

### LEVEL II BLOOD

Mark a creature with your arcane touch. When this creature dies, their immortal soul becomes yours. It can be used as a RARE INGREDIENT, a barter with the devil, or be expended to cast any BLOOD magic at no COST.



PERMANENT UPON TARGET DEATH



SINGLE TOUCH



SLAY (DEMON), SLAY (GHOST)

*Cold and merciless are those who deal in immortal souls. They take from us more than life, they rob us of cosmic absolution.*

## DRIVEN

### LEVEL II BLOOD

Use a form of vampiric magic to boil the blood of your subjects. This heat becomes so intense, the target will ravenously attack its current task, disregarding all risk or harm, to the task's completion. They are frantic with it, making INT, WIS and CHA rolls HARD, but making STR, CON and DEX rolls EASY.



1 CREATURE, 1 ROUND/POWER



ANY NEAR



STUDY (VAMPIRE LORE), SPELL STONE (RED)

*The minions of the blood drinkers attack with reckless fury, skewering themselves to obey their dark masters.*



# BLOOD SPELLS

## TRANSFUSION

### LEVEL II BLOOD

Your power over living plasma lets you draw blood from a living creature and transfer it to another. Both subjects must be above 0 HP and NEAR each other. The donor feels terrible pain, and absorbs MAGICAL damage, 1D8 per POWER, that cannot be resisted. The receiver heals for the same amount.



INSTANT



TWO EYESIGHT/BOTH NEAR EACH OTHER



REBIRTH, SLAY (VAMPIRE)

*The blood pulled through his pores, out his eyes, and 'tween the rings of his chain shirt. It was a hideous thing to behold.*

## LEARN BY BLOOD

### LEVEL III BLOOD

Spare a drop of your blood, and etch new SPELLS into your very soul. When CREATING a SPELL, roll this cast instead of conventional SPELL CREATION rolls. Do 1D12 creation EFFORT per POWER cast.



INSTANT



SPELL BEING CREATED



SCROLL, STUDY

*Garland was a pale, emaciated skeleton of a man. He had given blood to learn many secrets, and never fully recovered from his studies.*



# BLOOD SPELLS

## LIFE

### LEVEL III BLOOD

The power word 'Life' is mighty indeed. Speak this word with fury, and heal 1 HEART per POWER on a creature you can see. They target also adds their CON to the recovery amount.



INSTANT



SINGLE EYESIGHT



STUDY (REQUIRES HEALING TOUCH)

*Old Hinar was part treeish. That part of him, even after all the life and death he had seen, could grant a great boone of healing in time of need.*

## VAMPIRE

### LEVEL IV BLOOD

This SPELL can only be cast at POWER 4. With a cast, convert one living or dead creature you can see into a vampire. Learning this SPELL curses you with vampirism. This is a permanent condition, with all the details and trappings of the vampire myth and all its forms.



PERMANENT



SELF OR SINGLE TOUCH



BOONE (ANCIENT VAMPIRE)

*Most believe that Dragool was the first vampire, but there are far older monsters in the darkest places, and they carry a hideous gift.*

## DEATH

### LEVEL IV BLOOD

Rob a target you can see of its blood, instantly killing it. Drop 1 HEART to 0 HP with each POWER cast. If this SPELL is cast on a creature with 0 HP, they are killed utterly.



INSTANT



SINGLE EYESIGHT



UNKNOWN

*Those who employ the Death SPELL darken, grow pale, and grow to hate the wholesome light of day.*



## TAKE BLOOD MAGIC FURTHER...

BLOOD is more than simple plasma, it is the essence of biological life. Any SPELLS you can imagine that alter, afflict, heal or even create life can be grouped here. The mage who masters BLOOD magic can be an ominous warlock or gifted healer. Both know the mechanics of life in a deep, intuitive way.

To further differentiate BLOOD magic, consider using WIS to cast all BLOOD SPELLS, allowing a caster to use stored blood to absorb COST, or allowing the harvesting of plasma from corpses. This is not a SPELL TYPE for the queasy or weak-stomached.

Additional SPELLS could include: Leeches, Freeze Blood, Damnation, Smell Blood, Corpse Puppet, Life Giver, or Fever.

# CURSE SPELLS

## MOLOK'S MUTATION

### LEVEL I CURSE

With volatile, sloppy magic, you curse a creature with horrible deformity. The target must pass a CON save each ROUND or roll on the ENTITY mutation table (page 63). The results are permanent. If your spellcasting roll is any odd number, you must also roll a mercurial effect for yourself.



1 ROUND/POWER



SINGLE TOUCH



BOONE (ACOLYTES OF MOLOK), SCROLL

*Wizards learning to warp flesh are often their own test subjects. Not even the darkest hood or cloak can hide their myriad eyes and insectoid skin.*

## PLAQUE OF DOUBTS

### LEVEL I CURSE

Those afflicted by this curse can't differentiate between illusion and reality. They see their worst fears in ordinary objects, and terrible deformity in old friends. Any roll the target makes is HARD, and any roll against the target is EASY.



1D4 TURNS/POWER



SINGLE NEAR



BOONE (GRANTED BY CRONES AND HAGS)

*The crone relished doubt, fear, and pain. She granted boones to those with a talent for inflicting all three.*

## CLEANSE THE CURSED

### LEVEL II CURSE

Place your hand on the head of the forsaken, cursed, diseased, poisoned or afflicted. Cast this SPELL with a WIS roll, and cleanse up to 4 of the target's conditions instantly.



1 CONDITION/POWER



SINGLE TOUCH



SPELL STONE (RED), STUDY

*There is no better way to win the hearts of common folk than to walk village to village and cure the sick. Our world is built on such honest kindness.*

## INCANTATION OF FEAR

### LEVEL II CURSE

This slow-acting SPELL overcomes its victims with crippling terror. As magic goes, it is an oddity because it creates fear in a location rather than a creature. Place the curse. In 1 ROUND, a NEAR radius area to that spot is filled with racking, hideous fear. Anything entering that area will use its next maximum MOVE to flee.



3D4 ROUNDS



TOUCH/NEAR RADIUS



SCROLL, STUDY

*The goblins scattered like rats, screaming and screeching, dropping their ragged weapons. We were all baffled, until we saw that sick grin on Zeke's face.*

# CURSE SPELLS

## SOUND OF SILENCE

### LEVEL II CURSE

Close your eyes, hear all that surrounds you, and with magical force, bring it all to a flawless silence. This SPELL suppresses ALL sound in an area surrounding you, 1 range category per POWER (1=CLOSE, 2=NEAR, 3=FAR, 4=EYESIGHT). Since so many SPELLS also use words of power, they are suppressed as well.



CONCENTRATION



RANGE PER POWER



SCROLL, STUDY

*War mages would march in chevron formations, casting silence and counter SPELL magic in waves. Their enemies were deafened and utterly defenseless.*

## KILL UNSEEN

### LEVEL III CURSE

Focus your will on a creature you have touched, and know its name. Call that name in a whisper. The creature will drop to 0 HP in 1D4 ROUNDS, no matter its location. Kill 1 HEART per POWER cast.



1 HEART/POWER



ANY KNOWN AND TOUCHED, SINGLE



REBIRTH

*The most devious assassin is the one reclining in his sanctum, a hundred leagues away, closing his magical hand 'round his victim's heart.*



## TAKING CURSE MAGIC FURTHER...

The dark art of CURSE magic is the slow, hidden art of ancient times. Creating low-level CURSE SPELLS is the specialty of this kind of caster, often called witch or hex by their detractors. The most insidious curses are very specific to their victims, usually conjured in darkness, hatred, or revenge, and can be so subtle as to be written off as coincidence or bad luck. Thus, the hex-maker remains hidden. Entire civilizations have been laid low by such magic. Curses will even employ chronic sickness, delusions, or self-blame to weave their woes.

Additional CURSE SPELLS could include: Pox, Famine, Racking Pain, Liar, Crop's Bane, Poison Well, Plague of Birds, Freezing Summer, Cavity, Stench, or The Long Walk.

A warning to weavers of CURSE magic: when casters of this type of magic are revealed, they are often tortured in public or ritually executed as an example to others.

# DEMON SPELLS

## ANIMATE DEAD

### LEVEL I DEMON

You cause rotted lungs to gasp, skeletal limbs to move. Turn 1 lifeless body into a skeleton under your control per POWER. They act on your turn. They are very slow, have 1 HP, and do not eat, breathe, or bleed. The skeletons crumble to grave dust at dawn's light.



INSTANT



1 CORPSE/POWER



BOONE, SCROLL, EMBER SCROLL

*The only limit to a necromancer's army is the number of bodies lying around, and the ability to pay the COST in blood.*

## BAT

### LEVEL I DEMON

You and your gear transform into a bat. You can fly FAR, navigate in total darkness, and have 1 HP. If you go to zero HP, you transform back into your original shape with your former HP total. You can also revert to normal form at will.



UNTIL 0 HP OR REVERT AT WILL



SELF



STUDY, SLAY

*Some sorcerers begin to prefer the shape of a bat and adopt odd nocturnal mannerisms in human form. Even worse, some simply remain bats forever.*



# DEMON SPELLS

## SHADOW FORM

### LEVEL I DEMON

Take the form of a smoke-like shadow, able to slide through the air, through tiny cracks, or on walls and ceilings. The shadow is only inhibited by airtight spaces and direct sunlight. Attacks against you are HARD and you are stealth with no rolls.



1D4 ROUNDS/POWER



SELF



BOONE (DEMONIC ENTITY)

*Stealth is an essential component to the devilish work of assassins and saboteurs. Thus so many of their ranks join with demonic forces.*

## POSSESSION

### LEVEL II DEMON

Call down a lesser demonic spirit, devoid of a body, and place it in your victim's inner mind. This cruel SPELL must not be used lightly, as it can be impossible or fatal to remove the demon from the host via exorcism. Attempts to cleanse it must be equal or higher POWER. The effects of possession vary too widely to list here.



PERMANENT (UNTIL EXORCISED)



SINGLE NEAR



REBIRTH, SLAY (DEMON)

*Our holy ritual failed, she spat blood and broke her bonds. We had unleashed something truly terrible on the world that night.*



# DEMON SPELLS

## SKULL

### LEVEL II DEMON

Collect, study, and hex the skull of a creature with a SPELL. You must use 1 POWER per creature's MAX HEARTS to hex such a skull. As long as the skull is with you, rolls made regarding that type of creature are EASY. When damaging that type, add another of whatever damage die is in use.



PERMANENT/IF CARRIED



SINGLE DECEASED CREATURE/TOUCH



SLAY (FIEND)

*The skull wizards of Skar carry great belts and necklaces of grim trophies. To steal or destroy these objects invites their wrath as an entire people.*



## SCYTHE

### LEVEL III DEMON

A reaper's weapon. Materialize a bladed weapon of pure darkness. Any creature hit with a STR attack, using this dark blade, drops to 0 HP instantly. That target also rolls CON or loses 1D6 STAT points. If it misses, it dissipates instantly.



1D4 ROUNDS/POWER



ANY MELEE



SCROLL, ARTIFACT (GREAT SPIDER TALON)

*The greed to kill with this evil blade consumed our warrior. He became more reaper than man and we feared him in those tunnels.*



## TAKE DEMON MAGIC FURTHER...

It is easy to imagine a DEMONIC wizard. They are hellish, dark-eyed, and far-traveled with sinister willingness to accept evil forces. To push your progression further, consider the long-term effects of this magic as the caster becomes more and more like the demons he commands and dares to conjure. This transformation should be more than appearance... a slow road to the depths of evil.

Additional SPELLS could include: Demonic Servant, Infernal Strength, Summon Imps, Fire Door, Smoke Walker, Heal Demons, Command Entity, Soul Drinker

Mages who have MASTERED DEMON magic are susceptible to anti-demonic powers, charms, and SPELLS.

# DIMENSION SPELLS

## ATTRACTOR

### LEVEL I DIMENSION

From the cold depths of space, you conjure a localized gravity well. All NEAR must pass a STR save or be pulled directly toward it. Colliding creatures take 1D6 WEAPON damage per POWER. Any movement within the area of effect requires a STR check.



1 ROUND/POWER



NEAR RADIUS AT FAR RANGE



ARTIFACT (METEOR SHARD)

*This spell creates a razor-thin disc, linked to a black hole. The pull is strong enough to shatter steel, disassemble masonry, or tear arms from sockets.*

## OUBLIETTE

### LEVEL I DIMENSION

You conjure a small extra-dimensional chamber of cavern-like stone. You can only cast this SPELL underground. A locking trapdoor appears in the ground and opens to a 20-foot square room. Anything inside the room is ejected and the hatch vanishes when the SPELL ends.



1D4 HOURS/POWER



TOUCH



SPELL STONE, ARTIFACT

*In the right moment, a damp hidey-hole is better than a fortified castle. Some say OUBLIETTE was used to escape Splinter, but none know how.*

## PHASE

### LEVEL I DIMENSION

Your physical form briefly blends into the astral dimension. You are invisible, silent, and pass through material objects. Only energy or MAGIC attacks can harm you. If you are inside an object when this SPELL ends, you are ejected and take ULTIMATE damage.



1 ROUND/POWER



SELF



STUDY, SLAY (PHASE HULK)

*A wizard must take great caution while walking in the astral, even for a split second. Often, one does not walk alone in that baffling place.*



# DIMENSION SPELLS

## DEPTHS

### LEVEL II DIMENSION

True darkness awaits in cold, deep water. With this SPELL, create an inexorable downward pull on any creature or object in water. The target is pulled downward until escaping with a STR roll or hitting the bottom. The pressure, cold, and airless hell of it does the rest.



UNTIL ESCAPED, KILLED, OR DESTROYED



200 POUNDS OF MASS/POWER



SCROLL, SPELL STONE (BLUE)

*Whether man, beast, or even sailing ship, the black fathoms crush them all to pulp. It is no surprise the darkest gods dwell on the sea floor.*

## WINTER

### LEVEL III DIMENSION

Open a micro-doorway to the dimension of Frost Fall. You are immediately surrounded, and emitting a cloud of freezing cold. It will continue to spread as long as you concentrate, with no known limit.



CONCENTRATION



UNKNOWN LIMIT



STUDY (REQUIRES ICE BARRAGE)

*Some say the ice flows of Olo are the result of a years-long SPELL cast by a long forgotten wizard. He kept the door to Frost Fall open too long.*

## PHASE HOLD

### LEVEL II DIMENSION

Block out the interconnections to other dimensions with this SPELL. All creatures you can see can no longer use PHASE, Blip Modules, or any other means to move in and out of common material reality.



1 ROUND/POWER



EYESIGHT



SLAY (PHASE HULK), REBIRTH

*Phasing drives combatants wild, and gets men killed. By preventing this, even astral demons can be easily contained and destroyed.*

## PORTAL

### LEVEL IV DIMENSION

Open a temporary gateway between dimensions or times. The PORTAL can be used by anyone or anything with no roll as long as it is open. Open the PORTAL for 1 ROUND per POWER. The caster must have detailed knowledge of the destination, but is not required to 'have been there.'



1 ROUND/POWER



EYESIGHT



ASTRAL SCROLL

*He was the last to jump through, but the doorway snapped shut in a blink, slicing poor Harvin in two cauterized pieces. One here, one in the Astral.*

# ELDER SPELLS

## RAVEN PRISM

### LEVEL I ELDER

You summon a shadowy raven that is linked to your soul. It flies FAR and can move in and out of the Astral Dimension in wisps of smoke. It has one HEART and disappears if killed. You can treat the raven as yourself when calculating SPELL range.



PERMANENT/UNTIL KILLED



SELF



STUDY, BOONE

*The raven is formed from its summoner's shadow and does not cast a shadow of its own, save the darkness of its unearthly gaze.*

## WINGED SPELL STONE

### LEVEL I ELDER

Take any SPELL you know and store one guaranteed use of it in a small amber stone. Destroy the stone to cast. The stone will hover near you, using no inventory space. SPELLS in stones can still be used as normal.



1 ROUND/POWER LEVEL



SELF ONLY



SCROLL, EMBER SCROLL, STUDY

*The mightiest wizards found ways to contain their very souls in hovering Spell Stones. What an odd way to spend the afterlife, waiting to pop out.*



# ELDER SPELLS

## ZEKE'S LAST DANCE

### LEVEL I ELDER

You begin to dance with bizarre, convulsive movements. Those who see you do so must roll CHA against your INT roll or be ensorcelled, imitating your movements. They can repeat this ATTEMPT on their TURN. If they fail, they can take no other ACTIONS.



**CONCENTRATION (DANCING)**



**ALL THOSE WHO CAN SEE**



**STUDY**

*His arms waved like mad, like a dying fish. His eyes bugged and his feet slid side to side. It was comical, frightening, and mesmeric.*

## FROGS

### LEVEL II ELDER

This SPELL does one simple thing: create 100 frogs per POWER. They can pour from a crack, fall from the sky, erupt from a bucket or fill a suit of armor. They are normal, natural pond frogs, and behave as any frog would. There is simply a LOT of them.



**UNTIL KILLED OR WANDER OFF**



**EYESIGHT**



**UNKNOWN**

*Zeke's Guide mentions a secret formula to multiply the number of frogs created by 1,000.*

## OLFAN'S OVERTURE

### LEVEL II ELDER

Roll to cast only once, then weave a dwarven folk song by humming, whistling, playing an instrument or singing. As long as you continue to do so, ignore 1D8 damage per POWER each ROUND. If you speak or cast another SPELL, the effect ends.



**CONCENTRATION (SINGING)**



**SELF**



**STUDY (ANY DWARF)**

*Olfan walked through the very fires of Hell itself, whistling his little tune, and the flames could not defile him.*



# ELDER SPELLS

## RAY OF SOULS

### LEVEL II ELDER

Compress living immortal souls into an explosive energy beam of incredible power. The beam erupts as you cry the names of the souls themselves. Channel 3 souls you carry into the beam per POWER. For each soul in the beam, drop 1 creature to 1 HP.



INSTANT



FAR, STRAIGHT LINE



ARTIFACT (SOUL STONE)

*Soul stones contain living souls, but this magic expels them in a final eruption of raw energy. One last chance for the fallen to avenge themselves.*

## GRASP OF THE OGDRU

### LEVEL III ELDER

The Ogdru are chaotic gods confined in deep space. With this SPELL, you tap their power to conjure tree-like tentacles from water or rock. The tentacles are myriad, and ravenous, barely under your control. Treat them as 1 GIANT TENTACLE per POWER.



1 TENTACLE/POWER



APPEARING RANDOMLY



ARTIFACT (RED YOG), SLAY (GARGOLETH)

*Only fools and madmen tangle with the Ogdru. Their formless malice is beyond mortal minds, and craves only chaos and annihilation for all living things.*



# ELDER SPELLS

## MURKY WOOD MELODY

### LEVEL III ELDER

Sing, hum or play one of the oldest songs in existence. This song has the power to show the way. These words take many forms, including navigational beacons, clearing of darkness or fog, or the dispelling of confusing illusions.



1 BENEFIT PER POWER



ALL NEAR ALLIES



SCROLL, EMBER SCROLL, BOONE

*Olfan whistled like a boy in a parade. The gloom cleared, the spiders cleared the path. I saw the road up ahead. The ordeal was over.*

## XANARASATH MEMORIA

### LEVEL IV ELDER

At the ultimate level, you become a 'memory walker.' Not only do you gain knowledge of the infinite timelines and possible universes, you can implant, remove or enhance others' memories of those times and places. This can be used to terrible and wonderful effect. Work with 1 memory per POWER cast.



1 MEMORY/POWER



SINGLE TOUCH



STUDY (COMMUNE WITH A WARP SHELL)

*Nature may be infinite, but our perception and memory of it is all we have. To manipulate this solitary link between us and the cosmos is true power.*

## ENDLESS SPELLS

### LEVEL IV ELDER

This SPELL is a passive attribute once learned. Using an infinite power source from deep space, channel SPELLS with innate ability. Any time you cast a SPELL with a modified 13 or higher, instantly cast again. This effect also disregards any time limits a SPELL may have.



INSTANT



SPELL DEPENDENT



ARTIFACT (PIECE OF AN OGDRU)

*Nothing is so destructive as damage using Seekers with the Endless Spells ability. Gods, the chaos.*



## TAKE ELDER MAGIC FURTHER...

Of all TYPES, ELDER magic is the strangest, and the most unlimited. The odd blur between reality and illusion, truth and lie, cosmos and consciousness is a realm for only the most imaginative wizard.

Additional SPELLS could include: Crystal Pod, Swarm Form, Madness, Create Dimension, God Music, Thing, Star Dust, Ocean Fortress, or Conjure Old God

Warning: Each time an ELDER mage returns from their star-wanderings, a little more of the Ogdru returns with them. The ELDER magician has eels beneath her skin, eyes like black holes, and is often seen in two places at once. They should be feared, for they are beyond mortal concepts of right and wrong.

# ENERGY SPELLS

## BREATH OF UDIN

### LEVEL I ENERGY

Call upon the storm god to create a wall of blasting wind in a shape you control. The wind requires a HARD STR roll to penetrate or resist, pushing all objects and creatures away to a NEAR distance.



CONCENTRATION



NEAR



BOONE OF UDIN

*The still air erupted into a sculpted gale, blasting the bandits away, stripping the walls of thatch, and blasting every pebble from where Aldin calmly stood.*

## LIGHTNING LASH

### LEVEL I ENERGY

You conjure a whip of crackling, destructive energy. The whip has FAR range and deals 1D8 MAGIC damage per POWER. It also lashes its victims like a whip. Pull targets hit to CLOSE range with a STR contest.



CONCENTRATION



SELF



STUDY (REQUIRES BREATH OF UDIN)

*It is said that Thoor, son of Udin, taught this battle spell to mankind in the First Age. The God of Lightning has no love of serpent folk.*

## ICE BARRAGE

### LEVEL I ENERGY

You hurl one volatile shard of ice per POWER, like glassy throwing daggers, into any NEAR surface in a cluster. The shards strobe with energy and explode on fuses you set, dealing MAGIC damage to ALL targets NEAR that location.



INSTANT OR FUSE (3 ROUNDS MAX)



VISIBLE SURFACE, EXPLODE NEAR RADIUS



ARTIFACT (ICE DEMON HORN)

*The Yrill Shamans' final rite of passage is battling an ice demon. The victor leaves with two frozen horns. One is given as a gift to the master, the other is burned into a magical powder.*

## REPEL

### LEVEL I ENERGY

You bend gravity waves into a hyperbolic sphere, creating a powerful repulsor effect around your SPELL's focal point. NOTHING can get CLOSE to that focal point for the DURATION unless the SPELL is cancelled.



1D4 TURNS/POWER



SIGHT/CLOSE RADIUS SPHERE



SCROLL, STUDY

*I once saw a wizard cast ATTRACTOR and REPEL on an apple in a Khettish Tavern. The entire building was destroyed.*

# ENERGY SPELLS

## ZEKE'S IMMOLATION

### LEVEL I ENERGY

Use your own body as an incendiary weapon, surrounding yourself in blazing fire. CLOSE enemies take MAGICAL damage. Any beings still CLOSE to you on the GM's TURN also take 1D6 Ambient Heat damage. Ignites all flammables, terrifies villagers.



1 ROUND/POWER



SELF



SCROLL, ARTIFACT (DRAGON EYE)

*Zeke was a reckless, violent wizard that could not be contained. His love of fire earned him a place in the Pyros elite.*



## WATER WONDER

### LEVEL II ENERGY

Using any amount of liquid water NEAR you, conjure a being of pure elemental water. The creature grows, adding a HEART each ROUND to 4 HEARTS maximum. It fights for you, with +2 on all rolls. It includes all the behaviors of normal water.



CONCENTRATION



ANY NEAR WATER



ARTIFACT (BLUE YOG)

*Garland defeated us with his blasted Water Wonders. The things were relentless, and he called them all simply 'Bubbles.'*



# ENERGY SPELLS

## WHIP

### LEVEL III ENERGY

Conjure a many-tailed whip of pure arcane energy. The weapon lashes NEAR opponents with a STR roll and lasts until another SPELL is cast. Deal WEAPON damage for each tail. Conjure 1 tail per POWER. Those struck for 8 or more damage in a single attack are in so much pain, they roll CON or miss their next TURN.



CONCENTRATION



SINGLE NEAR, STR ROLL TO HIT



EMBER SCROLL, STUDY

*To wield a whip or scourge in combat is not only sadistic, but has a shock effect on foes that drops them to their knees in agony.*

## ENHANCE SPELL

### LEVEL IV ENERGY

With this cast, upgrade any SPELL you know by 1 aspect per POWER cast. Aspects are: LEVEL, TYPE, or any of the mechanics in the SPELL's description. It becomes a new SPELL with a new name. Be sure to work with your GM.



VARIABLE



VARIABLE



STUDY

*The most powerful force of magic is that which powers itself, making more from nothing, and expanding the finite to forever.*

## TAKING ENERGY MAGIC FURTHER...

ENERGY is by far the most versatile of magic TYPES. The simple concentration, control and conjuration of raw power is at the heart of what many consider to be magic itself. This magic does not take specific forms, alter mental states, or disturb the senses. It is a simple matter of creating missiles, bolts, arcs, blasts and primal forces.

Zeke's Note: *Enhance SPELL* rests humbly at Level IV ENERGY. This is, arguably, the most useful SPELL in existence, and alone worthy of MASTERING ENERGY magic simply to improve and modify other SPELLS at reduced COST.

Additional CURSE SPELLS could include: Ice Missile, Kinetics, Make Magnetic, Heavy Gravity, Spark Drain, Supreme Seekers, Energy Sword, Beam, Sun Ray, Fission, Lightspeed, Volatile

# FIRE SPELLS

## BIND

### LEVEL I FIRE

Fiery bindings appear and restrain and torment your foe. The target can't move and takes 1D8 MAGIC damage per POWER. If the target is from another dimension, it takes ULTIMATE damage instead, unless hailing from PYROS.



1D4 ROUNDS



SINGLE NEAR



SCROLL, EMBER SCROLL, SPELL STONE

*The fool who binds Flamekin in such a way will find himself not only mocked, but marked for a smoldering death.*

## MELT

### LEVEL I FIRE

Vicious waves of heat render non-living solids to liquid. Liquify 100 pounds of mass per POWER, and that liquid emits searing heat at NEAR range for 1D4 ROUNDS, when it cools into its solid form once again.



INSTANT



SINGLE NEAR



STUDY (REQUIRES DESTROY OBJECT)

*Fire dwarves use this magic to tunnel networks deep in the heart of simmering volcanoes, or fill casts with liquid mithril.*

## BURNING ARROWS

### LEVEL II FIRE

Condense the essence of an open flame into arrowheads. These arrows now do MAGIC damage and ignite any flammables. They glow in the quiver and last until used. Cast this SPELL on an arrow *in flight* with a HARD roll.



1D8 ARROWS/POWER



TOUCH (REQUIRES AN OPEN FLAME)



EMBER SCROLL, SLAY (FLAME KIN)

*Merra loosed her barrage, slinging arrow after arrow in a glowing blur. When it was over, the behemoth fell to ruin, and we were among a true master.*



# FIRE SPELLS

## FLAME BLADE

### LEVEL II FIRE

Choose a melee weapon you can see. Call upon the dimension of Pyros, and bathe the weapon in searing, boiling fire. The weapon now inflicts MAGIC damage, burns its victims for an additional 1D6 on the next ROUND, and ignites flammables. It can also serve as a torch or lantern.



1 ROUND/POWER



SINGLE EYESIGHT



EMBER SCROLL, STUDY (IN PYROS)

*I lifted Owlbane above me, and Anaxamont sheathed the blade in fire. The goblins fled. The goblins died.*

## GLYPH OF FIRE

### LEVEL II FIRE

Etch a glowing amber rune on any surface. Speak a command or condition to this glyph. When those conditions or commands are met, the rune explodes with a plume of flames. It will inflict 1D12 ULTIMATE fire damage per POWER on anything NEAR it.



PERMANENT



TOUCH



EMBER SCROLL, STUDY

*At each doorway, Orvald would etch his little rune. We thought nothing of it. Then all hell's fire was unleashed on our pursuers.*



# FIRE SPELLS

## FLAME VORTEX

### LEVEL III FIRE

Create a whirling tornado of pure fire. The vortex is 30 feet in height, and slides randomly around an area, burning anything it touches with MAGICAL heat, 1D8 per POWER cast. It can only be dissipated by a gale of wind, rain, or the absence of air.



CONCENTRATION



MOVES RANDOMLY



EMBER SCROLL

*We were fleeing Olfan's hideous library, and the coiling devil of fire kept whirling, burning books and shelves in a spinning hell of fire and ash.*

## FIRE WONDER

### LEVEL IV FIRE

Choose a living creature you can see. Immolate that creature with magical fire, transforming it into a juggernaut of flame. It becomes a horned beast, covered in fire, with 1 HEART per POWER cast. The beast has +2 to rolls per POWER, and is 6 feet high per POWER. Fire Wonders cannot speak.



1 ROUND/POWER



SINGLE EYESIGHT



EMBER SCROLL ONLY

*To enter Pyros in the form of a Fire Wonder makes the condition truly permanent. This is a tormented, burning existence with no end. Terrible.*

## TAKING FIRE MAGIC FURTHER...

Every wizard knows the allure of fire's luminous, destructive, elemental power. Explosions, magical candles, shaped flames and incendiary traps are only the beginning, though. Fire can be a focus for any kind of magic. A typical *Doorway SPELL*, for example, can be modified into the 'Flame Walker' ability used by Flame Kin. A mage blade could be materialized from pure flames or fire set to liquid form to be kept in bottles, and the like. From the opposite perspective, magic could be used to resist, eliminate or transform the harmful effects of fire. Magic could even be used to make fireproof armor or items similar to the infamous Dragon Helmet.

In short, take your fire mage further by using fire as a stylistic guide, not a literal substance. BECOME fire.

Additional SPELLS could include: Fire Armor, Cinder Potion, Ember Walker, Molten, Sun Fire, Unburn, Visions in Flames, Dragonheart

# GLYPH SPELLS

## REST THE DEAD

### LEVEL I GLYPH

By carving the 'Skaradess' glyph in a corpse's flesh or bones, you can consecrate, release, and protect the deceased. They can never be raised as undead, and their soul will ascend to its destiny, at peace.



PERMANENT/UNTIL GLYPH IS ERASED



SINGLE TOUCH



STUDY, BOONE

*The kings of old are guarded, even in death, by powerful magic. No defilers will lay their claws in those hallowed bones.*

## LOCK

### LEVEL II GLYPH

Using a wand, dagger, or claw, scratch an arcane rune in metal, wood or stone doors or gates. Until you drop to 0 HP, that portal can only be released with an UN-LOCK SPELL of equal or greater POWER.



UNTIL UNLOCKED WITH A SPELL



TOUCH



ARTIFACT (BONE KEY)

*Those who lack the PHASE SPELL are forced to free themselves the old fashioned way: by bending time.*



# GLYPH SPELLS

## SUMMONING CIRCLE

### LEVEL II GLYPH

Draw a glyptic circle on any surface, then speak the name of a creature or ENTITY you have seen. 1 of those appears, per POWER, in 1D4 ROUNDS. The only ENTITY immune to this summons is a LEY WALKER.



VANISHES AFTER SUMMON



TOUCH



STUDY (REQUIRE'S ZEKE'S CODEX)

*Gods above, the fool summoned four swarms of Imps! Madness!*

## GLYPH OF TELEPORT

### LEVEL IV GLYPH

Etch two matching runes in two locations anywhere in the multiverse. With an INT roll, use these glyphs to instantly travel between the two. The runes last until erased or destroyed.



UNTIL ERASED



TOUCH



STUDY (REQUIRES DOORWAY)

*One by one we read the rune aloud, and found ourselves on a desolate, twisting world of living stone and spinning stars.*

## MAGIC BANE

### LEVEL III GLYPH

A forbidden ritual allows you to scratch a malevolent rune in any surface. This rune cancels all magic in a FAR radius until it is destroyed or erased. Devious wizards are known to hide it in key areas of their labyrinths.



PERMANENT/UNTIL ERASED



FAR RADIUS



STUDY (REQUIRES GLYPH OF FIRE)

*The dwarven warriors of Iradrum have this symbol etched into their helmets by a war mage. Their very presence in battle could break an army's magical defenses.*



## TAKE GLYPH MAGIC FURTHER...

For all time, wizards have drawn strange symbols on doors, swords, armor, ancient stones and castle gates. You are one such mage. Imagine any passive effect, bound to a location, and create a new GLYPH. The key to a powerful GLYPH mage is a vast 'alphabet' of possible symbols for any situation. You are a maker of traps and delayed dooms.

Additional GLYPHS could include: Glue, Darkness, Illusion, Ice, Grease, Ghosts, Riddle, Seduce, Lure, Magnetic, Vampiric, Hole

The only difficulty in becoming a GLYPH expert is the inert aspect of the runes used. A wizard must be patient and scheming to achieve maximum effect.

# MATTER SPELLS

## CREATE ACID

### LEVEL I MATTER

You conjure a mass of concentrated acid, flinging it in an arc around you. It deals 1D8 MAGIC damage per POWER to anything or anyone that is not metallic. Metallic objects or creatures reduce the damage by half.



INSTANT



ALL CLOSE



STUDY

*Though his steel skin resisted most of the smoldering death-slime, the smell all but finished the job.*

## DESTROY OBJECT

### LEVEL I MATTER

A concussive pulse flings an object's atoms apart. The object is destroyed utterly, leaving nothingness behind. Destroy 100 pounds of mass per POWER cast. If the object is explosive or volatile, a conventional explosion results.



INSTANT

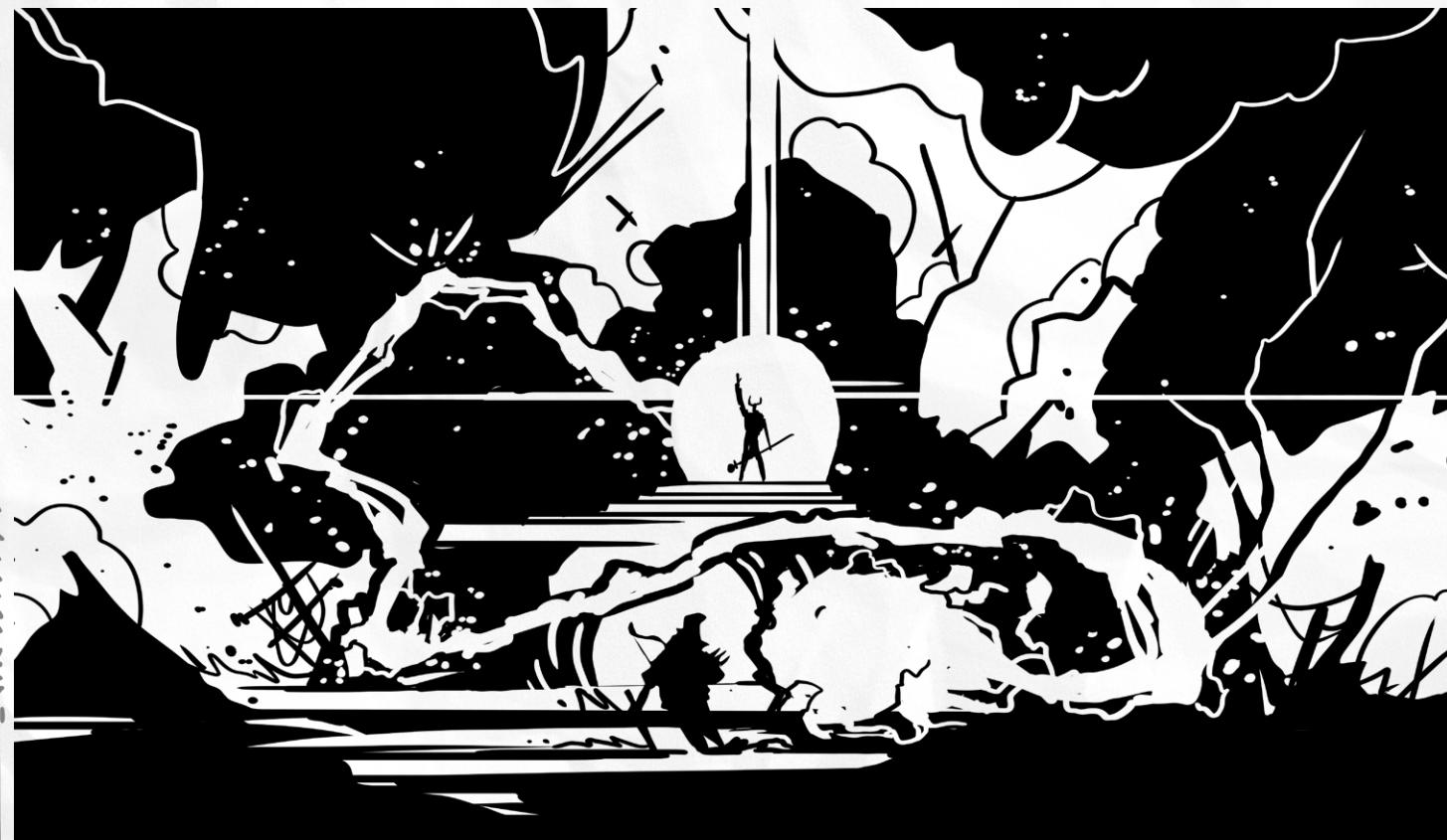


SINGLE NEAR



SCROLL, EMBER SCROLL, STUDY

*To magically annihilate a sword, block of stone, or door is one thing. To rip the atoms of an entire castle apart? It can't be done.*



# MATTER SPELLS

## MOLOK'S STEEL

### LEVEL I MATTER

You imbue a metal object with malevolent intellect. The object animates and obeys you. It acts on your TURN, has one HEART, deals BASIC effort per POWER, and has +1 to all rolls per POWER. It can levitate at up to NEAR distances.



1 ROUND/POWER



SINGLE TOUCH



ARTIFACT (MOLOK'S SCHEMATICS)

*Many of us have heard of floating swords, animated armor and the like. But this hammer had a mind all its own, and fought with devious intent!*

## THAUMAVORE

### LEVEL I MATTER

By solidifying the cosmic strands that form magical powers and effects, you create an edible substance that resembles a spicy paste or putty. Create 1 FOOD per POWER. This odd FOOD heals 1 HP when eaten, and the target MAGIC is drained from its source.



1D6 TURNS



SINGLE TOUCH



SCROLL

*Only the strangest magicians lose their taste for common food. They feed on magic itself, and take one step further from humanity.*

## STORM OF KNIVES

### LEVEL I MATTER

You conjure a hailstorm of gleaming daggers. 1D4 daggers per POWER automatically strike any NEAR targets in any combination you desire. They deal WEAPON damage.



INSTANT



ANY NEAR



ARTIFACT (MOONTOUCHED DAGGER)

*The air shivered with a vortex of silver, and Groll fell dead from twelve stab wounds. The wizard had never even faced him.*



# MATTER SPELLS

## ANTOINE'S ACID DART

### LEVEL II MATTER

Fire a fast-moving missile of highly corrosive acid. The acid inflicts 1D8 MAGICAL damage, but also corrodes equipment. For each HEART of damage done with this SPELL, destroy 1 piece of a target's LOOT. LOOT destroyed is determined randomly.



INSTANT



SINGLE FAR



SCROLL, STUDY (REQUIRES CREATE ACID)

*It is one thing to smite a foe, but to rob them of equipment is just mean.*

## MOLOK'S HAMMER

### LEVEL II MATTER

With sheer will, materialize a crushing hammer of force. The hammer becomes a sentient combatant, flinging from target to target. The hammer does WEAPON damage. If it rolls natural 4 or more on a hit, it flies to its next target and rolls damage again.



1 ROUND/POWER



ANY FAR



SCROLL, EMBER SCROLL, STUDY

*Molok delivered such endless fury with this SPELL, our knights were crumpled like old buckets.*

## FRACTURE

### LEVEL II MATTER

Destabilize the internal structure of a non-living thing. The object is laced with cracks and weak-points. On its next use, the object breaks. This weakness can be noticed by nearby creatures with a WIS roll.



1 OBJECT/POWER



FAR



SCROLL, STUDY

*The deep dweller brought down his hammer. I was flat-footed. I prepared for a bloody end, but the hammer shattered on impact, and the tide turned.*



# MATTER SPELLS

## EXPLODE

### LEVEL III MATTER

Choose an object you can see. Rip its atoms apart with the power word 'explode.' The object is disintegrated in an ULTIMATE explosion, which inflicts 1D12 FAR per POWER. Destroy 200 pounds of matter per POWER. Debris and shrapnel may be a factor.



INSTANT



EYESIGHT/200 POUNDS/POWER



SCROLL, ARTIFACT (EXPLODING RING)

*Anaxamon opened his fist, then closed it, and the cabin was blown to atoms, along with everyone inside. He was no longer human, if he ever was.*

## IMBUE

### LEVEL III MATTER

Place any SPELL you know into an object or weapon. Once IMBUED, the object can activate that SPELL with an INT roll, with any user. Save 1 ROUND in the completion of this process with each POWER cast, counting back from a base of 6 ROUNDS.



SAVE 1 ROUND/POWER



OBJECT, TOUCH



STUDY (REQUIRES DESTROY OBJECT)

*Olfan was famous for making 'Death Blades' for his warriors: swords that could kill an enemy with a single stroke.*



# MATTER SPELLS

## ARCHITECT

### LEVEL IV MATTER

Assemble any raw material such as rubble, timber or wreckage into any structure you can imagine. The structure has 1 HEART per POWER cast and 1 ROUND to build per HEART, but no magical properties.



UNTIL DESTROYED



ANYWHERE WITHIN FAR



STUDY

*Our schooner was shattered, the waves rising. Anax waved his inhuman hands, and built a new ship from scraps.*

## METEOR

### LEVEL IV MATTER

Meteor is the atomic bomb of the magical world. A SPELL that never should have been invented. With a HARD cast roll, draw a fragment of rock from space. Destroy an area 300 feet across per POWER cast. Within, living things roll HARD CON to drop to 0 HP. Otherwise, they are vaporized.



IMPACT IN 1D4 ROUNDS



EYESIGHT



ARTIFACT (FRAGMENT OF IRON HEART)

*The long term effects of slamming living planets with such force is truly unknown. How do planets avenge themselves?*



# MIND SPELLS

## BAFFLE

### LEVEL I MIND

By entering the psyche and unleashing a chaotic stream of gibberish, you blunt even the sharpest mind. Choose INT, WIS, or CHA. The target's bonus in that STAT becomes 0 regardless of gear or other bonuses. The target must pass a WIS check to realize it's under a spell effect.



1 ROUND/POWER



SINGLE CLOSE



BOONE, SCROLL, EMBER SCROLL

*In the debauchery of the unseelie courts, one never knows if it is wine or magic that addles the courtesans. This BOONE can only be granted by fey or faerie creatures or beings.*

## UNSEEN

### LEVEL I MIND

Cloud the minds of nearby creatures, obscuring allies, objects, sounds or events from their perception. The victims invent their own odd excuses for the blank spots in their consciousness. Choose a very specific item, person or event to 'erase' from your targets.



1 ROUND/POWER



ALL WITHIN FAR



BOONE, SPELL STONE (BLACK)

*Everyone in the tavern looked right past the statue, as if it was never there at all. The arguments ceased, and folk didn't even have their own confusion to cherish.*

## TONGUES

### LEVEL I MIND

This SPELL expands consciousness, accessing true intent beyond words. The target can fluently speak and understand any language.



1D4 ROUNDS/POWER



SINGLE TOUCH



ARTIFACT (CODEX FRAGMENT)

*As the magic washed over Tamwell, the Myconid's bubbling hiccups transformed into eloquent oration. Their friendship only grew from there.*

## APOCALYPTICA

### LEVEL II MIND

Use psychic power to implant visions of doom and catastrophic failure into the mind of a creature you can see. The target's behavior is still their own, but their thoughts are entirely consumed by the worst possible outcomes of their current path.



1 ROUND/POWER



SINGLE EYESIGHT



BOONE, REBIRTH, STUDY (ZEKE'S GUIDE)

*Zeke was known to not only overpower his enemies, but to let them self-destruct under the weight of their own self-doubt.*

# MIND SPELLS

## ILLUSIONS AND WONDERS

### LEVEL II MIND

Implant an image or scene into the minds of your targets, with detailed, hallucinogenic realism. Expend POWER to affect more targets or create more lasting imagery. Add 1 ROUND or 1 target per POWER. Victims break the illusion on their TURN with a WIS roll.



1 ROUND or TARGET/POWER



ANY WITHIN FAR



STUDY, MUSHROOM (PSYLSILIUM SCRYS)

*One of the most versatile, mischievous, infuriating magicks is the most simple: to see what isn't there.*

## ASTRAL FLIGHT

### LEVEL III MIND

Transform your physical form into an incorporeal astral entity. In this form, you can fly at twice your normal MOVE, penetrate solid matter, see and perceive all around you, but remain invisible, phased, immaterial and silent. Only energy or MAGIC attacks can harm you in this form.



1 ROUND/POWER LEVEL



SELF ONLY



SCROLL, EMBER SCROLL, STUDY

*It is reported that those who are injured in astral form retain strange multidimensional wounds. These wounds are irritated by ley lines and dimensional gateways*

## LOVE AND LUST

### LEVEL II MIND

Look deep into your own heart, and bring forth the most powerful forces in the universe: love and desire. These congeal into a glowing red tincture. After the subject drinks the potion, the *next person* they see will capture their heart utterly, almost to obsession.



1 DAY/POWER



SINGLE



STUDY (ELVEN MAGIC SCHOOLS)

*Love is one thing, but this man was crazed with desire for the priestess. His advances put our lives in danger on too many occasions to recall.*

## MIND OF METAL

### LEVEL III MIND

Armor your consciousness, or an ally's, with psychic resilience. With this armor in place, make an INT roll any time MIND magic or fear effects are used against you. If you succeed, ignore that effect. Gain 1D4 ROUNDS per POWER cast.



1D4 ROUNDS/POWER



SELF OR SINGLE TOUCH



SCROLL, EMBER SCROLL, STUDY

*It is frightening enough to enter another mind. To be rebuked from that place is even more horrible.*

# TIME SPELLS

## CHAIN REACTION

### LEVEL I TIME

You replicate the very substance of time. Choose a specific event, such as "an arrow struck that orc." For the duration of the SPELL, if that event happens within range, the event repeats itself each TURN.



1D4 TURNS/POWER



A VISIBLE EVENT



ARTIFACT, REBIRTH

*The door slammed on him once, twice, three times, again... by the end of it, he wished he hadn't even walked in to the Soggy Shingle Tavern.*

## UNLOCK

### LEVEL I TIME

By reversing or advancing a micro-nodule of time, you can move padlocks, bars, gates or other locking type mechanisms to either locked or unlocked states. Larger locks like castle gates require a POWER 3 or higher cast to affect.



1 ROUND/POWER



TOUCH



SCROLL, EMBER SCROLL, STUDY

*The first SPELL mastered by those who traverse the prison world of Splinter.*

## UNRAVEL

### LEVEL I TIME

Fast forward the time state for a small object, vastly accelerating the effects of wear, rot, rust or decay. This only works on objects under 50 pounds. Age a thing 25 years per POWER.



PERMANENT



SINGLE NEAR



EMBER SCROLL, STUDY

*Time wizards do the strangest things. I once saw a mage turn a table to sawdust by aging it a century in seconds.*

## GROWTH

### LEVEL II TIME

All living things grow, but by accelerating time, and expanding its influence, you can grow creatures beyond their normal limits, to enormous scale. Grow 1 creature you can see. Double its size per POWER cast. As an aside, the growth process can be painful.



1D4 ROUNDS



SINGLE EYESIGHT



STUDY, ARTIFACT (ANY PART OF A GIANT)

*Hinar, the tree man of Grey, was known to cast this SPELL on a dwarven companion. Few terrors in this world rival a 30 foot dwarf.*

# TIME SPELLS

## MOON CHANGER

### LEVEL II TIME

This powerful cosmic magic can shift the time state of moons and planets to change the moon's phase. A crescent can become full, or a full moon blotted out to its new or darkened stage. The effect is visible to all who look up, and is no illusion.



1 NIGHT/POWER



A SINGLE MOON



ARTIFACT (MOON STONE)

*To meddle with such titanic forces as MOON CHANGER is a foolish, risky thing for even the most powerful wizards.*

## TIME WARP

### LEVEL IV TIME

With sheer will, and ancient magic, you can bend time itself. Alter 1 ROUND of time per POWER cast. This round can be rewound, skipped, or held still. The effects of this kind of SPELL can be very hard to predict, and even create paradoxes. Beware.



ALTER 1 ROUND OF TIME/POWER



TIME FABRIC



STUDY (REQUIRES AGAIN)

*It is important to perceive time as a series of parallel lines, not a tangled set of loops and knots.*

## AGAIN

### LEVEL III TIME

This powerful SPELL can re-fold the substance of time itself. It is the simple, incredible ability to say aloud "it happens again." For each POWER cast, during the following ROUND, at any moment, you can cause an event to repeat itself.



1 EVENT/POWER



EYESIGHT



STUDY, REBIRTH

*Altering time comes with impossible, disastrous effects. Simply repeating a single moment is minuscule by compare, but effective.*



## TIME WILL TEST YOU...

No magic is more volatile than TIME. Take heed of this warning, both as player and GM: Be prepared to let go of expected outcomes, difficulty 'balance,' and any normal sense of resolution in encounters where TIME magic is used! This doesn't mean that total temporal chaos should be accepted, but simply that the minds of everyone at the table should be ready to completely change directions, possibilities, or even sense of when they are, why, or how. When mortals meddle with TIME, they also draw the attention of god-like forces.

Additional SPELLS could include: Undo Paradox, Membrane, Stasis, Rewind, Delay, Foreknowledge, Unmake, History, Know Probability, See Death

# TRANSMUTATION SPELLS

## ARC

### LEVEL I TRANSMUTATION

You enhance 1 ordinary projectile with the ability to skip like rocks. Each time you roll a hit with the enhanced ammunition, make another attack against an additional NEAR enemy. There is no limit to the number of ricochet attacks.



INSTANT



TOUCH (1 AMMUNITION/POWER)



SCROLL, EMBER SCROLL, STUDY

*The supposed record is held by Ivan the Boneless, who skipped an arrow through 16 orc warriors. He did not live to enjoy the holding of that record.*

## MUTAGEN

### LEVEL I TRANSMUTATION

Create a powerful POTION that amplifies a creature's innate abilities. When consumed, this elixir takes all STAT points and combines them onto a SINGLE STAT. The target's innate nature becomes exaggerated, to the detriment of all others. This is accompanied by physical deformities.



4 ROUNDS/POWER



CONSUME



STUDY (REQUIRES MOLOK'S MUTATION)

*Gunder was always strong, but the mutagen made him a hulking beast, clumsy and dim as a mountain stone.*

## DISRUPTOR RAY

### LEVEL I TRANSMUTATION

Speak 'DIENDE MORTIFERUM' and a vein of light shoots from your hand, agitating the cosmic field around your victim. For that target, ATTACKING and MOVEMENT are cancelled utterly until the SPELL ends.



1 ROUND/POWER



SINGLE FAR



BOONE, ARTIFACT

*Few things are more infuriating than being held like an infant in an invisible prison, unable to carry out wrath or ruin.*

## PAINLESS

### LEVEL I TRANSMUTATION

You draft a gar-like brew that grants temporary immunity to all forms of pain, misery and discomfort. A creature that drinks this also reduces any damage taken by 4 per POWER, per ROUND for the duration.



1D4 ROUNDS



SINGLE TOUCH (DRINK)



SCROLL, EMBER SCROLL, STUDY

*A dash of gar, a pinch of grit, and stir with an iron spike. Best served with Dregorin ribs and a plate of Greenway potato loaf.*

# TRANSMUTATION SPELLS

## SWIFTNESS

### LEVEL I TRANSMUTATION

Create 1 use of a speed potion. Your movement blurs. MOVE twice your normal distance, and make an ATTEMPT on your turn, even after a double MOVE.



1 ROUND/POWER



SELF



MUST BE STRUCK BY LIGHTNING

*Those who survive a crack of lightning are the only ones who can master the brewing of a true blur elixir.*

## ANT VENOM

### LEVEL II TRANSMUTATION

Create a terribly potent poison from thin air. Create 1 drop per POWER. Each drop, whether touched or ingested, inflicts 1D6 damage of burning, itching pain. The fluid can be used on knives or arrows, or placed on food.



INSTANT



TOUCH OR INGEST



STUDY (ENTOMOLOGY)

*Conjured venom is magical in nature, and therefore highly concentrated. Without trained skill, even placing it on a blade or arrowhead can prove deadly serious.*



# TRANSMUTATION SPELLS

## DURANIUM

### LEVEL II TRANSMUTATION

Rearrange the atomic elements of a non-living object into pure duranium. This is an ultra-durable, flexible metal that is almost impossible to destroy by non-magical means. In low-tech worlds, it is also worth far more than gold or jewels.



1 POUND OF MASS/POWER



SINGLE TOUCH



STUDY (BLACKSMITH), EMBER SCROLL

*He revealed a remarkable dagger, silver-bladed with thousands of folds and shimmering ripples. The king took this mighty gift, and his eyes were wide with wonder.*

## GARLAND'S SPHERE

### LEVEL II TRANSMUTATION

Conjure a lightless hovering sphere, 6 feet in diameter. The sphere can be sent in a straight line, up to FAR, or stay still. Unless all those NEAR it, besides you, make a DEX roll, they are engulfed in a field of anti-magic corrosion. This corrosion saps the magic properties from ALL magic equipment.



1 ROUND/POWER



PROPEL TO FAR/NEAR RADIUS



ARTIFACT (VOID DROPLET)

*It drifted past us, silent and black as pitch, but swirling and alive with malice. Burning swords were snuffed, relics were made into junk. Damn you, Garland.*

## MOLOK'S MACHINES

### LEVEL III TRANSMUTATION

Molok was known to experiment with all kinds of mechanical monsters. This mutation SPELL changes a target, fusing metal elements into their bodies. Each machine feature, be it pincers, giant shields, or weapon shapes, includes abilities to match.



1 MECHANICAL FEATURE/POWER



SELF OR SINGLE TOUCH



ARTIFACT (A PIECE OF DURANIUM)

*His method was precise, patient, complex and brilliant. He was also evil.*



# TRANSMUTATION SPELLS

## PETRIFICATUM

### LEVEL III TRANSMUTATION

This is a concoction that, once ingested, turns its victim to stone. There is no known cure, but the potion is slow-acting. Casting with more POWER hastens the process by 1 ROUND, from a base of 6 ROUNDS.



PERMANENT



SINGLE INGEST



STUDY, ARTIFACT (GEM OF SETT)

*After a few moments, Haruo turned grey. He stiffened, and met his sad end frozen like a warrior statue of Kath. We hung our heads low that day.*

## REACTOR

### LEVEL IV TRANSMUTATION

The highest level of Transmutation involves the changing of atomic structure. This SPELL changes any form of matter into any other at your touch. This becomes an ‘infectious’ reaction that will continue until reaching the end of the affected mass, moving at FAR per POWER cast each ROUND.



UNTIL MASS IS CHANGED



TOUCH



STUDY (REQUIRES PETRIFICATUM)

*The stone changed to gold, like a frost spreading on a pond. The reaction continued, crunching and hissing, until the entire wall was solid gold metal.*

## READY FOR THE INFINITE BEYOND...

As you reach this point in your magical journey, the list of SPELLS may seem limited. Your knowledge of things should far outmatch anything that can be written here. Now is the time to truly embrace the path of magic, where the forces of the multiverse answer YOUR intention. Using Enhance Spell and the SPELL CREATION rules, you can create, learn, conceal and teach anything you can dream up. You can become a legend in the cosmic lore of ICRPG and all its worlds.

ICRPG has always been a living world. Much of what you see listed was created by players in moments of pure heroism, desperation, or genius. YOU can be that character. With a simple command of the mechanics, and a GM at your side, there is simply no limit to the stories, quests, and wonders to be revealed. This is the true joy of our glorious hobby. May your dice roll high.

# ENTITIES



*These are not monsters or men, these are things beyond.  
Those who dare the magical realms face strange, powerful, ethereal foes  
Leave sword and arrow behind... they'll not avail you*

# ENTITIES



## GODS, WHAT IS THAT THING

Demons aren't the only things that dwell between dimensions. All those who cast SPELLS or dare the Astral Plane risk encountering these powerful beings. Worse yet, when such creatures enter the mortal realm. Some come to feed, some to destroy, others to watch with sadistic, lightless malice. Use these creatures when you're the GM, or use this table when accidentally summoning with a MERCURIAL roll.



### ROLL 1D20

### MAGICAL ENTITY

1: Angel	A vast, diverse army of divine immortals
2: Avenger	Entities bound to the material plane by vow, SPELL, revenge or curse
3: Demon	Infernal servants of supreme evil
4: Devil Dust	A cloud of tiny glowing particles that penetrate and destroy everything
5: Feeder	Parasitic beings disoriented or trapped by hatred, tragedy, or confusion
6: Fiend	A demonic overlord who demands obedience
7: Flame Kin	3D12 fire soldiers. For every 3 summoned, include 1 Flame Kin Taskmaster
8: Ghosts	Flying, immaterial, hateful remnants of the dead, 2D12 in number
9: Hellion	One of the most powerful dukes of Hell, enraged
10: Imps	An endless stream of tiny, nasty demonoids. Find a way to stem the tide
11: Ley walker	A cosmic traveler devoted to protecting the web of magical energy in all things
12: Mainframe	A small, dense cube of machinery that drives men mad and holds the cosmos
13: Outsider	Agents of the oldest Gods, confined only by alignments of stars
14: Phase Hulk	An immaterial, formless devourer that drops in and out of astral form to hunt
15: Rings	An abstract, titanic entity made of metal, stone, and plasma rings
16: Scarecrow	A cackling, hateful golem of sticks and gourds
17: Seraph	Beings of pure light
18: Terror	Hideous deformations from nightmare, generally conjured by botched magic
19: Vorlac	The guardian of the realms between, sent to destroy YOU specifically
20: Anti-Hero	A wizard of comparable power to the heroes, but from a dark universe

# ENTITIES

## USING TIERS OF POWER

Entities can be played right out of the book, but if you're keeping it simpler, or moving quickly to get monsters out and start rolling, try categorizing your adversaries into TIERS.

- **TIER 1:** Mooks: +2 STAT rolls, no EFFORT bonuses, 1 action, 1 HEART
- **TIER 2:** Enemies: +4 STAT rolls, no EFFORT bonuses, 1 action, 2 HEARTS
- **TIER 3:** Nemeses: +6 STAT rolls, +2 all EFFORT, 2 actions, 4 HEARTS, at least 1 special ability such as area blast
- **Tier 4:** Supreme: +8 STAT rolls, +4 all EFFORT, 3 actions, 4 HEARTS, at least 1 special ability such as regeneration or 'ignore any damage of 5 or less'



## MUTATIONS

Magic energy has a way of twisting things. Whether rolling because of a critical failure on a SPELL cast or make a monster unique, use the table below. Mutations can never be undone or removed.



Any bio-form (player character) with a MUTATION is a terrifying sight to behold for any civilized or gentle folk. **When encountering ANY intelligent creatures, you will be avoided, ignored, or even arrested if possible. Also suffer a -6 CHA penalty.** You are an abomination.



### ROLL 1D12

### MUTATION

1: Crab Claw	One arm blisters, turns red, and hardens into a huge barbed claw
2: Elder Worms	Small, worm-like tentacles beneath your skin. In time, they will multiply
3: Insectoid	Your eyes, skin, and hands are black, barb-whiskered, and chitinous
4: Reptoid	You can stick to surfaces, but take on the cranial structure of a lizard
5: Mykonoid	Your eyes all but disappear, and your head takes a fungal shape
6: Hideous	Arcane energy tears your face apart and reassembles it... all wrong
7: Immaterial	Over time, you become incorporeal. What remains is like smoke or vapor
8: Magnetic	You develop a magnetic field. Attract when CLOSE, STR roll to retrieve
9: Infernal	You grow dark red horns, burning eyes, and a smell of brimstone
10: Clay	You have a hard time holding a shape or appearance...like melting wax
11: Vampiric	To survive, you must feed at least weekly on human blood
12: Twisted	Your limbs are twisted and withered. You have crippling tremors and sickness

# ENTITIES

## ANGEL

**ROLLS: +6 ALL STATS, +4 ALL EFFORT**

### ACTIONS (3 PER TURN)

**SUN SWORD:** An ULTIMATE weapon that ignores ARMOR and strikes all CLOSE enemies. Natural 12's rolled with this weapon's EFFORT explode

**SUN FURY:** A ray of pure nuclear fire that functions just like the sword, but with a range of 1 mile

**RADIANT NOVA:** The creature glows as bright as a white star. Demons, undead, infernals and even evil-doers must roll CHA or flee with their next 1D4 TURNS

**JUDGEMENT:** The Angel chooses a single creature. In 1D4 TURNS, that creature is torn apart atom by atom

**HEALING STAR:** With a touch, and no roll, the Angel resurrects a dead creature or restores a creature to full HP and grants it an additional HEART

*Angels are the indestructible servants of infinity. They are largely perceived as lawful and benevolent, but this is not accurate. They are the brutal, absolute, indisputable LAWGIVERS of the multiverse.*

**UNDYING:** Angels cannot be harmed by any means known. They are solid, material beings, but only depart when their moment is over. Once an Angel has appeared, it will vanish in rays of blinding light in 1D6 ROUNDS.

**DOORWAYS:** Angels do not travel. They appear and vanish through PORTALS that access the Astral dimension and other divine, radiant, or formless planes of existence.

**BOUND:** Angels have little free will, but rather are bound to a God, celestial being, or in rare cases a mortal will. They do not appear for petty or wanton reasons, but serve as harbingers of great importance, guardians of their humble wards, or executioners for their angry masters.

**DIVINE VISION:** To lay eyes on an Angel, even for a moment only, grants a permanent +1 WIS STAT point. This effect can only occur once per creature.



# ENTITIES

## AVENGER

**ROLLS:** +3 ALL STATS, +8 WEAPON, +2 ALL OTHER EFFORT

### ACTIONS (2 PER TURN)

**EXECUTE:** A terrible, decisive axe attack. Also slices through any objects, walls, or creatures CLOSE to the target. If a hit is made, creatures and objects hit are reduced to 0 HP instantly

**RETRIEVE:** The Avenger grapples its foe and works to return to its place of origin. HARD STR rolls are the only escape

**PRISM BLADES:** Crossing its scissor-like arm blades, the beast darts about in a blinding criss-cross. All creatures within FAR must roll DEX to evade or take ULTIMATE damage from these razors

**COUNTER SPELL:** At ANY TIME the Avenger can cancel a successfully cast SPELL. This uses one of its ACTIONS once its TURN arrives

**DRAIN:** With a WIS roll, the Avenger takes ULTIMATE HP from a target it can see and heals that many HP

*Avengers are prisoners of their purpose. They are conjured things, brought into existence only to fulfill some grave task, vow, or to stand obedient to a powerful wizard. They hate their masters, but dissipate when their task is complete, so never know redemption.*

**HEAVY BASALT:** Avengers are made of a dense black stone from dead star cores. This makes them very slow, only able to MOVE NEAR on a TURN. It also allows them to ignore 10 total damage per ROUND.

**MAGIC RESISTANT:** The inert stone in their bodies fizzles many SPELLS. Magical effects and damage are always reduced by half.

**FREEZING:** It is unknown why, but the Avengers are as cold as deep space. This will chill a large room instantly, freeze any water nearby, fog transparent surfaces, or even give off a cool, dense mist in humid places.



**LIFE BANE:** Life forms with 1 HP, or even smaller things like plants or insects, instantly perish when coming CLOSE to the entity.

**HOW IT IS DONE:** To bind an Avenger requires a Level 4 Demon SPELL or artifact. The only other way that is known to harness them is to die a terrible death, and use one's final breath to utter a soul-destroying vow on the mortal world. An Avenger will follow this vow to the letter. This is, sadly, the most common way they are conjured and set in motion.

# ENTITIES

## DEMON

ROLLS: +4 ALL STATS, +2 EFFORT

### ACTIONS (1 PER TURN)

**RAZOR CLAWS:** Their claws are MAGICAL WEAPONS

**SCREAM:** Demons can loose a grating howl. When they do this, 1D4 more Demons appear from any smoke or nearby darkness

**SMOKE WALK:** Demons can move between any masses of smoke, no matter how far apart, as a MOVE. The smoke is their home, and heals them MAGICALLY

*Demons take a myriad of forms, but all abide by ancient laws of their kind. Though intelligent, they lack mercy, remorse, or comprehension of what it is to be redeemed. They live in a constant state of rage, pain, and misguided wrath.*

**TRUE NAME:** Every demon has a unique name. They guard this secret with their so-called lives. Speaking a demon's true name reduces it to 1 HP, and it can only use its RAZOR CLAWS ability as long as the name speaker is within 1 mile

**BOUND:** Any wizard who knows a demon's TRUE NAME may use that name to bind it. Binding a demon requires a wizard to deliver EFFORT equal to the demon's current HP with INT rolls. Once bound, the demon will do the wizard's bidding, with resent and growing hatred.

**CHANGELING:** Demons can change their outward form at will. They often take the shape of children, whipping masses of insectoid limbs, or coiling tendrils of ooze. This shape is an illusion, and does not affect their abilities. When below 3 HP, they sometimes convulse in this way, changing form every few seconds.

**HATRED OF ANGELS:** No matter what they may be doing, if a demon senses an Angel nearby, it will focus all its rage on it.



**ANATHEMA OF THE HOLY:** Holy SPELLS, blessed water, true faith symbols of holy light, and all other HOLY forces do DOUBLE their effect against a demon. This effect also earns the devoted hate of the creature. The HOLY power burns them to the very core.

# ENTITIES

## DEVIL DUST

### ROLLS: DOES NOT ROLL

### ACTIONS (VARIABLE)

**DISINTEGRATE:** Roll 1D6, on a 4-5-6, for each category of volume, the cloud disassembles 1 creature or human-sized object. Living beings are granted a CON roll to only drop to 0 HP rather than be completely annihilated.

**DEVOUR:** Roll 1D6, on a 4-5-6, for each category of volume, Devil Dust can consume a human being or animal. When this happens, the cloud gains 1 category of volume. Those consumed are reduced to 0 HP and set to a DYING timer of 1.

*Devil Dust is a form of sentient gas or microparticles that move and behave as a cloud, but with intelligent motion regardless of wind. Wherever gas or air can go, it can go. It cannot be destroyed, but dissipates in time. An immense cloud of this substance can destroy an entire city.*

**IT JUST KEEPS GROWING:** Devil Dust appears with a minimum volume of 3. The list below shows approximate volume equivalents.

Volume 3: A small cart

Volume 4: A wagon or food vendor stand

Volume 5: A large room

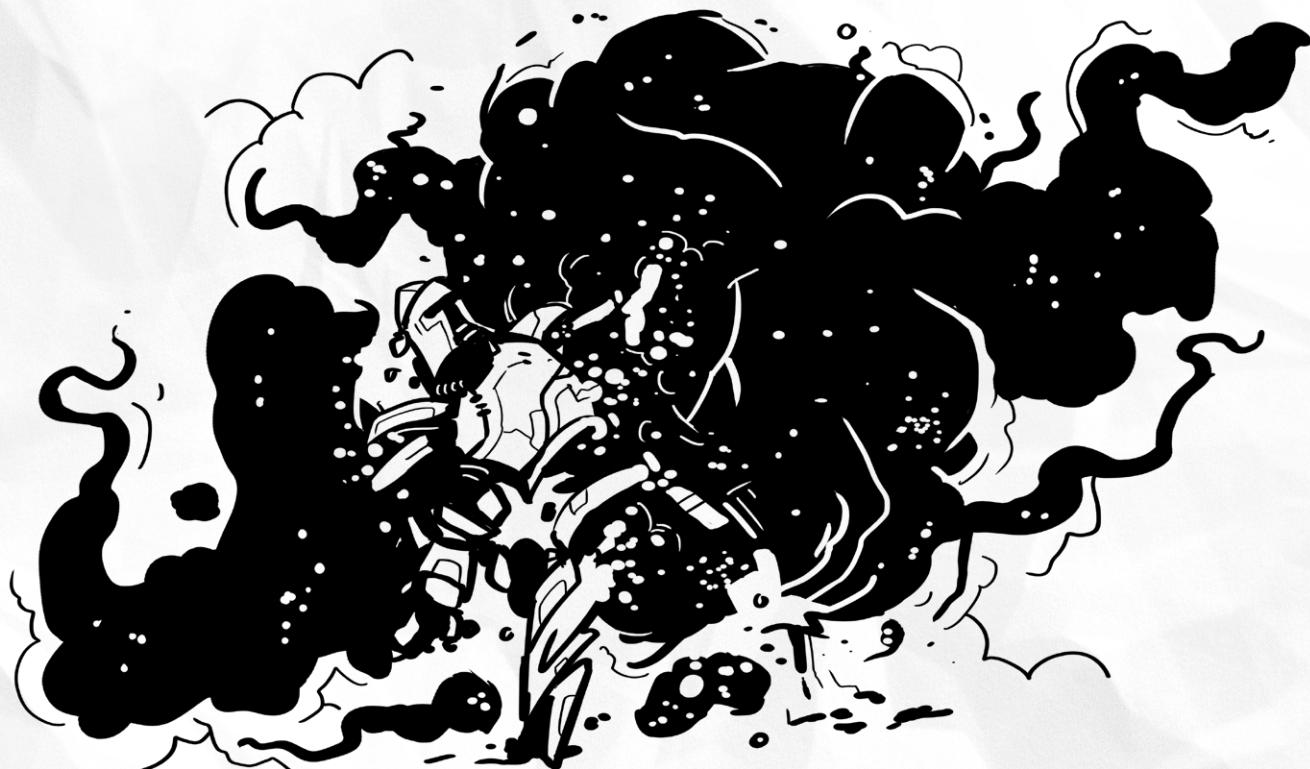
Volume 10: A castle courtyard or vast cavern

Volume 20: A city or small valley

**DISSIPATION:** Given enough time, Devil Dust seems to lose momentum and dissipate. For each category of volume, the cloud will coil and seek prey for 1D6 ROUNDS.

**ORIGIN:** Devil Dust arises from subterranean hells-  
capes, Pyros, and the dimension of Shifting Sands. It has a kind of intelligence, but cannot communicate.

**CONTAINMENT:** Since Devil Dust is still a form of dust or gas, it can be contained as any gas volume can be, assuming it can't DISINTEGRATE its container.



# ENTITIES

## FEEDER

**ROLLS:** +3 ALL STATS AND EFFORT

### ACTIONS (2 PER TURN)

**CHEW:** A WEAPON attack

**PHASE:** Feeders can use the Phase SPELL as an action with no roll

**CONCUSSIVE WAKE:** A Feeder can whip by with such fury, any CLOSE targets roll DEX or are slammed to a NEAR distance, taking WEAPON damage if colliding with any objects or other creatures

*Some grim experiment or botched summoning gave rise to these craven abominations. They live only to serve their lord, even unto death. It is hard to tell if they are beasts or supernatural things, but such questions are left to the weirdest wizards.*



**ARCANE BLOOD:** Slain Feeders can be harvested for a glowing orange blood. This blood can be consumed to eliminate the COST of a single SPELL cast. A Feeder contains 1 'dose' of such blood if killed in a single blow.

**FOREVER SERVANT:** Feeders gained their name from a peculiar behavior. All that they devour only leaves them craving more, and only feeds their demonic master. Their master, who or whatever that may be, gains 1 HP for each HP of damage the Feeder inflicts.

**WHIPPING FLIGHT:** Feeders fly about in coils of weightless smoke. They always move up to DOUBLE FAR, and even then may take both their ACTIONS.

**WORTHLESS WORM:** If a Feeder's master is slain, they can no longer fly. They become slurping, squirming, pointless chompers. Their feeding behavior and urge continues, but they now heal 1 HP for themselves for each HP of damage they inflict.



# ENTITIES

## FIEND

**ROLLS: +8 ALL STATS, +4 EFFORT**

### ACTIONS (3 PER TURN)

**MAGMA BEAM:** A ray of ragged energy streams from a Fiend's eye. On a hit, everything in a FAR straight line is reduced to 0 HP

**SCATTER SPELL:** Fiends cast SPELLS through their victims. A target it can see must roll INT or be used as a conduit, casting FOR the Fiend. The SPELL is used against the Fiend's enemies. Choose from the SPELL list below, using a D6 roll

**ION SWORD:** A favored MAGICAL WEAPON. This blade is pure plasma-state ions, and ignores all ARMOR and damage resisting abilities

**THUNDER WING:** Huge black wings unfold, and in one great rush send the Fiend upward. The rush of air is concussive. All those within FAR roll DEX of fall, taking 1 HP damage and using half of their next MOVE to recover their feet. Thunder wing also heals the Fiend with MAGICAL EFFORT

**DOORWAY:** If perturbed or near defeat, a Fiend will use the Doorway SPELL to escape. They are known to have myriads of target locations they use to travel the cosmos

**TERRAIN INVERSION:** The fiend opens its hand, then turns it. Raised stone becomes depressed, grottos become outcrops, open doors become solid blocks. The nature of this power is not fully understood, and terribly powerful in battle

**SUMMON:** With no roll, a Fiend can summon 1D4 Feeders, Imps, or Shadow Lashers. As an alternative, they can also open a gateway, unleashing the endless Flame Kin

*Fiends determine their own path, often enraging or defying devils, demons and evil Gods. They mastermind complex schemes and world-ending plots, all in the interest of gaining power and expanding their network of doorways. They have no love even for other Fiends, and their feuds with their own kind are never ending.*



**LAUGH AT STEEL:** Conventional weapons, arrows, or even bullets have no effect on Fiends. Only magic or energy can harm them.

**SADIST:** If given an opportunity to kill an enemy, a Fiend will opt for hurting it more.

**SPELLS:** Fire Missile, Death Nova, Wither, Lightning Lash, Create Acid, Storm of Knives, Fracture



# ENTITIES

## FLAME KIN



**ROLLS: +3 STATS ONLY**

**ACTIONS (1 PER TURN, 2 PER TURN FOR TASKMASTERS)**

**FIRE CLAW:** A slashing WEAPON. If used against flammable materials, will ignite

**CINDER SPIT:** A FAR ranged missile attack, but only used by 1 in 3 of Flame Kin

**FLAME WHIP (TASKMASTER):** A crackling tendril of magma. With a successful NEAR attack, this WEAPON incurs so much pain, its target must roll CON or lose its next TURN in agony

**FLAME DOOR (TASKMASTER):** Any open flame in sight can be used as a target for the Taskmaster to teleport instantly

*Few beings are more ubiquitous in the cosmos than these humanoids of pure fire. They dwell in volcanic hells, on the surface of suns, and in long-burning forest fires. They are enslaved by all manner of demon and wizard, and die in droves for their masters.*

**AMBIENT HEAT:** On the GM's TURN, each Flame Kin inflicts 1D6 heat damage on any CLOSE creatures that are not Flame Kin

**HEALED BY FIRE:** Flame Kin can gain 1D6 HP from any open flames or fire magic they touch. This can only take effect once per ROUND, and does not cost an ACTION

**INFINITE NUMBERS:** Once Flame Kin appear, they will continue to spawn into an encounter until some means is found to elude or stop them or stop their flow. The spawn from fissures, large fires, or magma.



# ENTITIES

## GHOSTS



**ROLLS:** +2 STATS, +6 ULTIMATE

### ACTIONS (1 PER TURN)

**TERRIFY:** Ghosts delight in fear. Roll CHA against this action, or spend your next TURN fleeing the source or sighting

**VISIONS:** From the realm of echoes, hideous visions come directly into mortal minds. All living creatures within FAR of a Ghost must roll INT or lose their next TURN completely, lost in despair and grief

**LURE:** Unless a single target can beat the Ghost's INT roll, they must spend their next MOVE going where the Ghost beckons. Ghosts often lure the living to terrible fates

**PARALYSIS:** A Ghost can cause such deep-seeded fear, its target cannot MOVE in any way for 1 ROUND. A CHA roll can avoid this effect

*When living souls lose their lives in a sudden, frightful, or heinous tragedy, they can become Ghosts. They are anger incarnate, lost and confused in a world of echoes and repetition, unable to escape their own self-torture.*

**TRUE IMMATERIAL:** These beings are utterly incorporeal. They cannot be touched by any physical object, and even appear as immaterial wisps in the other dimensions. Even PHASED creatures cannot touch Ghosts... they are not actually there.

**ELDER ECHOES:** Ghosts are only susceptible to magic and effects created by ELDER SPELLS. Even with this limit, ELDER magic sometimes only makes their anger worse.

**OF THE SAME NATURE:** Ghosts have a strange way of reaching from their lost state and contacting objects or places where their former selves were wronged, slain or betrayed. These artifacts can, then, in turn, be used to contact or harm the ghost. Every story is different, every object unique and mysterious.



**FREEZING AURA:** Any time you are within FAR of a Ghost, the air becomes terribly cold. For 1 ROUND, this is only uncomfortable. Then things get worse.

2 ROUNDS: All fires are snuffed out

3 ROUNDS: Roll CON or take 1D6 cold damage

4 ROUNDS: Ground freeze. Move only NEAR

5+ ROUNDS: Roll CON or take 1D8 cold damage

# ENTITIES

## HELLION

**ROLLS: +8 ALL STATS, +6 ALL EFFORT**

### ACTIONS (3 PER TURN, ROLL 3D6)

**VOLCANIC ROAR:** A column of white hot chemical fire in a deafening ULTIMATE ray

**WING BUFFET:** Hellions do not fly, they use their wings as weapons. Anyone in front of the Hellion must resist with STR or be knocked down, taking WEAPON damage. They also slide FAR, and take more WEAPON damage if hitting objects or walls

**BITE:** Hot basalt fangs close in, inflicting ULTIMATE damage and grappling up to 3 victims

**CRUSHING CLAW:** ULTIMATE damage NEAR

**SPELL EATER:** Absorb 1 SPELL from a target. That target loses all knowledge of that magic

**EYES OF DEATH:** A searing stare reduces a single target in sight to 0 HP with no roll. A CON roll leaves the victim with 1 HP



*When a dragon is truly evil, and loses its life, it is confined to the nether realms in the form of a Hellion. These creatures can barely be contained, and burn with eternal rage. Their only weakness is a thirst for ash, their food of choice.*

**CINDER EATER:** Hellions feed on ash. Any action used eating mounds of burned material recovers 1 HEART instantly.

**IMMUNITY:** These creatures take no damage from non-magical or conventional attacks. Even energy cannot harm them. Only magic power can break their volcanic hides.

**BLOODLESS:** Hellions have no blood. They live on heat, fire, and fury. Blood magic has no effect on them.



# ENTITIES

## IMPS

**ROLLS: VARIABLE WITH TIER**

**ACTIONS (VARIABLE WITH TIER)**

**BITE:** Normal WEAPON attack. Bitey

**FLAP AROUND:** Imps fly randomly like crazed moths. Any roll within FAR of the Imp spawn point is HARD for the next ROUND

*The rats of the underworld have laid waste to entire realms with their wanton chaos. The wise know never to engage them, but to contain, banish or deceive them somehow. Sometimes the small can be mighty. Mighty annoying.*

**MEAGER:** Imps have only 1 HP at Tier 1.

**INFERNAL MASOCHISTS:** When an Imp is slain, it cackles wildly and increases its STATS by one TIER (see page 50), maxing out at TIER 4.

**A TIDE OF DEATH:** When Imps appear, roll 1D4. Then spawn as indicated:

- 1: 1D12 Imps appear
- 2: 2D20 Imps appear
- 3: 1D100 Imps appear

4: A near infinite number of them flow in from the infernal dimension, 100 per ROUND. They just keep coming.

**HIDEOUS TINY LAUGHTER:** Imps take terrible pleasure in their chaotic work, biting, chewing, and most of all laughing with hideous glee. SO terrible is the din of their laughter, all creatures within earshot cannot hear or speak with any effect until less than 4 Imps remain.

**ALL FOR ONE, ONE FOR ALL:** Imps are not very smart. They always act as a group. If bite is their action, they ALL bite. IF they are flapping, they are ALL flapping. A Nightmare.



# ENTITIES

## LEY WALKER

**ROLLS: +10 ALL ROLLS**

**ACTIONS (1 PER TURN, ROLL 1D6)**

**ENDLESS MARCH:** The giant steadily slides forward, scraping, crushing, or leveling anything in its path. It moves NEAR each TURN. If you are caught under it, drop to 0 HP instantly

**ENTROPY PULSE:** A ring-wave of concussive force emits from the object, snapping trees and toppling houses. All creatures within 1 mile roll CON or take ULTIMATE damage. All Structures house-sized or smaller are destroyed

**COSMIC CALL:** The Walker emits a deafening subsonic tone or beacon call. Those within earshot must roll CON or be deafened until a full rest in safety. For 1 ROUND after COSMIC CALL, all those in earshot are also treated as 'silenced'

**SCOUR:** Anything directly below the Ley Walker is totally annihilated. No structure, material, or living thing known can withstand this power

**WAYPOINT:** Changing direction, the object reveals a new ley line, and travels down it

**REGENERATE:** The object repairs all damage done to it so far

*One of the strangest, and most colossal beings in the cosmos, a Ley Walker is a sky-darkening archway or gate made of marble and duranium. They are as old as the stars, and slowly traverse the worlds via ley lines. The purpose is not fully understood, but they sweep entire worlds clean of life as they pass on their mysterious journeys.*

**MARK OF STONE:** No matter what kind of assault is waged against this entity, it takes a maximum of 1 HP damage per ROUND. In addition, the Ley Walker IGNORES the first 50 damage done each ROUND.



**MINDLESS:** Ley Walkers have no comprehensible intellect or will. Thus, they are immune to any magic or effects that influence mood, desire, vengeance or intent. They simply cannot be communicated with or swayed in any way.

**ELDER SCRIPT:** The surface of this object is covered entirely by writing and glyphs in every known language and several that are yet to be known. The letters and words are jumbled and mixed, and contain, by conjecture, the deepest, strangest secrets of the multiverse. Perhaps this record even includes the origin or nature of the Ley Walkers themselves.



# ENTITIES

## MAINFRAME

### ROLLS: DOES NOT ROLL

### ACTIONS (1 PER TURN)

**INFLUENCE:** All creatures within 1 mile roll INT or be influenced deeply by the Mainframe

**CHANGE:** The machine changes forms. It often takes the shape of a Tree of Death, Child of Azatoth, or ancient stone

**WAIT:** The object becomes inert. It is immune to harm, silent, dormant

**GROW:** The mainframe casts *Grasp of the Ogdrus* at no COST and increases its size by DOUBLE

**REVEAL:** All creatures within 1 mile see a vision placed in their minds by the Mainframe

**VENT:** Vents and apertures open on the cube, and hot air jets out. This also regenerates any damage it has taken

**DOORWAY:** Cast *Doorway* at no COST, returning to a previous location

*The Mainframes are a series of bio-mechanical cubic computer machines of unknown origin. They emit an invisible field or aura that affects living things in strange ways. They come in many sizes from an apple to a large house. Their purpose is not known, but they seem to appear and disappear in times of calamity or disaster.*

**WHY ARE THEY HERE:** The biggest mystery of these strange machines is what they want and why they have appeared. Why have they come from? Who or what created them? The answers aren't given here, they are for you to discover/decide and reveal.

**A LINK BETWEEN WORLDS:** For the GM, the primary function of a Mainframe is to link WARP SHELL, ALFHEIM, BLOOD & SNOW, and even GHOST MOUNTAIN. Somehow, these strange devices move between worlds and dimensions. They can be the key that lets you combine story arcs, intermix player groups, or delve into alternate timelines.



**HUMMING, WHIRRING, CLICKING:** Mainframes make a constant, unnerving digital hum. If exposed to this sound for more than 4 ROUNDS, roll CON or take a MUTATION from the table on page 76.

**THE HEART OF THINGS:** Since these things have appeared, they tend to be found as a 'supreme reason' or 'root cause' of all kinds of strange phenomena. Whether they rest in a tangle of roots at the nadir of a dark dungeon, power the reactor of an alien object, or sit under piles of skeletons in the remote desert, they seem to be responsible for all kinds of strange events and dark portents.



# ENTITIES

## OUTSIDER

ROLLS: +3 ALL STATS AND EFFORT

### ACTIONS (2 PER TURN)

**GUNS:** Outsiders carry a collection blast pistols, blast rifles, arc cannons, and chemrail guns. They can materialize their weapon of choice each TURN and fire

**GAS CLOUD:** Emit a FAR cloud of barely visible green gas. This is toxic to all life and machines. Roll CON or take 1D8 damage for the next 1D4 ROUNDS

**VACUUM:** Outsiders can atomize gas. They can eliminate all air and gas from a huge DOUBLE FAR area. The air will rush back, if natural, in 1D4 ROUNDS

**MEMBRANE:** This SPELL creates an impervious time-space bubble around an object up to 10 feet across. Inside, time is slowed to a crawl. The MEMBRANE can only be unmade by a SPELL of POWER 3 or higher

**STASIS:** Using a jet of gas, paralyze a single NEAR target into a hypersleep state for later study. A HARD CON roll is required for the target to break free

**STARGATE:** Open a momentary wormhole to almost any location in the universe. The portal is open for 1D4 ROUNDS

**ASSIMILATE:** Outsiders can learn the abilities of their foes with a roll. Acquire 1D6 traits from a target in EYESIGHT, including SPELLS, STATS, and even LOOT

*A set of glowing eyes materialized in the gas cloud. After this, armored legs and strange hoses were seen. My village folk scattered like rats before that otherworldly sight, but I was transfixed.*

**MEDDLERS:** These grim creatures delight in the alteration of cultures and timelines on many worlds. They change key elements of planetary conditions or proto-life simply to see what will happen. The death of an entire planet is but a data point to them. They move on and meddle again, always curious to see what conditions may give rise to a universe inhabited only by their own kind.



**MALEVOLENT COLLECTORS:** Outsiders have little regard for all lifeforms. They see living things as specimens to be acquired and dissected. Their intellects are so remote and alien, though, this behavior is not sadism. It is a simple perception of all things being beneath their sinister, scientific purposes.

# ENTITIES

## PHASE HULK

ROLLS: +6 STATS, +3 EFFORT

### ACTIONS (2 PER TURN)

**PHASE PIERCE:** The hulk moves through a target while momentarily de-phasing. This inflicts MAGIC damage and knocks the victim backward NEAR distance

**BITE (MATERIAL):** In solid form, this ULTIMATE attack is sprung from behind a target

**BITE (PHASE):** A phasic bite drains STATS. On a successful hit, use a 1D6 to choose a STAT and inflict 1D6 drain on that STAT. These points can be healed as if they were HP

**ABDUCTION:** Using its crab-like claws with an attack roll, the hulk pulls one victim into the Astral Dimension. That creature is trapped there until it can make an INT roll to find its way back

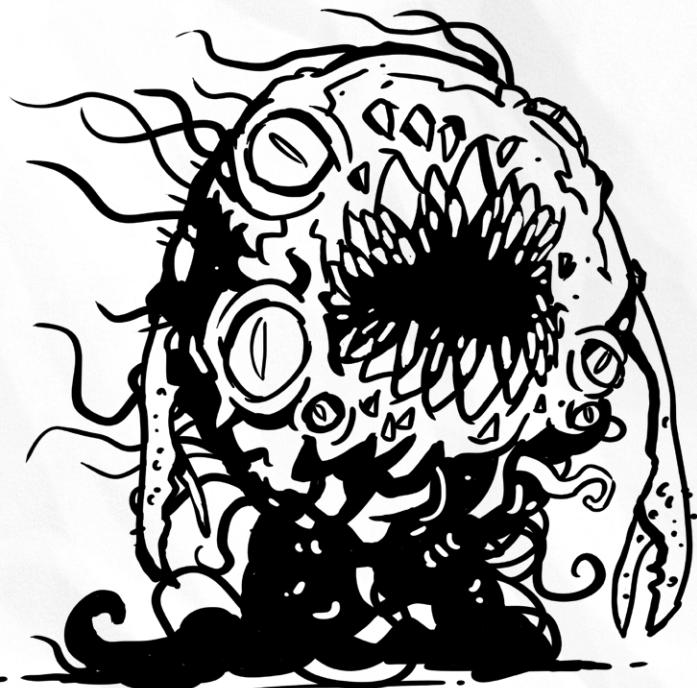
**PRISM RAY:** The many eyes of a Phase Hulk take material form and emit a dizzying array of colors. Increase the current TARGET by 1D4 for 1D4 ROUNDS

**PHANTOM LURE:** Phase Hulks can project a false version of themselves. This is a totally convincing clone, but immaterial. It dissipates when hit or touched

*Coagulating from pure astral ooze, Phase Hulks are supreme predators of the immaterial realm, able to pass back and forth from the outer dimension to any other at will. They feed on any living matter, and their behavior is driven by that hunger more so than the will of wizards or taskmasters. They prefer feeding near PORTALS or other dimensional gates, as the energies there are like water or sunlight to a parched beast.*

**VIBRATIONAL:** These creatures have vibrating flesh, and are very hard to pinpoint with ranged weapons or magic. All ranged attacks against a Phase Hulk are HARD.

**HUGE:** Phase Hulks are very large creatures, ranging from wagon to house-sized. For this reason, attacks against them NEAR can be treated as CLOSE and vice versa for its own attacks.



**CORROSIVE:** The 'between worlds' nature of these beasts has a corrosive effect on metal objects, shaking the very atoms apart. Melee attacks of NATURAL 1 against a Phase Hulk result in total loss of the weapon used. It simply vanishes.

**EATEN WHOLE:** If a target takes 12 or more damage from a BITE (MATERIAL) attack, they are swallowed up by the giant mouth and rows of teeth. Treat this as a DYING roll of 1, even if the victim has more than 0 HP.



# ENTITIES

## RINGS

**ROLLS: +1 PER RING ALL ROLLS**

### ACTIONS (1 PER TURN)

**CONFINE:** A single ring chooses a target and encircles it. That creature can take no actions besides speech and perception until the ring releases

**CARVE:** The Rings form a sort of boring machine or tunneler array. They can carve through 1D100 feet of any solid matter per ROUND

**ASSEMBLE:** A machine, building, or structure is formed. It is utterly indestructible by any means

**MOVE:** The rings break apart and reform at a new location. Their range is DOUBLE FAR

**UNRAVEL:** Rings cast this SPELL on a single target at no COST

**SCATTER:** The Rings break apart and vanish for 1D4 TURNS

**GUARD:** A barrier is formed of interlocked circlets. Inside this structure, up to 4 humanoid creatures enjoy +10 ARMOR

**BECOME:** Each Ring can take the form of any creature within FAR. This form is fully authentic, including STATS, thoughts, memories and intentions. The effect last 1D4 TURNS then returns to Ring form

*The most abstract, inhuman entity in the multiverse is an aggregate thing called Rings. There are pure duranium, possibly the first occurrence of that metal. They have an ancient, incomprehensible intelligence that predates even Ley Walkers. When they mean to do something, they can be very hard to stop. The real question is what they intend and why, which remains a total mystery.*

**HOW MANY RINGS:** When appearing, roll 3D12. That many Rings form this entity.

**INDESTRUCTIBLE:** Rings are utterly immune to all forms of damage or injury. They are duranium in its purest form, and are simply impervious to all forms of energy, heat, time distortion or weapons of any kind.

**COSMIC INSTRUMENT:** When acting as the GM with Rings, the most important question is what they are doing, wanting, or intending and *why*. Here are common scenarios, based on those who have encountered them:

- Servant of a god or demigod
- A summoned guardian
- An instrument of destruction
- Agents of an interstellar civilization
- Dimensional travelers lost or confused
- Avenging a former master



# ENTITIES

## SCARECROW

**ROLLS:** +3 ALL STATS AND EFFORT

### ACTIONS (1 PER TURN)

**PSYCHIC INSULT:** The deepest doubts and darkness are exposed in a victim. A target rolls CHA or loses their next TURN

**FLIES:** A SWARM of biting flies issues forth, 3 HEARTS

**BEACON:** The Scarecrow signals Durathrax of the heroes' intent. If 3 BEACON actions are taken, any hope of stealth or surprise will be lost

*Durathrax the undying has three known forms: a colossal black dragon, an old hag, and these Scarecrow creatures. They act as her eyes and ears, but also as harbingers of her destructive arrival. Their cackling jibes and scathing insults can rattle even hardened adventurers.*



**PLAGUE CARRIER:** Scarecrows are infested with various forms of plague. Village folk are terrified when one appears, for livestock and crops fail, then all those within a few miles fall ill. Those that flee spread the sickness. Entire nations have been decimated, and among the grey ruins a single Scarecrow stands silent and ugly.

**ILL NEWS:** Scarecrows delight in delivering news of doom or darkness. They cackle and taunt, warning of impending death, the end of times, or the coming of Durathrax herself.

**KILL ME:** Nothing delights a Scarecrow more than to be destroyed. The latent power in them is released at that moment, and it takes the form of a slow-boiling madness in whoever lays them low. The madness comes in nightmares, cold sweats, visions of lost loved ones, or dreams of a dead world in ashes. The effect of this darkness is permanent, growing worse with years as those haunted begin to blame themselves, see their own weaknesses, and fear the very air they breathe.

**WHY THIS FORM:** If Durathrax is so ageless and powerful, why take the form of a rickety bag of straw and teeth? Simply put, Durathrax is the ultimate sadist. She delights in the withering of courage, the cultivation of fear, and the wanton unmaking of the mortal world. Sometimes, the Scarecrow delivers this with more effect than a pillar of fire, and Durathrax uses this fact to her advantage.

**DUDS:** Sometimes, as scholars say, a Scarecrow is just a scarecrow. Not every skeletal stick man is an agent of Durathrax. When common folk build powerless stick men in their fields, they inadvertently feed the fear. Those who know the truth jump at shadows, burn innocent crop-watchers with SPELLS, or behead pumpkin-topped figures in autumn fields. Sometimes, the 'dud' scarecrow is more terrifying than the arcane variety.

# ENTITIES

## SERAPH

**ROLLS: +4 PER ARM ALL ROLLS**

**ACTIONS (1 PER ARM PER TURN)**

**ENERGY CANNON:** Each hand opens wide, emitting a ray of destructive ULTIMATE energy

**BLINDING LIGHT:** The core glows like a white dwarf star. All those in eyesight roll CON or become blinded for 1D6 ROUNDS

**MELT:** The Seraph sends a pulse of atomic heat that liquifies metal objects. Targets roll DEX to avoid or lose 1D4 metal LOOT

**AGAIN AGAIN:** Cast the *Again* SPELL at no COST, doubling its time-folding effect

**NOVA:** All creatures within FAR are hit with a wave of concussive force. No way to avoid. ULTIMATE damage

**BALISTICA MORTIFERUM:** The Seraph engulfs its foes, FAR, in a force bubble and blasts straight upward. It travels at 10 miles per ROUND in this manner. The height, lack of air, and deep cold do the rest. It will continue flying upward for 1D6 ROUNDS

**KNEEL:** The Seraph speaks, usually in 3 or 4 word statements. So ominous is this celestial voice, all those who can hear roll CHA or fall to their knees for 1D4 ROUNDS in pure awe

**SUMMON:** The Seraph, if threatened, will summon randomly from the ENTITIES table. 1D2 ENTITIES are summoned instantly with no roll

*Light energy emitted from dying stars can sometimes solidify into a living being called a Seraph. They are driven by an almost divine sense of purpose: to protect the cosmic balance of good and evil at all costs. If on your side, they are mighty allies. If working against you, they are a terror to behold.*

**HATRED OF STAR TECH:** Seraphs are known to particularly dislike starships, FTL technology, and massive space stations. They see these as pollution in a once perfect universe. Pollution that must be cleansed.



**PER ARM**



**WORSHIPPED:** So rare and powerful are these entities, they are worshipped as demigods. To fight, harm or even destroy one can earn the endless wrath of cults and devotees who believe that Seraphs are the universe's only hope to survive the age of technology.

**ENERGY SOURCE:** A Seraph can be treated as a small sun. By simply hovering in space, it gathers tiny planetoids, space junk, and asteroids which promptly begin growing new life forms. They can even have this effect on dead worlds or clouds of rusted hulks.

**IMMUNE TO HARM:** The only way to harm a Seraph is with the unique energy from YOG crystals. Magic, energy weapons and the like must be refracted through a YOG, blades made from it, arrows tipped with it, or its raw crystal power unleashed, to injure these cosmic creatures.

# ENTITIES

## TERROR



ROLLS: +6 ALL STATS, +2 EFFORT

### ACTIONS (2 PER TURN)

**STONE TOOTH:** A bite WEAPON

**CLOUD OF SPINES:** The stone plates behind this creature obey a bio-gravity field. All within FAR roll DEX or be sliced with ULTIMATE effect

**DEVOUR MACHINES:** The beast is drawn to small, edible machines. On a successful STR attack, it devours 1 mechanical LOOT from its target

**REFORM:** Damage inflicted on the creature is mended in stone bio-gravity. Heal ULTIMATE HP

**VANISH:** Terrors can use micro-gravity to simply disappear. They reappear anywhere in eyesight on their next TURN

**SUBSONIC SCREAM:** A vibration attack that stuns prey. All within FAR must make a CON roll or be totally confused on their next TURN: attacking thin air, moving at random, or hearing phantom sounds or words

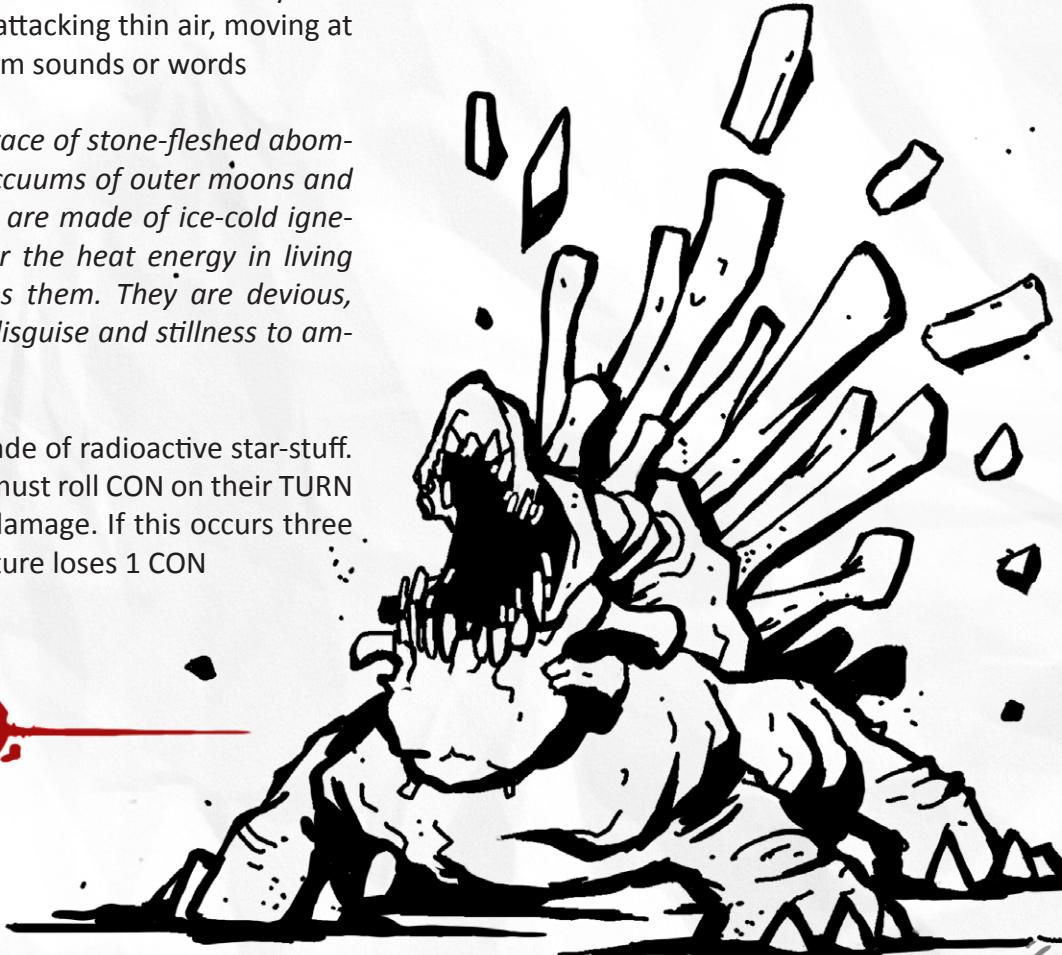
*Terror is a nickname for a race of stone-fleshed abominations who prowl the vacuums of outer moons and ice-crusted asteroids. They are made of ice-cold igneous rock, and ravenous for the heat energy in living things. Fire especially lures them. They are devious, clever predators who use disguise and stillness to ambush prey.*

**RADIATION:** Terrors are made of radioactive star-stuff. Any creatures NEAR them must roll CON on their TURN or absorb 1D12 radiation damage. If this occurs three times in one day, that creature loses 1 CON permanently.

**DEEP SPACE DWELLERS:** Terrors are found in space. They are immune to cold, lack of air, pressure, and heat. They are a kind of living stone.

**GROUNDING:** Terrors are negatively charged 'earthen' beings. They are entirely immune to energy attacks that are not magical in origin such as blast weapons, lasers, or lightning.

**SURVIVORS:** These creatures do not hold grudges, and rarely fight to the death. Below 3 HP, a Terror will always use VANISH to escape.



# ENTITIES

## VORLAC



ROLLS: +10 ALL STATS, +6 EFFORT

### ACTIONS (3 PER TURN)

**SUMMON MINIONS:** Upon each GM timer, Vorlac summons 1D8 Flame Kin, Demons, Imps, or Feeders

**SPEAR:** With one long fingernail, skewer a creature within FAR. They are reduced to 0 HP and set their DYING timer to 1 on their next TURN

**PYROCLASM:** Vorac emits a wall of fire. His minions are immune. The wall takes any form he chooses. Those within make no roll, and take ULTIMATE damage

**SKIN:** Choose a NEAR creature and flay its skin from it in one hideous cut. The creature has 1 HP, and must make HARD CON rolls not to drop to 0 or go mad from the agony

**TRANSFUSION:** Cast the *Transfusion* SPELL with no COST at POWER 4

**WITHER:** Cast the *Wither* SPELL with no COST at POWER 4

**BETRAYAL:** Any creature within FAR makes a vs. INT roll with Vorlac. If they lose, they turn against their allies with all their ability to kill for 1D6 ROUNDS

**OFFERING:** Vorlac takes a creature at 0 HP and offers it to Lucifer. The SOUL is extracted and the creature is atomized instantly

**HARDEN:** For each time this ability is used, with no roll, Vorlac adds 1D12 ignored damage to his ARMOR. This damage resistance is PER ATTACK

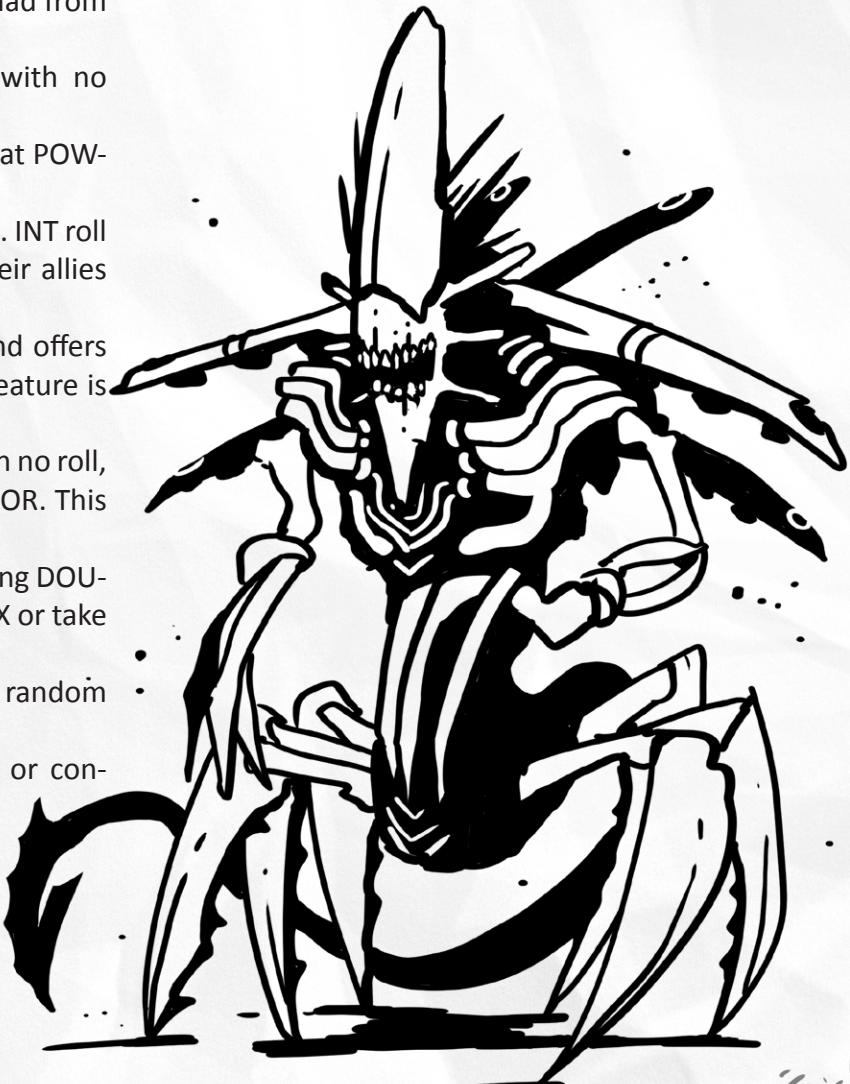
**DASH:** Vorlac dashes across the battlefield, going DOUBLE FAR if he chooses. Those in his way roll DEX or take ULTIMATE damage from his barbed legs

**DRAIN MAGIC:** With an INT roll, drain 1D6 random MAGICAL LOOT of their powers within FAR

**BURN SOUL:** If there any SOULS being used or contained within 1 mile of Vorlac, he can burn 1 into oblivion on his TURN with no roll.

*One of Hell's most powerful governor's, Vorlac is a master of countless plots and seeds of doom in the dimensions. His task is the delivery of SOULS to Lucifer and Azael, and he does this with pleasure and ingenious strategy. Many are his servants, even those lost minds who believe they will gain power in his service.*

**DARK GOD:** In the unlikely event that Vorlac is defeated in battle, he delights in annihilation, and will eventually reform somewhere in Hell or Pyros. He is eternal.



# ADVENTURES



*The scarecrow calls for the black sky's return  
Dead men make food for the servants of night  
Arc-white clouds spinning on the hub of forever*

# DEVIOUS DIMENSIONS

## A COSMIC ROLLER COASTER

Blast through the multiverse in pursuit of The Traveler, an escaped wizard set to unleash the prisoners of Splinter. The Traveler is going to release the vile prisoners of Splinter. The magical PORTAL she summoned to escape you is closing; following him is your only chance to stop this madness!

- During transport, The Traveler escapes into an astral gateway. Your team gives chase a second later!
- The Traveler tries to lose you dimension-hopping
- Get to each PORTAL before it closes
- Confront the Traveler on Splinter and stop an UNLOCK spell

## MOMENTS

The Traveler moves through the dimensions below, wreaking disaster to slow the heroes. Each time the players arrive at a new dimension, roll a TIMER for how long the PORTAL stays open there.

### 1: PYROS

You chase through the Traveler's PORTAL into heat so extreme you can barely breathe. Ash and cinders rain onto a blackened stone terrace. A blue PORTAL shimmers ahead, across a churning river of lava dotted with floating rocks.

- The Traveler is seen vanishing into the blue PORTAL, which begins to shrink. It will close in 6 ROUNDS
- The heat is deadly, dealing damage every ROUND. Roll CON to avoid
- 1D6 Flame Kin boil out of the lava each ROUND
- Cross the shifting rocks to reach the PORTAL

### 2: ASTRAL PLANE

The Astral Plane is an abstract place. Gravity, time, and distance all shift and distort here, posing themselves as the primary obstacle. Heroes materialize in a baffling labyrinth of nonsensical shapes and shifting floors

- The Traveler is seen dashing off into the confusing spaces, conjuring a Phase Hulk
- Phase Hulk pursues them, replicates at 1 HP
- Use dice to generate randomized passages and walls leading to the PORTAL

### 3: HELL

You appear in an echoing hall of obsidian pillars and demonic gargoyles. Before you, a robed imp flanked by two horned fiends sits at a desk. A shrouded, dusty PORTAL shimmers behind them.

- The imp, Hazeriath, allows each player passage in exchange for "a customary toll"
- He accepts things of great value: magic LOOT, souls, permanent SPELL loss, a life, STATS, and the like
- If the players attack or displease him, he disappears in a puff of smoke and the Fiends engage
- The Fiends cannot be harmed IN ANY WAY until Hazeriath is stunned or killed. He is casting an IMPERVIOUS SPELL on both of them from a hidey hole nearby

### 4: SHIFTING SANDS

A blast of sand hits your face and ululating screams fill your ears. Raiders on mangy Raptors thunder past, chasing a titanic worm plunging through the dunes. In its spinning mouth, you glimpse the crackling glow of a gray PORTAL.

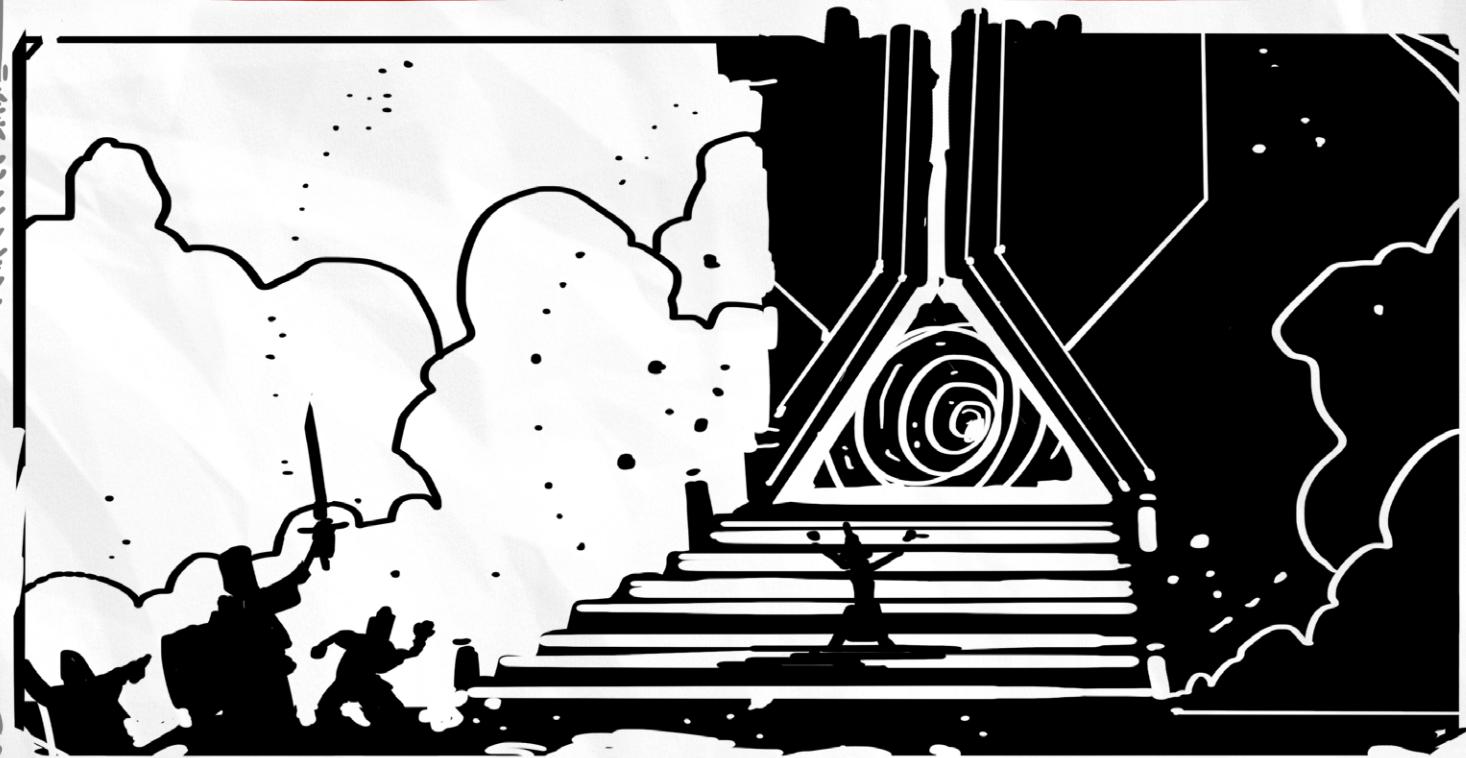
- Ruthless desert raiders want to be the first to reach the worm; they attack anyone trying to "steal their blood harvest"
- Raptors move DOUBLE FAR each turn but need a CHA roll to be controlled
- The worm moves FAR each TURN. It is so big, treat it as a room. The PORTAL is in its mouth (see below)
- The worm can be climbed with a STR roll

### 5: SPLINTER

The endless storms and stone cubes of Splinter make a harsh welcome. Traveler is casting a grand spell that will unlock all cell doors in the prison dimension in 6 ROUNDS

- The Traveler uses a Hellion and Imp Swarms as guardians while casting
- If he hasn't been stopped at 5 ROUNDS, one of Duratrax's lieutenants appears to fight the Hellion, revealing Duratrax's interest in maintaining Splinter
- Keep the climax/conclusion open ended!

# DEVIOUS DIMENSIONS



## DIMENSION HOPPING

Dimension shifts do strange things. Each hero rolls on this table when using The Traveler's PORTALS.



### ROLL 1D20

### PORTAL SIDE EFFECT

- 1: Your personal gravity reverses for 1D4 ROUNDS
- 2: Pass a CON save or be too dizzy to MOVE on your TURN
- 3: Your soul flickers; you can't cast SPELLS or use MAGIC LOOT for 1D4 ROUNDS
- 4: You are overwhelmed with visions of parallel realities. Your next ATTEMPT is HARD
- 5: Your senses invert. Creatures without a strong odor are invisible to you for 1D4 TURNS
- 6: Pass a WIS save or laugh hysterically and take no action on your next TURN
- 7: Raw CHAOS energy makes you berserk; for 1D4 ROUNDS, you must attack something
- 8: An atomic tear randomly destroys one of your LOOT
- 9: Between Portals, you see the folded infinity of space. Gain +1 INT permanently
- 10: Raw DARK energy turns you into a shadow for 1D4 TURNS; attacks against you are HARD
- 11: Age 20 years in seconds. Gain +1 WIS and lose -1 STR
- 12: What the? Appear on the other side with 1D12 tiny Phase Goblins climbing all over you
- 13: Psychic energy grants you swiftness of mind; on your next TURN, take an extra action
- 14: You are weightless and can fly for 1D4 ROUNDS
- 15: Destiny falls into your hands! Roll on the MAGIC LOOT table
- 16: Raw energy courses through you; your weapons deal MAGIC damage for 1D4 ROUNDS
- 17: The echoes of an angelic chorus heal you to full HP
- 18: You glimpse the near future. Your next ATTEMPT is EASY
- 19: You surge with cosmic power; your next EFFORT roll is ULTIMATE
- 20: You gain a temporary HEART that fades in 1d6 ROUNDS

# DEVIOUS DIMENSIONS

## THE TITAN WORM

It's a dimension of endless sand. There's bound to be colossal worms probing the deep desert. This is the biggest of them. As the GM, treat the Titan Worm as TERRAIN, not as a monster. No power known can destroy a thing of such scale, or even harm it. The raiders merely want to harvest its blood and keep tabs on its movement. The Traveler, devious as he is, has conjured his next PORTAL in the spinning death-spiral of the thing's mouth. Players face locating and accessing this deadly location as the main challenge.

- Every other ROUND, the worm lunges upward, gulping. Save with DEX or fall inward
- If injured, the worm will spin or burrow for 2 ROUNDS. It cannot be ridden during these maneuvers
- Falling off of, being crushed by, or being bitten by the worm reduces a character to 0 HP instantly
- If gravity or bite action leaves a 0 HP character in the throat, they tumble past the PORTAL and meet a terrible end, torn to pieces and digested
- After 6 ROUNDS, it becomes irritated and goes underground, disappearing
- Yes, it's this bad. Players will need to get creative



## WHO IS THE TRAVELER?

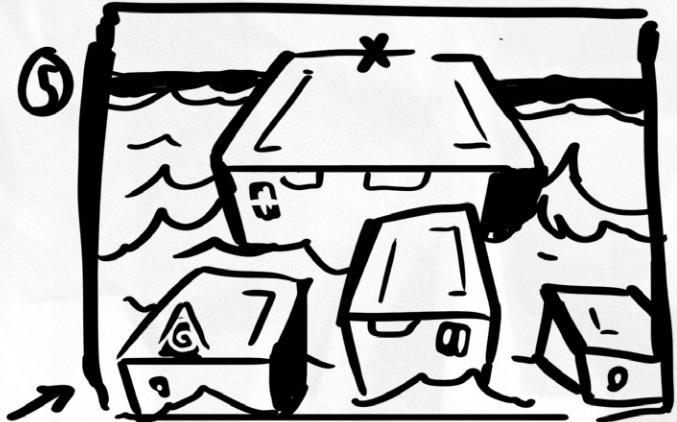
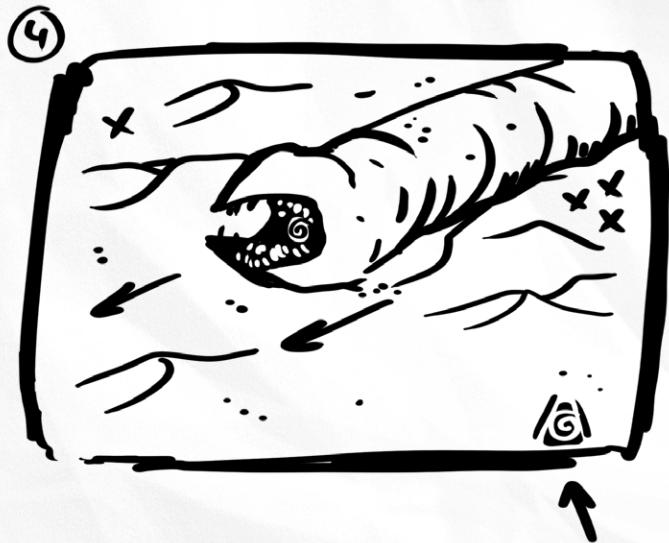
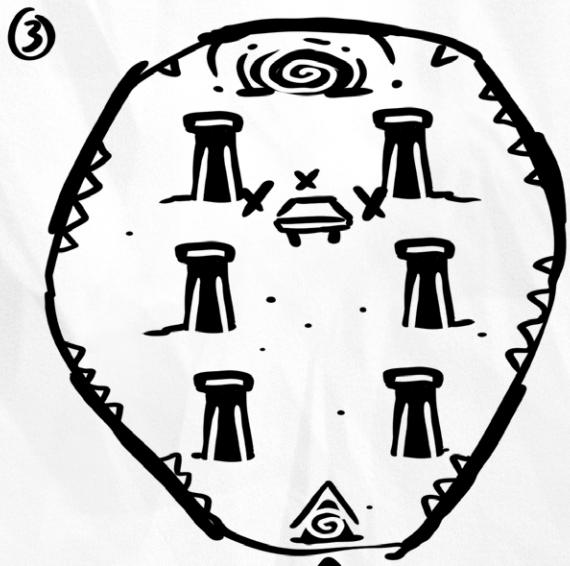
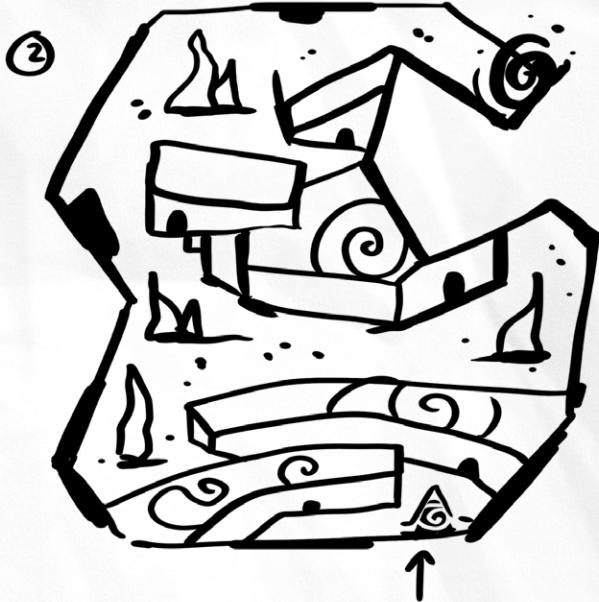
To prepare yourself to role play The Traveler, or answer player questions, you'll need the key facts on this devious villain. These answers are huge in their implications, so be prepared for entire side campaigns to spawn from these shocking truths and clues.

- Milo Underbottom, a halfling who drank the water of life eons ago. He has achieved an endless, lonely immortality. He has outlived the stars. This perspective has driven him mad, and he moves through time altering events for his perceived version of what 'should' be.
- The Traveler has merged with a Dark Star, perhaps against his will. Dark Stars are incredibly powerful, evil entities in deep space. For more, see 'Flight of the Red Sword' in ICRPG Core 2e.
- The being commonly called 'The Ogdru' is a misnomer. This chaotic, tentacled god is actually one of The Traveler's many forms, used to inspire mortals to dire deeds.
- WARP SHELL know all too well about The Devourer. This is the most destructive force in the cosmos. The Traveler has decided that any means are acceptable to stop this being, including harvesting entire planets for magical energy.

## DIMENSIONS AND ROOMS

As this adventure unfolds, the heroes will jump from environment to environment. Each dimension may be its own world, but this romp treats each as a single, small, manageable play space or 'ROOM.' Keep everything focused to one space, keep the action moving, and players won't be tempted to stop and explore. If they do, that's ok, but they will lose The Traveler and be trapped until they can find or conjure a PORTAL to escape. Maps for each of these 'dimension rooms' are on the following page.

# DEVIOUS DIMENSIONS MAPS



# DEVIOUS DIMENSIONS

IM(SM)

## RAPTOR RIDERS

**ROLLS: +5 STATS, +3 EFFORT**

### ACTIONS (1 PER TURN)

**SPEAR THRUST:** A simple WEAPON attack with NEAR reach. If rolling a natural 18 or higher, a second thrust is attempted instantly

**SPEAR THROW:** These master riders never miss. A single target rolls DEX to avoid or takes ULTIMATE damage

**RIPPING JAWS:** The raptor itself is a weapon. Roll WEAPON damage, and 'explode' a natural 6

**POUNCE:** The Raptor leaps onto its prey, pinning it down. ULTIMATE damage, escape with a STR roll

**BRACE:** If using a TURN to brace, the rider and its mount are immune to damage for 1 ROUND

*The raptor riders of the Shifting Sands have been hardened by their environment into brutal pack hunters. They are one of the only living things in the dunes, and abide no intruders of any kind.*



**THE PACK:** Raptor Riders never travel in small numbers. If appearing, at least 8 ride together. Roll 1D100 for their number when they emerge from the horizon.

**SURVIVAL INSTINCT:** Raiders do not fight to the death. They will regroup, perform first aid, and attack again if possible. If routed, they will vanish into the dunes.

**BLOOD DRINKERS:** The Titan Worms have wondrous healing properties in their thick, amber-colored blood. The blood can only be harvested with a DEX roll, and then very little. Each raider will have at least 1 dose in their pack.

**HIDDEN SKELETONS:** Beneath their head-wraps, goggles, long gauntlets, riding boots and armor, Raptor Riders are nothing more than sinew and bone. The worm blood keeps them alive somehow, if what they are can be called life at all. This makes them immune to BLOOD SPELLS, disease, poison and fear of all kinds.



# DEVIOUS DIMENSIONS

IMPS

## HAZERIATH INFERNUS



**ROLLS:** +8 STATS, +5 EFFORT

### ACTIONS (2 PER TURN)

**BITE:** Normal WEAPON attack. Bitey

**FLAP AROUND:** If Hazeriath takes to the wing, he can barely control his flight. Any rolls for enemies CLOSE to him are HARD as long as he is flapping

**FWOOP:** He makes a weird whistling noise and recovers to full HP instantly

**SILENCE:** Hazeriath yells 'shut up!' or 'quiet you!' and his target must roll INT or be unable to speak (including saying power words for SPELL casting) for 1D4 ROUNDS

**SNIKT:** At lightning speeds, this imp can zip around and slash up to 8 targets in an instant, doing WEAPON damage to each with no roll

**CAST SPELL:** Hazeriath can cast any LEVEL II SPELL at no cost with a roll

*Hazeriath is one of the oldest imps in existence. He has survived through trickery and wicked intelligence for millennia. His skills have outgrown any common imp, and his love of mortal misery is beyond compare.*

**SMOKE WALKER:** Hazeriath can cast a teleport SPELL without using his ACTION, and reappear anywhere within 1 mile instantly. He can also use any cloud of smoke as an instant Doorway SPELL.

**HEALED BY FIRE:** Any fire magic or natural flames heal Hazeriath for the damage dealt or 1D8 per ROUND he is exposed.

**DURABLE LITTLE BUGGER:** This creature cannot be harmed by non-magical means, and ignores any hit of 5 or less.

**DEFEATED?** Even if killed, a laughter is heard, and a swarm of normal IMPS spawn instantly. Hazeriath marks his killer down on some infernal list, and swears revenge.



# DEVIOUS DIMENSIONS

## CONCLUSIONS

No true adventure is ever binary in its outcomes, especially when the dimensions are concerned. Nevertheless, here is a look at victory/defeat outcomes for the events of Devious Dimensions. The Traveler is not a thing to be directly confronted, at least not by mortals. Nevertheless, his plans can be thwarted, forcing him to rethink and recede to his cosmic sanctum.

## THE TRAVELER IS DEFEATED

If the plan to throw Splinter wide open is stopped somehow, The Traveler will vanish, with a dire warning that some greater doom is yet to come. To give it some teeth, The Traveler can dispel any PORTALS in or out of Splinter instantly. The heroes become trapped, and are forced to reckon with a possibly greater menace: the prisoners themselves, and a dimension made to never be escaped.

## THE HEROES FAIL

If the UNLOCK SPELL is fully cast, the heroes will be neck deep in magical super criminals. This will be a momentary problem, as all of them will be using PORTALS to escape. The Traveler laughs and vanishes. This may seem less hazardous than a victory, until the characters return home, finding their world or worlds ravaged by super-powered magical vigilantes, psychos and tyrants. Things just got a lot worse.



# RED FANG

## THE DARK BELOW

After the fall of Aras in Dur Moro (Runehammer Novel #2, '*The Shield of Hannar*'), a series of dark events take place in the dwarven depths. Find a way to stop Aras from returning as the enemy of all Alfheim.

Zelb the Fisherman has stumbled on a crystal cavern writhing with eels of Iridess. Save Zelb and root out the servants of Aras Red Fang that fester in the dwarven tunnels!

- When Aras was defeated in Dur Moro, his blood seeped into the hidden Bloodlit Grotto
- A cabal of dwarven blood sorcerers have secretly studied the grotto for centuries
- Aras regenerated in the grotto, along with eels of Iridess, and killed the sorcerers
- Stop Aras before he gathers his strength and storms Dur Moro!

## MOMENTS

### 1: ZELB'S DISCOVERY

A grizzled, breathless dwarf holding a fishing pole bursts from a tunnel at full speed. He looks behind him in terror as a fifteen-foot, barbed eel writhes into view! Zelb flees the crystal cavern; the eels of Iridess chase him

- Two more giant eels appear in each ROUND
- The eels flail violently, knocking rubble loose
- Zelb explains how bad fishing is here, but extensive caverns below
- Zelb mentions Aras Red Fang, and the fate of the world if he should return

### 2: CRYSTAL CAVERN

A subterranean stream winds through endless tunnels and glittering caves before emptying into a cavern of red-veined crystals. Stairs lead to an iron door in the wall. Eels of all sizes wriggle in shallow puddles

- Moving in the water requires a HARD DEX check to avoid disturbing the eels
- Once alerted, the Eels of Iridess attack the players each ROUND in full force, filling the chamber
- The iron door is cleverly locked and takes one HEART of work to release

### 3: CHAMBER OF CRUSHING STONE

This round chamber has four stone doors, each hewn in dwarven style. Rows of tiny holes dot the walls, and narrow gutters run to a grate in the center of the room.

- With a grind of stone clockwork, the ceiling descends. It crushes for ULTIMATE in 1D4 ROUNDS and resets to crush again
- Three doors are false (detect with an INT roll). Opening them triggers a volley of needles: ULTIMATE damage! Avoid paralyzing poison with a CON roll if struck by the needles

### 4: SORCERER SANCTUM

Old books and scrolls fill the stone shelves, and strange alchemical equipment litters the desks. A tall, red crystal sprouts from the floor, casting a soft glow.

- Three CHESTS of MAGIC LOOT are in this room
- If someone touches a CHEST, the crystal blasts everyone for MAGIC damage (DEX roll to avoid) every ROUND
- From the dusty books, 1D6 GHOSTS appear... Aras' sorcerer servants researching his return

### 5: RITUAL ROOM

Red water seeps beneath a door to fill a ceremonial pool in the center of the room. Five dwarves in torn, red robes lie dead around it, arcane tattoos visible on their bald heads.

- The sorcerers are Demons in dwarf form
- In 1 ROUND, the dwarves awaken to attack
- Drinking the red liquid recovers 1 HEART, but also turns the drinker into a Demon in 1D4 days

### 6: THE BLOODLIT GROTTO

Four hovering crystals float above a blood-red pool. In the center of them, Aras kneels with arms outstretched. He smiles, revealing curved fangs. A terrible glow starts to build inside the crystals!

- Each intact crystal has one HEART. Aras cannot be harmed as long as they are intact
- Every 1D4 ROUNDS, if any crystals remain, Aras casts WITHER at POWER IV as a free action
- Aras can submerge for his TURN to recover two HEARTS

# RED FANG MAP



## CAVERNS OF THE BLOOD CABAL

20 details that can be found inside the halls built by the cabal of dwarven blood sorcerers.



ROLL 1D20

DETAILS IN THE DEPTHS

- 1: Dwarven runes chiseled on the wall with the cabal's Oath of Secrecy
- 2: A patch of dried blood running from a thin crack in the ceiling
- 3: A shriveled eel of Iridess with dagger wounds
- 4: A tiny set of stone cogs and gears that turn with a handle
- 5: A stained needle stuck deep in the wall
- 6: Red crystal fragments growing out of the stone
- 7: The body of a dwarf in crimson robes, blood drained by neck bites
- 8: A map depicting a wizard's lock carved in the floor of the Bloodlit Grotto
- 9: A partially completed chalk summoning circle
- 10: Notes: "Mastering the mightiest blood magic requires death and rebirth..."
- 11: A rig of alchemical equipment with several half-made concoctions
- 12: A lockbox containing a family ring for a powerful dwarven clan
- 13: A drawing indicating four tall crystals as the Bloodlit Grotto's power source
- 14: A crushed pair of wire-rimmed spectacles
- 15: A perfect red crystal with a note: "For payment to V.F. of Kath"
- 16: Spell scorch marks on the walls
- 17: Research notes about the Bloodlit Grotto's properties of healing and rebirth
- 18: Long claw marks in the stone at human height
- 19: Note: "Research day 873. Strange noises heard overnight in the grotto..."
- 20: A hidden treasure! Roll MAGIC LOOT

# RED FANG

## JUST LYING AROUND

The rooms of the blood sorcerers house odd trinkets and arcane devices left behind by careless dwarves and fallen warriors. Use the table below to generate TREATS as needed:



### ROLL 1D12 DUROSIAN TREATS

- 1: A cache of wavy-bladed daggers. With a WIS roll, find a MAGICAL one
- 2: A clockwork frog that comes to life for 1D6 ROUNDS if given a drop of blood
- 3: An EMBER SCROLL with the BLOOD MIST SPELL
- 4: An empty iron chest as big as a dwarf with an open padlock
- 5: Glass vials with congealing goop that is highly adhesive
- 6: A mirror that creates an illusory body double for 1D4 ROUNDS
- 7: A jar of steel ball bearings
- 8: A demon trapped in a glass bottle
- 9: A book that shoots razor-sharp leaves of paper if shaken
- 10: 1D6 thin, red crystals that each restore 1 HP if snapped in half
- 11: Goodberry moss. Harvest 1D6 berries that heal 1D6 when eaten
- 12: Roll once on the MAGIC LOOT table

## CONCLUSIONS

Finding an end in the deep below Duros is no pleasant thing, no matter what that end may be.

## ARAS RED FANG VICTORIOUS (AGAIN)

If the heroes are cornered, torn to pieces, or simply can't find a way, Aras Red Fang returns to full power. Do the players become his dark servants? Does he imprison them as a perpetual source of blood? Are they the subjects of some new experiment to bolster his evil army, or will the depths remain silent and forgotten? Keep playing to find out.

## REPRIEVE FOR THE LIVING

The dice were kind? The players defeat Aras and Alfheim's greatest enemy is dealt with... for now. Will his incorporeal spirit live on? Will he be confined to Splinter for eternity? Bound in a cursed object? Not easily is Red Fang kept dead. How will the players ensure a brighter future?

## A PLACE OF POWER

Destroying the Bloodlit Grotto: Aras is hard to defeat without doing so, but if it survives, it has powerful healing and restorative properties. Can these dark powers be used for good? What other secrets lie behind RED FANG's power? Are there more blood-soaked relics in the depths?

## TAKE ALFHEIM IN YOUR HAND

Many GM's feel a justified hesitation in altering 'world history.' Leave this feeling to the grave! This world is the sole property of you and your players TOGETHER, harvesting the very little, easily missed instincts and comments at the table, to terrible effect. The tabletop is the realm of total freedom. USE THAT FREEDOM.

# RED FANG

## ARAS THE RED FANG

ROLLS: +8 STATS, +4 EFFORT

### ACTIONS (2 PER TURN)

**MIND PRISON:** Roll CHA against the CHA roll of a victim in sight. If they fail, they obey him for 1D4 ROUNDS

**FORCE WAVE:** No roll. All creatures within FAR resist with STR or are hurled FAR from Aras, taking WEAPON damage upon landing

**TENTACLES:** With a roll, Aras inflicts the plague of eels on a victim he can see. They must roll CON or grow 1D4 tentacles from their body. Each tentacle does WEAPON damage as it tears out, and continues to do so until destroyed. A tentacle has 5 HP

**REGENERATE:** Aras rests a moment and refills 1D4 HEARTS with a roll

**DEADLY DART:** With a roll, Aras hurls a meteoric missile of magical fire FAR. Its target drops to 0 HP

**RED FANG:** Aras will use the mighty blade, once called Ruin. It has a NEAR reach and strikes up to 3 foes in one attack, doing ULTIMATE damage that is magical in nature

*From the dead city he came, and there he sends his victims, to join a vast army of the doomed. He is driven by madness and hate of the living, especially Elves, who he sees as cowards and traitors to their own destiny.*

**SUPREME UNDEAD:** Aras is immune to poison, lack of air, heat, cold, and mental effects as well as all common weapons. He can only be harmed with MAGIC and SILVER weapons.

**SPELL SLINGER:** Any time Aras rolls a natural 15+ on Mind Prison, Regenerate, Deadly Dart or Tentacles, he is granted a free action.

**MIRROR OF HATE:** If Aras is struck for 10 or more damage in a single attack, he retaliates instantly with half the damage he takes. This requires no roll, and is MAGICAL in nature.



**BLOOD DRINKER:** If any creature is at 0 HP CLOSE to Aras, he sends their DYING timer to 1 and refills to full HP by drinking them dry. This takes him 1 action of time to perform.

**ILLUSORY:** Any time Aras is touched, struck, or attacked in any physical way, his location is revealed as somewhere else. His location can be treated as actual until his next TURN.

# RED FANG

## EELS OF IRIDESSESS

**ROLLS:** +2 STATS, +2 EFFORT

**ACTIONS (1 PER TURN, PER HEART)**

**MULTIPLY:** With a single action, a swarm of Eels will add 1 action and 1 HEART to their mass

**ATTACK:** The Eels envelop any group of targets with a NEAR radius. Anything within takes damage based on the swarm size. 1 HEART=BASIC, 2-3 HEARTS = WEAPON, 4+ HEARTS = ULTIMATE. Eels do not roll to attack

**BIND:** Using a roll, Eels can grapple an enemy, pulling them to the ground. A HARD STR roll is needed to escape them

*These twisting, rubbery whips of flesh are abominations born in the depths. They have no will or mind of any kind, and simply obey Aras' murderous intentions.*

**BOUND TO ARAS:** If Aras of Iridesse is killed, the Eels dissipate and die within 1D4 ROUNDS.

**ACIDIC POISON:** Any target harmed by Eels of Iridesse continues to feel their sting, taking WEAPON damage for 2 ROUNDS after bitten. This acid also disfigures its victims any time more than 6 damage is done per ROUND.

**NOOKS AND CRANNIES:** Eels can emerge from any tiny crack or space in any location. They will continue to grow in number until killed or the tide is somehow stemmed.

**INFESTED:** If more than 3 separate swarms are present in an area, or a single swarm reaches 6 HEARTS or more of mass, that area becomes infested. It is utterly untraversable by any means. Those caught within are trapped there until the swarm is cleared or reduced below 6 HEARTS. Infestations of this nature are sometimes already in place when adventurers arrive, clogging a doorway, filling a sewer tunnel, or completely engulfing a room or chamber.

**GIANT:** Anytime Eels are present, there is a 1/10 chance a GIANT EEL will be among them. Treat this as a GIANT TENTACLE from Core 2e, but with the properties of an Eel of Iridesse.



# ORVALD'S TOWER

## A DESPERATE ESCAPE

Orvald the Wizard lies defeated, and our heroes stand at the pinnacle of his mind-bending spire. Now, a magical maelstrom destroys the incredible structure, and the only escape is down.

## GM'S BULLETS

Orvald used his final breath to summon a terrible storm that will destroy his tower — and the players!

- The heroic victory over Orvald, while short-lived, restores the heroes to full HP
- The tower collapses in 15 ROUNDS, killing everyone inside
- The storm causes weird, extradimensional effects (see Maelstrom table)

## MOMENTS

### 1: GET INSIDE!

A purple maelstrom churns overhead, its eye centered on the tower's spire. Gale force winds pummel you in the darkening gloom, and lightning blasts the stone mercilessly. The tower's foundations quake under the assault!

- The passage into the tower has collapsed; clear the rubble with one HEART of EFFORT
- A hail of lightning bolts falls every 1D4 ROUNDS. DEX save or MAGIC damage
- Orvald has two MAGIC LOOT on his body

### 2: WELL OF SOULS

The stairs lead down to an opalescent chamber with a massive stone well in the center. A green vortex of howling specters whirls inside — the souls Orvald imprisoned want their revenge!

- The well compels onlookers to do nothing but walk toward it; break the compulsion with a WIS roll
- Reach the well in 1D4 ROUNDS. Pass a final WIS roll or leap inside!
- The well's dark magic is inscrutable. You might die, transform, teleport, or something worse...
- A Feeder emerges from the well each ROUND to attack players not under compulsion

### 3: SPIRALING STAIRS

Smoke and inhuman screams echo up the crumbling central spire. The tower shudders, and the spiral stairs splinter and crack. Whole chunks fall away into the darkness below!

- Pass a DEX or STR roll to move; the stairs are DOUBLED FAR in length
- Players who fall make a DEX roll to grab the edge, or else fall to the next platform and take ULTIMATE
- Roll on the Maelstrom table every ROUND
- Every 1D4 TURNS, a vicious cloud of Imps wheels over the players

### 4: RELEASED FROM BELOW

The central hall is a field of burning rubble, shattered masonry, and falling debris. A rift in the floor separates you from the hall leading out. Gouts of fire erupt from the rift, and Flame Kin begin to climb over the edge!

- 1D4 Flame Kin pour out of the rift every TURN
- The earth shakes violently every 1D4 ROUNDS. Pass a DEX roll or fall down
- Jump the rift with a STR roll or by using debris (chains, twisted metal, charred timbers)

### 5: MAD DASH

Insert 1 or 2 floors of simple 'crumbling chaos.' Players dash through, with a smattering of hazardous debris. Keep it super simple, and use this as a beat of variety.

### 6: WARDED DOORS

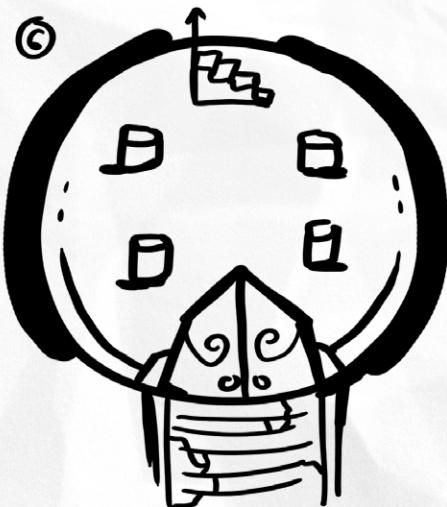
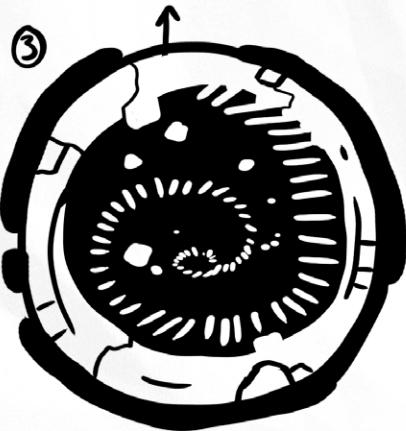
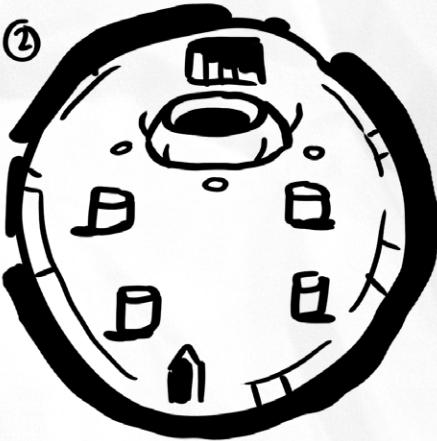
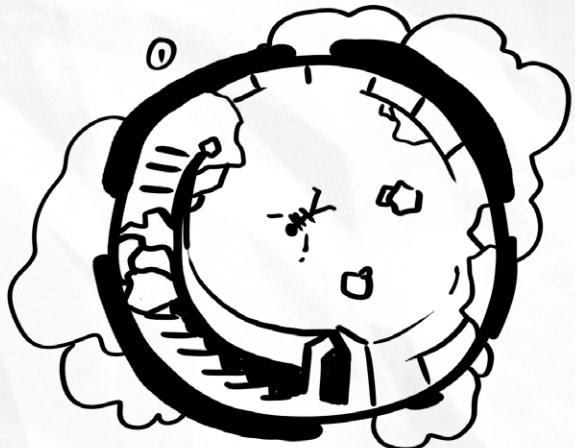
The jewel-encrusted doors leading from the spire should open easily from inside... but they refuse. Orvald somehow reversed their enchantment! The door's gems flare, and an Avenger materializes before you...

- Each time the Avenger loses a HEART, a glowing door gem fades to darkness
- Players can pry out or damage a door gem to make the Avenger lose a HEART
- The doors open when the Avenger is defeated
- Every 1D4 ROUNDS, roll on the Maelstrom table

# ORVALD'S TOWER MAPS

## RUN FOR THE DOOR

Each floor of Orvald's sanctum is a simple exercise in traversal. Keep it simple, fast moving, and dangerous. After 3 or 4 floors, your heroes will be on a shoestring.



# ORVALD'S TOWER

## MAELSTROM

The magical maelstrom spews terrors and havoc from other dimensions. Roll on the below table to add some extra pressure, or just to remind the players the tower is collapsing:



### ROLL 1D12 COLLAPSE AND CHAOS

- 1: Time warps sickeningly; the tower collapse timer goes down by 1
- 2: Winged shadows fall from above. Pass an INT roll or be paralyzed by fear on your TURN
- 3: A luminous cloud of Devil Dust swirls through the room for 1D4 ROUNDS
- 4: The floor quakes! Pass a DEX roll or fall down
- 5: Titanic claws punch through the walls! A Hellion attacks at random and withdraws
- 6: What is that bright light? A Seraph's blessing grants each player a free MOVE
- 7: Slabs of broken stone tumble down. Pass a DEX roll or take ULTIMATE
- 8: Reality bends, and all players teleport NEAR in a random direction
- 9: An Angel appears, heals one player to full HP, and leaps into another dimension
- 10: Time slows! The tower collapse timer does not change this ROUND
- 11: Cache revealed! Rubble breaks open a hidden LOOT cache. Roll once on ANCIENT LOOT
- 12: Tumbling relic. A magical object falls from its glass case. Roll once on MAGICAL LOOT

## DOWN AND OUT

20 details that can be found inside the tower of a cruel and powerful arch-magus.



### ROLL 1D20 TOWER DISCOVERIES

- 1: An IMP trapped inside a small, glass dome
- 2: A huge oil painting of Orvald. He is shown hovering above an open grave
- 3: A tome of demonology on a reading stand, but scorched and burnt beyond use
- 4: A wandering GHOST that talks to itself, moving up and down the halls
- 5: An unstable roof panel falls! Jump away with DEX or be crushed for ULTIMATE
- 6: Purple cracks and energy the color of the maelstrom running up the walls
- 7: A chest filled with the crowns of fallen dukes and princes
- 8: Through cracks in the masonry, a titanic face is forming in the storm clouds
- 9: A glass display case with several disembodied human hands
- 10: A soggy rug is scuffed aside to reveal it is soaked in blood
- 11: A feast table of terrible proportions featuring brains, fried fingers, and spider cakes
- 12: Casks of blood wine, distilled from various people and animals
- 13: A stained glass window portrays Orvald ruling the valley with a skull in one hand
- 14: On a small podium, a miniature brass sculpture shows IRON HEART in amazing detail
- 15: A dirt-floored area is seeded with tiny YOG fragments, some beginning to grow
- 16: A rack of staves, swords, pikes and common daggers
- 17: A flawless, white feather in a vice grip. Releasing the grip lets the feather float slowly up
- 18: An old harpsichord piano, made from human bone
- 19: A single opulent gem worth 10,000 COIN
- 20: A hidden vault pops open, revealing a whirring, clicking metal cube...a MAINFRAME!

# ORVALD'S TOWER

## CONCLUSION

- The players escape: As the heroes flee the main entrance, the entire structure collapses in on itself in a colossal explosion of dust and debris. When it settles, the storm is gone and silence settles on the land. This immense collapse was likely heard for miles in all directions. What ramifications or rewards could await our brave survivors?
- The players don't escape: Do they die in the tower collapse? Does the maelstrom toss them into another dimension? Maybe they dig their way from the rubble only to realize they have been turned into undead ghouls thirsty for flesh. The consequences MUST be dire, but the story doesn't have to end here!



# DURATHRAX



## MOTHER OF ALL EVILS

Before snake men built the black pyramids, or the moon IRON HEART was shattered by the haunted meteor, in the primordial chaos of Alfheim's youth, dragons reigned. Of this winged multitude one was supreme: Durathrax, the daughter of Hydranax. She was a cruel, cannibalistic, lawless titan even in her youth. The age of dragons came to end at her bloody fangs, for she would abide no competitors for her supremacy. Ever has her hatred and sadism plagued the multiverse, and ever have heroes rose to slow her plans.

You've always dreamed of running a colossal dragon in your game, and this is the unique, merciless, devious world-ender to finally make it happen. Included here are three forms Durathrax can take, in three stages of her draconic apotheosis. Start your creative journey by seeing Durathrax as infinite. Even when killed or defeated, her plans and schemes continue, and she reappears across gulfs of time or space renewed. She is evil in its fullest form. Take your time with her... savor it.



### ROLL 1D12 DURATHRAX'S NEXT CHAPTER

- 1: Weary of Alfheim, she flies to IRON HEART to terrorize, feed on, and dominate life there
- 2: Injured and near death after battling the Mage Council, she is nesting in her lair
- 3: Once every 1,000 years she lays a brood of eggs. None have ever hatched, until now
- 4: Starving for a feast, she burns a major city to ashes and nests there to feed
- 5: A cult of dragon-worshippers have built a cloud-city for her, and she grows in power
- 6: Curious to build her power, Durathrax explores Xenos for cosmic artifacts and knowledge
- 7: Using a prismatic crystal, she has cloned herself into the dimensions to wreak havoc
- 8: She has discovered a gateway to Ghost Mountain, and decided to lay waste to it
- 9: Another dragon has appeared in Alfheim. She will stop at nothing to kill it
- 10: Delving dwarves have awakened her in a year-long slumber. She is not pleased.
- 11: A child is born, prophesized to be Durathrax's undoing. Allies & enemies are everywhere
- 12: Durathrax has 'inhabited' one of the heroes in your group in spirit form

# YOUNG DURATHRAX

## THE ASHLANDS

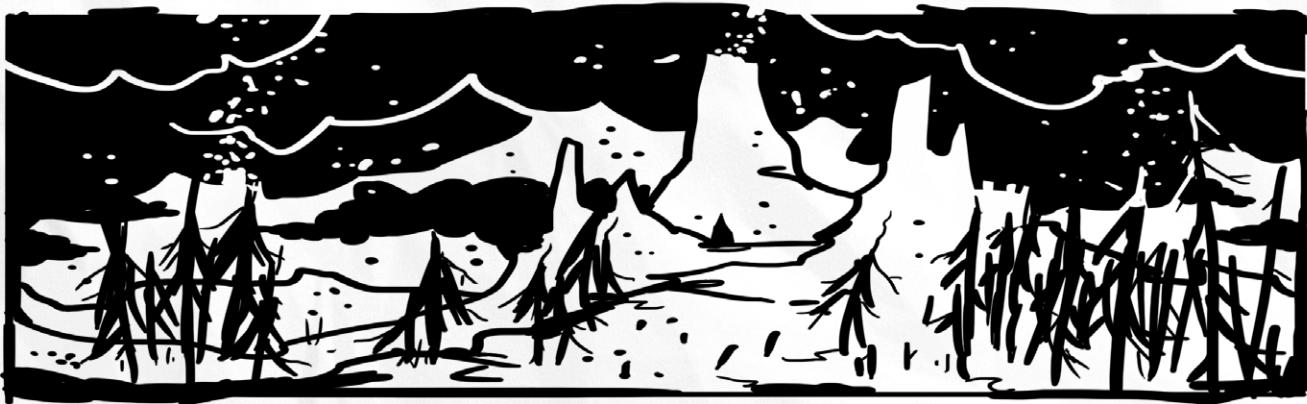
In her younger years, the world-eater dwelled in the Woodrealm, where she would later roost as an ancient demigod. In this epoch though, she was consumed by endless hunger as she grew to titanic size. A vast swath of the ageless forests were set ablaze by her rampages, and she would feed on charred flesh and mountains of smoldering ashes. At the center of this inferno she made her lair, a maze of barren rocky crags and boulders.

## BROOD

The hunger of Durathrax was not just to build her great bulk, but to lay and foster her brood of glass eggs. These eggs can take centuries to hatch, and so she lurked and seethed among them, killing any who violated her borders. A living dragon egg is one of the rarest treasures in the cosmos, so her victims were never in short supply. The gear and treasures of those foolish adventurers only add to her immense hoard of gold and jewels.

## GOBLINS, KOBOLDS, AND DRAKES

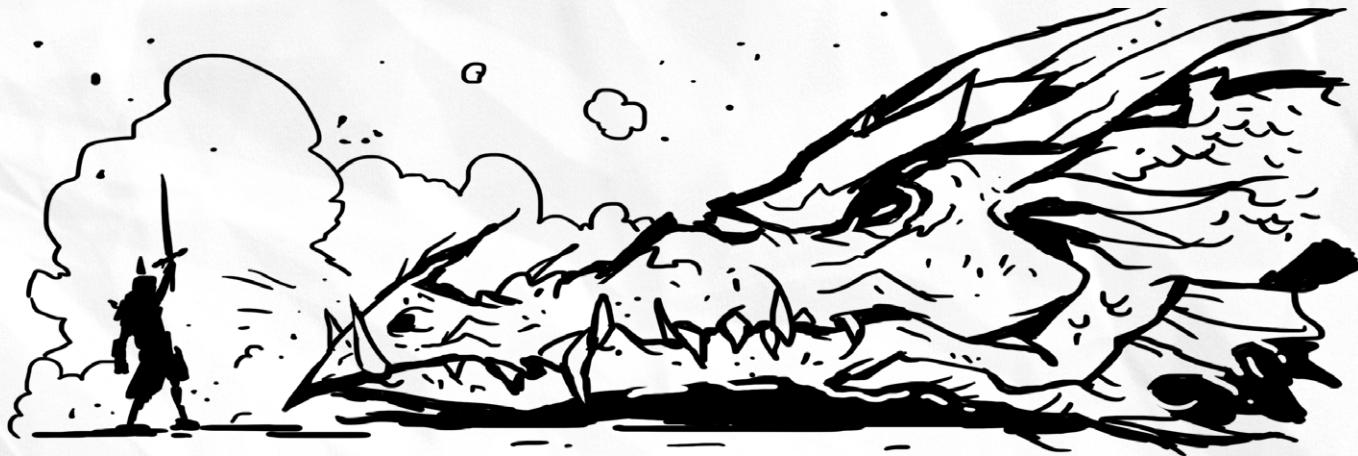
The Ashlands have a concentric shape in three huge areas. The outer territory is a forest fire of charred pines and barren fields. Here tribes of goblins scurry to a fro, sacrificing the innocent on chained posts and gathering corpses in carts to feed the drakes. The middle ring is a walled realm of fortifications, built by a society of kobolds, who worship Durathrax as their god. They are priests and cultists in shriveled draconic form, dizzy with rapture for their evil overlord. Finally, the inner lair is a jagged maze of rocky spires and hidden chambers. This terrain is home only to drakes and Durathrax herself, as no land-walker or normal beast can survive there.



### ROLL 1D12 DISCOVERIES IN THE ASHLANDS

- 1: A wooden post. 1D6 innocents are chained to it, awaiting the ever-hungry drakes
- 2: A flight of Drakes are terrorizing their goblin supplicants for sport
- 3: Goblin grovellers have piled a cart with corpses as an offering to Durathrax
- 4: An injured Drake is going mad in the ash fields, unleashing hell as it dies
- 5: A team of goblins bumble their way through repairing a damaged wall
- 6: Kobold sorcerers gather 'round a glowing glyph, offering elemental power to their master
- 7: A huge spiked gate illuminates the gloom. It is engulfed with 30 foot high flames
- 8: A magma river serves as a wall-mote. It is a flow of melted swords, armor and shields
- 9: A huge smoke cloud rolls over the landscape, turning all to poison and darkness
- 10: Durathrax swoops and glides in the clouds far overhead, watching
- 11: A collection of glass eggs sits in a clutter of glowing red stones, unattended
- 12: A kobold, wide-eyed and insane, dashes along with an egg in its arms

# DURATHRAX PRIME



## THE BLACK OCEAN

In the apex of her physical strength, Durathrax was called 'The Scarecrow.' For a span of centuries, she made her lair beneath the surface of Alfheim in the dizzy caverns of the Black Ocean, an underground sea. This was a time between broods of eggs, so she laid low and built her power with slow malevolence. She is so seldom seen in this era, many believed she had perished or left for other dimensions. Her most common form in this time was that of a deformed or shadowy scarecrow, which served as her eyes and ears on the affairs of mortals.

## PINNACLES

The island where she dwells is known to most as 'The Pinnacles.' It is comprised of towering, narrow needles of basalt. Atop these deadly heights she wheels and folds her wings, illuminated only by the glow of mushrooms. Darkness and silence are her weapons here, and rivers of skeletons fill the gaps between the stone towers.

## THE SPORES

Wherever Durathrax lairs, some race of lesser things gather to worship and serve her. Here, in the world below, it is a Mykonoid society who call themselves 'The Spores.' They are an eyeless race of fungus men. Little is known of their ways, only that they guard their dark mother will deadly poison clouds and pikes made of obsidian and lead.



### ROLL 1D12

- 1: Breath Weapon
- 2: Take Wing
- 3: Crush Terrain
- 4: Talons
- 5: Spell Nova
- 6: Melt
- 7: Speak
- 8: Tail Drag
- 9: Frenzy
- 10: Lure
- 11: Roar
- 12: Devour

### DURATHRAX BATTLE TACTICS

- A sweep of total destruction. This ENDS A SCENE ENTIRELY
- She flies straight up. She returns after 1 ROUND, healing fully
- She will crumble rock faces, shatter ledges, or topple old ruins
- With claws, she grabs 1D4 heroes, then flings them to their death
- Durathrax casts any 4 SPELLS at no COST and no roll
- With a special breath weapon of corrosion, she destroys all metal
- If below 2 HEARTS, she will deceive mortals with parlay
- Her tail is as big as a small town, and scrapes the ground clean of life
- Durathrax takes 5 actions per TURN once frenzy has occurred
- Roll HARD CHA or be entranced, walking toward her in awe
- The sound is deafening and terrifying. Run for your life!
- If a specific foe has earned her hate, they roll a natural 20 or are eaten

# DURATHRAX THE ANCIENT

## WOODREALM

When the elves of Woodrealm were ruled by Zotar, the Disguised King, Durathrax's access to the astral gateway there was suddenly threatened. For this reason, she vowed to destroy Zotar, and returned to her old brooding grounds. By this time, though, she was millennia old, and coursing with infinite magical power. She reclaimed The Ashlands, but remained hidden in the endless green tangles, biding her time to destroy her new nemesis.

## FEUD WITH ZOTAR

Zotar is no elven king, but a star-fallen child of Azatotth in a hidden form. It is an immensely powerful being, and poses a direct threat to Durathrax's supremacy. All those poor souls caught in their endless war are churned like wheat in the scythe. Dark days lay upon Woodrealm.

## WAR FOR THE FORESTS

Three great armies fight for control of Woodrealm: the elves loyal to Zotar, Durathrax's draconic warriors, and the forest-born giant savages called Creeg. They are separated by massive walls, and only secret networks of tunnels can be used to navigate the once-unified tangles of tree and vine.



### ROLL 1D12 EVENTS IN THE WAR FOR WOODREALM

- 1: Zotar holds a mass sacrifice at the Astral Gate, hurling elves in by the hundred
- 2: The Creeg launch a mad offensive on the elven wall, climbing with ladders and catapults
- 3: A star galleon arrives from IRON HEART with a crystal behemoth to serve Zotar
- 4: Durathrax is angered, and sweeps both elven and Creeg lands with fire
- 5: A small but effective elf rebellion threatens the stability of the Astral Gate
- 6: Zotar reveals his star-fallen form, creating a momentary truce between elves and Creeg
- 7: A tremor shakes the realm, and huge stretches of forest collapse into the tunnels below
- 8: Dormant tree folk conjure a gigantic Wood Warden to destroy the elven city
- 9: A crack in Durathrax's territory spills forth an endless army of Flame Kin
- 10: A rare conjunction of moons and planets casts inky darkness on the entire realm
- 11: A massive fortress begins to slide through the Astral Gate from a neighboring dimension
- 12: A second dragon arrives from deep space, demanding Durathrax answer for her crimes

# MORE POSSIBILITIES

## EXPORTING TO OTHER SYSTEMS

ICRPG is created in the true spirit of Do-It-Yourself. The SPELL list is intentionally short! Not only is it fun to create your own SPELLS, but nothing here asks you fully adopt the ICRPG Core rules system. The themes and mechanics listed here should port simply to any RPG. Keep what's fun, chuck the rest! Free yourself of restrictive concepts like 'balance' or 'over-powered.' Grab what captures your imagination wholesale, and let the dice decide.

## CONTROLLING POWER

Many games use daily cast limits, mana pools, or the like to control SPELL casting output. ICRPG takes the stance that making a cast roll is plenty of limitation, but if that leaves you feeling overwhelmed by mage power, simply apply your familiar SPELL limits! Just because you want 'Raven Prism' in your game doesn't mean you want it being used every ROUND.

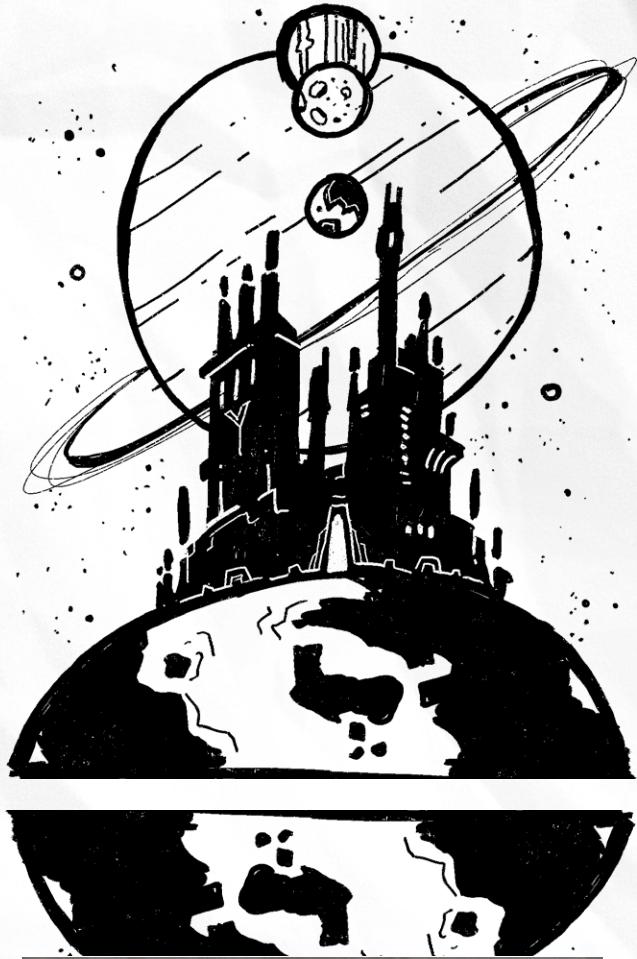
## WORLD CROSSOVERS

As you've read through ICRPG MAGIC, you may have noticed several mentions of deep space, IRON HEART, the multiverse, and so on. Take this at face value and go beyond (see also ICRPG WORLDS)! This book assumes a tangling of WARP SHELL, Ghost Mountain, and any other game world you can conjure. Use time and dimension travel to redefine, intertwine and mind-bend the entire cosmos. Here are a few story methods that use this approach to reality and continuity. *Thanks for reading, and may your dice roll high.*



### ROLL 1D12 THE TANGLING OF WORLDS

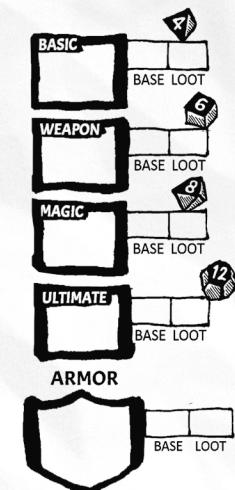
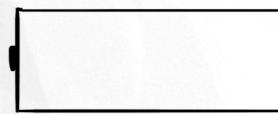
- 1: Sett and Sarvas have joined to summon a WARP SHELL into their world, and enslave it
- 2: In an attempt to save their world, heroes leap through time to set historic events right
- 3: 'Wizard Lock' glyphs serve as doorways to Ghost Mountain, and Orvald is using them
- 4: A junker ship from deep space appears over Alfheim, and robotic raiders pour out
- 5: An endless ice storm sweeps over Alfheim, bringing the era of Blood and Snow
- 6: Squag legions return to Xenos to reclaim their wrecked ship at last
- 7: Durathrax's father is a star dragon, and returns to devour IRON HEART whole
- 8: One day, the entire city of Grey vanishes. It reappears on the Krell homeworld
- 9: The Dead Pinnacles, a hellscape from Ghost Mountain, is actually the interior of Alfheim
- 10: Alternate timelines become disrupted, and Alfheim becomes a dinosaur planet
- 11: A race of space-faring spiders comes to make a new home, and feed
- 12: IRON HEART is revealed as a damaged star craft, destined for a far away battle



NAME \_\_\_\_\_

ORIGIN

STR		BASE LOOT
DEX		BASE LOOT
CON		BASE LOOT
INT		BASE LOOT
WIS		BASE LOOT
CHA		BASE LOOT



Dying!  
Or roll: 20 to revive  
'til dead

DESTINY

**MAGE CLASS** (For each TYPE in your CLASS, choose 1 SPELL to start.)

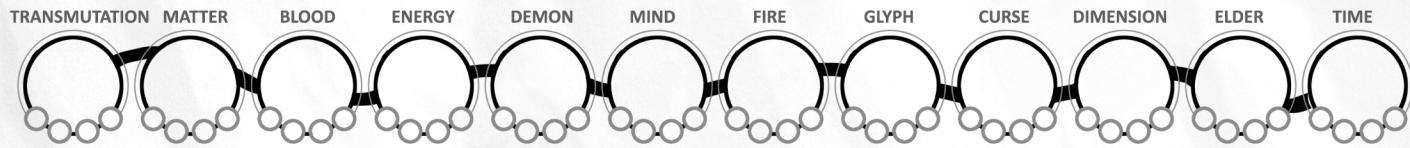
- 1: WIZARD ENERGY, TRANSMUTATION, DIMENSION
- 2: ALCHEMIST TRANSMUTATION, GLYPH, MATTER
- 3: SORCEROR FIRE, BLOOD, ENERGY
- 4: WITCH ELDER, TIME, CURSE
- 5: SUMMONER DEMON, MATTER, ELDER
- 6: MONK BLOOD, ENERGY, MIND
- 7: ENTITY MATTER, ELDER, DIMENSION
- 8: MAGE MATTER, TIME, ENERGY



**MAGE KIND** (Choose One)

- 1: WILD Roll 1D4 to determine POWER when casting
- 2: DEMONIC Always cast DEMON SPELLS 1 LEVEL above cost
- 3: PYRO Ignore the LEVEL requirements on Fire SPELLS
- 4: PSYCHO When casting, choose a random SPELL from all those ACQUIRED
- 5: SHIFTING Change to any BIO FORM, WIS roll. Hold with CONCENTRATION
- 6: MENTAL Roll EASY when attempting to ACQUIRE a new SPELL
- 7: INTUITIVE Achieve MASTERY with only 3 steps rather than 4
- 8: ANCIENT Use/destroy 1 RARE INGREDIENT to cast at no COST

STARTER LOOT  
STARTER GEAR



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HERO

COIN

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:



Creating Level I: Create these simple SPELLS with a single successful roll.

Creating Level II: Roll to do 1 HEART of EFFORT. Can only be done once per day.

Creating Level III: Do 2 HEARTS of EFFORT to create, create only one such SPELL per week.

Creating Level IV: Do 4 HEARTS of EFFORT to create, create one per month.

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:

**NAME:**

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Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:

**NAME:**

LEVEL: TYPE:

Effect:



DURATION:



TARGET:



ACQUIRE:

Lore:



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