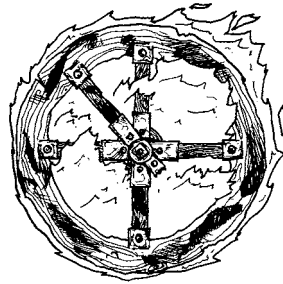


*the
Burning Wheel*

Magic Burner
CHAPTER 1: *Summoning*



by Luke Crane

multitudam damandorum, paucitam salvadorum

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

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REST IN PEACE: HUDAI
WANDERER, MENTOR AND FORGER THROUGH ARDUOUS PATHS.
Laid low by fire, while protecting his friends, in his quest for
answers and succor.

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Summoning

Summoning is the art of conjuring forth spirits, from both this world and the next. This is a potent skill and powerful addition to the Burning Wheel game. Though a sister to Sorcery, Summoning is quite different. Where Sorcery is a bit of an exact science producing varying degrees of known success, Summoning is an art requiring daring on the part of the character, a bit of imagination on the part of the player, and a bit of luck on the dice. As you'll see, this form of magic has different mechanics in gameplay.

"Return that which you have stolen from me, thief!" Hudai bellowed into the wind. Alone he stood on the parapet, no target seemingly present for his accusation. But the very air answered with howls and blasts, laughing at the old wizard.

"I'll have you then, brute fool!" Without delay, Hudai began to chant and hum, "From the first breath to the last, from sky to cave, spirits on high, spirits intangible, come forth and account for thyself. Come, heed my call and hear my bidding!"

A Brief Cosmology

Excerpted from *The Nature of the Realms* by Jordanus Aldrovandus—

Man walks blind through his world—a stumbling fool with his arms cast before him staggering luckily between pitfall and chasm. There is much that exists that cannot be seen by mortal eye. Beware though! Immaterial and elements unseen govern our fate—far from insignificant!

Surrounded by a silken veil we are. This Fabric is what divides our realm from the next. ...And it is this Fabric which governs the flow—no, the very essence—of sorcerous power as we know it. No again! The Fabric is the shell of all things, it covers us all—natural and unnatural—and binds every element to one another.

...Even with the gift of The Sight, the Fabric can only be discerned as a hazy glow on the horizon, similar to a fog laying over a city. Still it is always near. Consider: When a sorcerer plies his trade, his words are hooks into the Fabric, which pull and twist the very threads of the stuff.

Nameless spirits are stuff of pure Fabric. No intelligence have they, nor mind—though they do possess long memory! Just as a rock remembers the shape of the hammer which smashed it, so do Nameless remember the shape of those who bind them. Summoning these creatures taps into the primal essence of the realm. By commanding them, one plays at the threads of the Fabric as if it were a harp. Such power exists neither for musicians nor sorcerers!

This beautiful silk that covers us and binds us also shields us. For other realms dwell upon the far side of that barrier. Worlds of creatures bizarre and foreign, halls of sleeping gods, and palaces of waking ones.

...A summoner is doing more than just yanking a single thread of the Fabric to produce some legerdemain, he is stretching the seams of the stuff! In the case of his Celestial Gates, he is merely stretching the Fabric to its limit so that he might see the shape of what presses against the far side—just as boy would press against the inside of his shirt to see the indistinct shape of his hand. However, with his Corporal Gates the summoner does indeed pluck and pull the stitching wide so that a hole in the Fabric is created and the realms might pass to one another.

...Governed by strict laws are the realms. The Mighty Creator saw that there would come a time when Man would need to call upon the far realms for aid. Therefore, though the Seraphim and Dæmonim cannot come across their own accord, they may be called across the void and invited into our realm...

Summoning is a Skill

He saw that in this dusty and fathomless matter of learning the true name of every place, thing and being, the power he wanted lay like a jewel at the bottom of a dry well. For magic consists in this, the true naming of a thing.

—from *The Wizard of Earthsea* by Ursula LeGuin

Like Sorcery, Summoning is a language both written and spoken. The spoken side of Summoning teaches the litanies of names of all things and their derivations since the dawn of creation.

The written half of Summoning is the precise method of drawing the mystic and powerful circles necessary for warding, containing and calling spirits. This aspect of summoning is called *Circination*.

Circination

Circination is the art of drawing the summoner's circles. Whether drawn in sand or inscribed in gold the Summoner's circle is his most potent ally, and the most basic aspect of the skill. Circination is not a spell and is always considered a standard Summoning skill test (*it never combines Will+Skill*).

There are five basic circles taught to every summoner when they learn their Circination techniques (though not all summoner's use all five). These are: The Fortress, the Prison, the Spirit Gate, the Corporal Gate and finally, the Prison Gate. The Fortress and Prison are used to ward and contain spirits, respectively. The Gates are used to conjure forth creatures from realms beyond our own, the Prison Gate is a special hybrid circle that is used to both call forth a creature and hold it bound.

Certain Summoning spells require intricate circles to be drawn before they can be cast. Other spells don't *require* circles at all (though they are always recommended). The design and drawing of these devices is discussed in the Circination section.

Spirits: Nameless and Named

Summoning deals with the nature and power of entities called forth and bound to the conjurer's will. There are two major species of spirits, completely separate to one another:

Nameless Spirits

The first are simply called Nameless spirits (or commonly referred to as just "spirits"). They are entities of element born from the original articles of creation—the first river, the first sea, the first wind, the first mountain, the first road, the first fire, etc—and have been broken down and spread across the earth through the millennia. They have no resemblance to life as we know it whatsoever. They are, literally, a feral, willful, capricious and unpredictable force of nature. But they are tied directly to their element. One who knows their names and the chains of law that bind them can master the very environs around him.

Spirit Realms

A Nameless spirits falls into one of four basic elemental realms: Earth, Water, Wind and Fire. Summoners learn spells to call and control spirits from the individual realms. *Aether's Riddle*, *Dowser's Chant*, *Hail to Fire*, and *Mother's Call* are the summoner's spells used to call spirits forth.

Named Spirits

There are realms beyond our world and within them dwell creatures potent and bizarre—banned by the very laws of nature from journeying forth into the realm of man, so horrible would be the havoc they wrought. The Summoner bends and breaks these laws as he sees fit, conjuring forth demon and angel to do his bidding and aid him as he needs.

Using his skill and craft the Summoner calls forth these creatures of the realms beyond the Fabric to gain power and favor in this world. But despite his great power he still must strike a bargain with what appears 'pon his gate.

Summoning Spells Overview

Like Sorcery, Summoning is merely the source skill which allows the wielder to tap into a greater power. A summoner has an arsenal of spells as his disposal for use in conjuring forth entities to do his bidding. These spells do not come with the skill and are purchased in Character Burning using resource points just like Sorcerous Incantations.

Casting Summoning Spells

In general, these spells abide by all the same rules for incantations regarding casting, time, Tax, and interrupt. There are a few exceptions: Gatecraft has slightly modified sustaining rules; callings have special obstacle rules. Also, these spells have their own special failure rules. *A character must have the Summoning skill in order to cast these spells.* Spells are cast using the Will+Skill arrangement, just like sorcerous incantations.

The Summoner's Spells: Call, Bind, Gate and Abjure

The summoner's arsenal is rather limited, but unique from all other spell types. There are four basic types of Impetus for summoning spells: Callings, Bindings, Gatecraft and Abjurement.

Summoning Nameless spirits uses specific Callings and Bindings, and does not use Gatecraft at all. Whereas summoning Named requires Gatecraft, uses a very specific set of Callings and a very weak Binding.

The Process of Summoning Nameless

Summoning forth Nameless spirits and binding them to service is a rather simple affair. First the summoner enters the domain of the spirit he wishes to conjure. Then he casts the appropriate calling spell for air, earth, fire or water. If the calling

is successful then the summoner demands a *service* from the spirit and then casts The Binding on them.

If The Binding is successful the spirit fulfills the summoner's request to the best of its ability.

In order to protect himself, a summoner may draw a Fortress circle to stand in while he performs his calling. To be doubly safe, a summoner may attempt to draw a Prison circle and summon his spirit quarry directly into it. This is discussed under Circination below.

See the Summoner's Spells section for obstacles and syllables for these spells.

Nameless Spirit Domain

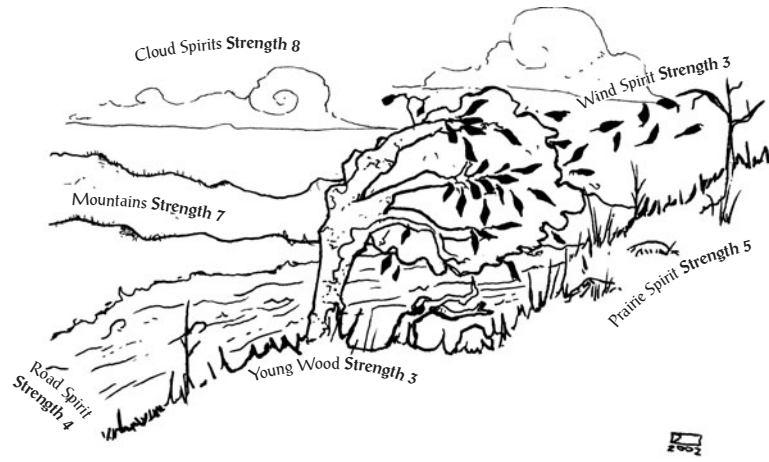
Spirit domain is nebulous, some spirits stretch over countless miles while others are contained in the flame of a candle. Spirits can coexist in the domain of a larger more encompassing spirit domain. An ancient forest, for example, has a single overarching earth spirit plus many smaller earth spirits that inhabit the paths, glades and hills. In addition, the forest is inhabited by spirits of water in the streams and ponds and spirits of wind and air that rustle through the branches.

The important thing to remember is that a nameless spirit *is* its domain. There is no time and distance for it. A spirit of the forest can see and feel all that goes on beneath its boughs. A spirit of a road is everywhere along that road at once. Whereas a spirit of the wind, unless it is very old and powerful, flits about from hill to sea never long in the same place. Spirits of fire are the most fleeting. They are young and small, typically only existing for a brief flash of time. Spirits of magma and volcano being two of the few possible exceptions.

That said, entering a spirit's domain does not mean that the summoner immediately knows the whereabouts and nature of the spirit at hand. Nameless are nigh impossible to see (unless they wish to be seen). This goes for seeing with the aid of magic and traits as well as using the eyes. To bring a spirit to him the summoner must still perform a calling spell.

Also remember, just because a spirit's sense encompasses its entire domain does not mean it recognizes what men think is important. Spirits do not keep record of every traveller passed and don't know very well how to mark time in days. Just because a man's mind dwells in his body does not mean he knows the origin of every pin-prick or itch.

How the Summoner Sees the World



Entering Domains

Hudai wanders the foothills of God's Teeth. Walking along an old mountain road he can't help but think of the spirits that surround him. Right now he is in the domain of the earth spirit that embodies the road. Encompassed within that domain is the spirit of the young tree blown by the wind of a capricious air spirit who flits down from the prairie and over the road. To Hudai's right the prairie rolls gently up hill, to his left it drops sharply down into a valley. Should Hudai step off his path into the grass he could call to the prairie and have it show him where streams run through and rabbits hide. Beyond the prairie lay the worn molars of mountains—they cradle the roads, prairies and valleys in their folds. There is always a danger that when Hudai calls to the road or prairie that their elder brother will hear and take up the call. Gazing upwards, Hudai squints at the billowing clouds rolling icily across the vault. Their domain is all encompassing, but here in the high hills the summoner is nearer to them than other men and if he called to them they just might heed and come to do his bidding.

In the example above, the mountains are a domain, that encompasses the prairie, who encompass the road, who encompasses the young tree. Above them flit the young and vague wind spirits that blow the leaves and rustle the hair, who are merely a part of the larger domain of the winds and clouds that roll over head.

Once in a domain use the following guidelines, Frequency and Power of Nameless Spirits, to determine the exact Strength of the spirit present.

Frequency and Power of Nameless Spirits

Often a player will want to call forth a spirit that the GM had not planned for. Generally, Nameless are so plentiful that there will always be one with the range of the summoner's call. Use the numbers below to determine the Strength of the spirit summoned. If a "0" or negative number is rolled then no spirit is available to answer the summoner's call:

Air Spirits

- Cities, caves Strength = d6-2
- Towns, villages Strength = d6-1
- Moors, swamps, forests Strength = d6
- Mountain tops, desert plains Strength = d6+3
- The middle of the ocean Strength = d6+4

Earth Spirits

- Ruined land, poisoned land, most cities Strength = d6-2
- Towns, villages, farmland Strength = d6-1
- Young country, prairie, ancient cities Strength = d6
- Forests, mountains, R'lyeh Strength = d6+2
- Old hills Strength = d6+4

Fire Spirits

- Candles, torches, lanterns Strength = d6-3
- Bonfires Strength = d6-2
- Blazing buildings Strength = d6-1
- Forest fires, prairie fires Strength = d6+1
- Volcanic sources Strength = d6+3

Water Spirits

- Cisterns, pools and fountains Strength = d6-3
- Poisoned ponds, polluted rivers Strength = d6-2
- Streams and lakes Strength = d6-1
- Rivers, large lakes Strength = d6
- The sea, old or massive rivers Strength = d6+2
- The deeps of the ocean Strength = d6+4

Rules of Nameless Service

Nameless are strange and queer entities that dwell round the people and the animals of the earth. They are quite content to avoid contact with the world at large, especially since so few speak as spirits do and even fewer understand their methods and ways. Listed below are a few limitations to bear in mind when dealing with the Nameless.

- *Spirits are limited to their domain.* The spirit of the pond knows nothing of the hills, the wind knows nothing of what dwells beneath the waves, the stone knows little of the birds on the wind, and the fire knows only the taste of air, the fragrance of wood and the bite of water.
- *Spirit memories are long and their senses broad*—they know much of what transpires in their domain—but a fire just lit will only know of the wood he eats and the air he breathes, nothing more. A stone taken from his birthplace and dropped in a new land will only know about himself and his past, nothing about this new place until he has had a good long time to get to know his new neighbors. But a river summoned forth to account for itself will know its length and breadth, from source to mouth.
- *Spirits may only act in their element.* Wind may rise or fall, brooks may run fast or slow, the earth may yawn, and fires may douse. But branches never grow round the enemies of the summoner, rocks never roll across the flat ground, water never forms into a wall and fire does not speak.
- *Spirits reveal in idiom.* They may speak only if they have sound—wind and water might whisper a word they have heard once. But spirits in general do not speak the tongue of man. Rather, bubbles will rise in water, a path will end abruptly in the forest, fire will flare vaguely taking shape, wind will blow from a certain direction.
- *Spirits act unseen.* Asking to be lead from the forest and then standing still waiting for a forest sprite to take you by the hand will only lead to a very long wait. Walk with eyes half closed while whistling a merry tune and you will find yourself at the forest's edge rather quickly. Watching for ephemera will only serve to delay the act and anger the spirit further.
- *A spirit bound must complete its task.* It cannot delay or deviate from the task given to it. Once its service is complete then it is released from the summoner's spell.

- Being bound to the summoner and forced to act in his will is a painful and arduous affair for a spirit. Invariably this arouse a retributive anger in the spirit. *Once it is released from its service the spirit will exact revenge.* When a spirit does so it will take payment in kind for the service stolen from it. See Spirit Retribution for more on this.

The powers of the nameless have been left deliberately vague. These are forces of nature, not ghosts, animals or people. They act on a different plane, with different energy and different intent. Understanding them is difficult, mastering them is even more so. One thing can be said though, when a spirit does accomplish a task for a summoner they do it utterly—there are no half measures. Either they have the power to succeed or they do not.

Types of Nameless Service

When a spirit undertakes a task for a summoner test its Spirit Strength against the appropriate obstacle for the task. Use the guidelines below to judge the obstacles. Also, spirit Strength dice are always open-ended.

Revelation

Spirits may provide the summoner with information from within their domain; directions for safe passage; whereabouts of food, water, landmarks or populace.

Ob 1-2: *Simple information*, Yes or No answers, number answers: Is there a town near here? Does this path turn south? Is the water deep? Will the weather change tomorrow? How many men passed down this trail?

Ob 3-4: *Difficult information*, mildly subjective information: What kind of creatures passed down this path? (The spirit would somehow have to express that a pack of wolves traveled this way.) Show me the path that leads to the cave. Was the man badly wounded? Does he carry a bright sword?

Ob 5-6: *Challenging information*, Hidden information, obscure information or subjective information: Show me the castle's most vulnerable entrance. Who's the fairest of them all?

Serve

Spirits may be called upon to serve within their elements. Wind may be bound to fill the sails, fire bound to rise and burn, water induced to heave and wave, the trails bound to mislead the summoner's enemies...or lead someone to the summoner.

Ob 1-2: *Within Natural Idiom*: Spirits of air causing a fog to rise at dawn across a cool valley, spirits of earth guiding along a pathless wood, spirit of fire leaps from one house to the next, spirits of wind luffing a sail, spirits of wood pulling and dragging at travellers with stiff branches, spirits of a stream running suddenly cold, spirits of earth causing a minor rock slide on a steep rocky slope.

Ob 3-4: *Enhancing Natural Idiom*: Spirits of air causing a *thick* fog to rise at dawn across valley, spirits of earth misleading travelers in a pathless wood, spirits of a stream running the flow faster or slowing it to a crawl, spirits of fire causing a house to cease burning—or causing it to burn faster. Spirits of wind raising a windless day to windy or a windy day into a gale, spirits of earth slowing travel on a road to a crawl, spirits of earth causing a rock slide on a mountain slope, spirits of earth holding a stone wall from breaking, spirits of the sea turning a boat off its course

Ob 5-6: *Extreme Natural Idiom*: Spirits of air causing a fog to rise at midday! Spirits of earth hiding a road in a well-travelled wood, spirits of air turning a wind into a hurricane, spirits of the river stopping the flow, spirits of earth crumbling a rock wall, spirits of earth turning a field into an impassable morass, spirits of the sea guiding a boat across the ocean, spirits of earth creating a path for travellers through a trackless wood, spirits of fire jumping from a spark into blaze and from a blaze into an inferno.

Succor

Spirits may be bound to protect the summoner from harm in their element. Once this is done the summoner walks as the spirit does—unperturbed by its element. A spirit of the earth can traverse mud and skree without effort. A spirit of the wind is never buffeted in a gale. A spirit of water does not drown. A spirit of fire does not burn.

When guarding against destructive phenomena the succor of a spirit only protects against phenomena of a strength equal to or less than its Spirit Strength. Thus an Earth Spirit of B2 cannot protect against the summoner against an avalanche.

Examples of Natural Phenomena

Gale force winds are Strength 5-6 phenomena, hurricanes are Strength 7-9. A bonfire is Strength 3 phenomena, a house fire is Strength 5, a forest fire would be Strength 6-8 depending on its size, magma or lava would be Strength 9. Rough chop is Strength 3 phenomena, 8 ft swells are Strength 4 phenomena, heaving seas are Strength 5-6 phenomena, massive waves of sub-oceanic origin are Strength 7-9 phenomena. A riptide is a Strength 4 phenomena, an ocean current is a Strength 6+ phenomena.

Spirits vs Spells

Spirits may offer Succor against Damaging or Taxing impetus spells. They may offer protection against their own element or against an appropriately opposed element—water protect against fire, for example. Succoring spirits directly subtract their rating from the successes of the incoming spell effect.

Also, spirits can protect against the “services” of a spirit of equal or lesser Strength.

A B4 Strength Earth Spirit bound to Succor could protect the summoner against a B3 Earth spirit sent forth to mislead.

Accomplishing Bound Services

After the summoner commands the spirit, the GM rolls the spirit’s Strength against the obstacle of the task. (Dice rolled are equal to the spirit’s Strength, it is an open-ended test.) If the spirit meets the obstacle then the task is completed, either the service is done or information is revealed.

A tiny fire spirit of Strength 1 is lit upon a candle, the summoner binds it and commands it to light the other candles near it. The GM rolls 1 die against an Ob 1 task.

Or a Strength 7 spirit of earth is bound to shore up a castle wall, an Ob 4 task. The spirit rolls its 7 dice and gets 4 successes, the test is passed. The spirit fills in gaps and repairs breaches done to the structure.

Even if the test is failed the service is considered rendered and the spirit is free to go (and seek its retribution).

Length of Service

Spirits will carry out their sentence as quickly as possible. They know no time. However, if a task has an indeterminate nature—like to mislead or raise a gale or stop a flow—then roll 2d6 and consult the chart below. Use the first die for the Arc of Time and the second die for the Exact Time:

Arc of Time	Exact Time
1-2: Months	1-2: Arc = 2x Spirit Strength
3-4: Days	3-4: Arc = Spirit Strength
5-6: Years	5-6: Arc = 10x Spirit Strength

A Strength 4 Earth Spirit is commanded to mislead a Ranger. It will do so as long as the Ranger remains in his domain (if it is successful it will keep its quarry in its domain). To see how long it will keep this up roll 2d6. The first die comes up a 3 indicating an arc of days. The second die comes up a 5 indicating a number of days equal to 10x the Spirit Strength. In this case, 40 days.

The Ranger had best have brought some provisions for a long, long journey because that pernicious spirit will mislead that Ranger from every single goal he makes for himself; whether it a freshwater spring, a mountain in the distance or even the body of a deer the Ranger felled with his bow. Likely the Ranger's skeleton will become a permanent decoration in the spirit's domain.

Length of Succor

Succor lasts as above or until the spirit is called upon to defend against another spirit's depredations. At which time it protects the summoner and then leaves, its service complete.

Spirit Retribution

Spirits never forget that they have been bound and commanded. As much as they can emote, they despise the summoner for treating them thusly. Hence they will always try to return in kind what was asked of them:

Harm

A spirit bound to *succor* will later attempt to *harm*. Spirits will attempt to snuff out the summoner's life. Earth will roll a stone down upon them or smash him with a falling branch, wind will kick up too hard while the summoner is crossing a ledge and toss him off, water will heave and suck him under. Spirits that can do direct physical harm use their Strength as the Power of the attack, roll the DOF as a bow to factor the IMS.

Thus a Strength 4 Earth spirit can roll a stone down on to the head of the summoner that would do a B2 on a 1-2, a B4 on a 3-4, and a B6 on a 5-6.

Spirits that cannot directly harm, like wind and water, may use their Strength to perform a Throw or Lock maneuver on the summoner. The maneuver is automatic, no dice are rolled. The summoner may roll his Natural Defenses against the attack.

If a summoner was foolishly crossing a cliff face after angering a Strength 6 wind spirit. The spirit would come forth and toss him off with a 6-success Throw. The summoner would then roll his Speed/Natural Defenses to stay on

his feet and not get thrown to his doom. He would need to get six successes! It is best to think things through when dealing with spirits.

Hinder

A spirit bound to *serve* will later attempt to *hinder*. In this vein spirits can add their Strength as an obstacle penalty to applicable tasks. Spirits of wind can blow in the eyes and ears interfering with Perception tests, spirits of fire can refuse to light, spirits of earth and water can trip up or bog down characters (in incurring Speed test penalties). Invariably the spirit will wait for the right moment to interfere with the summoner, a crucial or critical juncture come to pass in the spirit's domain. Remember, time is very different for them, they can afford to wait.

Spirits previously bound to serve will also hinder by fouling the summoner's possessions: wind will carry away unlikely items (like the summoner's staff), earth will suck under a precious boot, air will bring a sudden squall down while the summoner is looking at a fragile, ancient map.

Obscure

A spirit bound to reveal will later attempt to obscure. Add its Spirit Strength as an obstacle against an appropriate Perception test of the GM's choosing.

The Sense and Nameless Spirits

Detecting the Presence of Spirits

Spirits are invisible to even The Sense and Second Sight. Only spirits who are called forward or on active service may be seen with Second Sight or The Sense. Even then it is an Ob 4 Perception test.

Celestial Sight allows a much clearer picture of the spirit world. Creatures with this trait can see a spirit with an Ob 2 Perception test.

Aura Reading

This skill can be used to read a domain to detect if the spirit seeks retribution against the summoner. It can also be used to detect if a spirit is present around a person. Reading the presence of a spirit is Ob 2 skill test. Reading the relative strength of a spirit/domain (minor, major, powerful, etc) is an Ob 3 skill test. Reading the "mood" of a spirit is an Ob 4 Aura Reading test.

Aura Reading cannot be used to detect a spirit so that it might be bound, that is the role of the *calling* spells.

Circination

Circination is the magic and craft of creating protective and binding glyphs—the drawing of the summoner’s circle. This is the most time consuming and important aspect of the summoner’s skill—for it is the circle that will save him if all else fails.

There are five general types of circle designs: the Fortress, the Prison and the Gate—including the Spirit, Corporal and Prison Gates. Technically, summoning Nameless spirits does not require the use of any circles—the spirit may be called and bound just by the summoner’s voice alone. However, the *Fortress* will protect the summoner against a Nameless spirit should something go awry in the ritual.

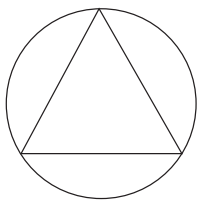
Prisons can also be used by a summoner dealing with Nameless as an extra precautionary measure, but they are not required.

Gates are used exclusively to summon Named spirits. Prisons and Fortresses are also extremely useful when summoning Named, though. This is discussed below.

Drawing circles is always a straight Summoning skill test (not a spell-casting test). Circination may be done Carefully, Diligently and Patiently—just as any other craftsman skill.

An astute summoner will notice the high obstacles associated with drawing proper and potent circles—this is a clear indication of the difficulty of the art. For important—or large—projects get help.

The Fortress



The Fortress Circle is the protective circle designed to keep spirits out. Nameless or Named may not violate, enter, or even fly over the Fortress. The three segments of this circle are inscribed with the cardinal directions, the elements, the names of the great powers and articles of warding.

This circle ward may not be touched directly by those it wards against. However, circles are only as physically durable as the material they are drawn on/in. Thus a circle drawn in sand will protect against the demon—he cannot touch it—but a gust wind might carry the symbols away...

Drawing the Fortress

Base obstacle is 1. Test Summoning skill. Additional successes (working *diligently*) add to rating/effectiveness of Circle.

Size of the Circle

Fortresses accommodate one person. To increase the size of the circle add +1 to the base Ob for each additional person to be protected.

Time of Circination

Fortresses requires 1 hour plus 1 hour per success.

Thus a B5 Fortress that can contain two people is an Ob 7 Summoning skill test and requires 7 hours of time.

Mechanics of a Fortress

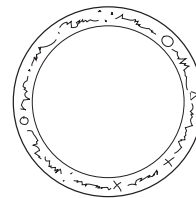
A Fortress will fully protect against spirits with a Strength equal to or lower than the circle’s rating. These weaker spirits may not act against the occupants of the circle in any way.

If a Spirit’s Strength is higher than the rating of the Fortress then subtract the difference. This is the Strength of any harm or effect that the spirit might cause the occupants.

Fortress Circles vs Nameless

A Fortress does not protect itself, per se. If it is written on wood a fire spirit could set fire to it. If it is written in sand the wind can blow it away. These are all the more reasons to always forge a Prison when summoning.

Prison Circle



A Prison is not so different than a Fortress except that it is designed to keep a spirit within its confines rather than keep them out. Spirits trapped within a Prison are locked thus indefinitely. So long as it lasts, they are confined.

A Prison may completely confine and immobilize a spirit of equal or lesser Strength rating than itself. Spirits of greater Strength than the Prison may be confined, but also may attempt to break out—to them the ward is something physical.

Nameless Prison Break

If the spirit’s Strength is higher than the rating of the Prison, test the spirit’s Strength against an obstacle equal to the Prison’s integrity—just as if the Prison had the Spirit in a Lock and the Spirit was using its Power to escape.

Prison dice vs Spirit Strength: If the spirit gets more successes than the Prison, the circle is reduced by the number of additional successes. If the Prison gets equal to or more successes, then the spirit is held in the “lock.” Once the Prison is reduced to zero dice the spirit is free. The spirit may test once per exchange.

These rules stand for *Nameless* spirits only. See Prison Gates for the slightly different rules applying to *Named*.

Drawing the Prison

Base Obstacle 2. Test Summoning skill. Additional successes (working *diligently*) add to rating/effectiveness of Circle. *A Prison must be specifically drawn for the spirit or type of spirit it is intended to contain.* For example, it must be drawn to imprison Fire Spirits or Querubim.

Size of the Circle

In order to properly contain a spirit a Prisons must be 1 pace in diameter for every two points of its rating.

Time of Circination

Prisons requires 2x final rating in to draw.

Thus a B4 Prison is requires six successes, and 12 hours to draw, and is 2 paces in diameter.

Calling a Nameless to Prison

If a summoner has built a Prison circle he may issue a calling to a Nameless to come and present themselves within his Prison Circle. The obstacle for the calling is drastically increased. Add the Prison's rating to the base obstacle for the call. This counts for Tax as well.

Thus Calling a B5 Wind Spirit to manifest within a B5 Prison is an Obstacle 10 casting of Aether's Riddle (10- Spirit Strength (5) + Prison rating (5)).

Calling a B3 Water spirit to a B4 Prison is an Obstacle 7 casting of Dowser's Chant.

Imprisoned Nameless

Once a nameless spirit is imprisoned the summoner may use the rating of the Prison circle to divide between being a *channeller* and a *shunt* for *The Binding* spell. For rules on channellers and shunts go to www.burningwheel.org to the article "A Sorcerer's Necessary Bits."

For example, a Strength 4 Wind spirit is trapped in a B5 Prison circle. The summoner may use the rating of the circle as dice to divide between his casting of the Binding and the Tax test. In this case he adds 3 dice to his casting test and 2 dice to help him stave off tax.

Gatecraft

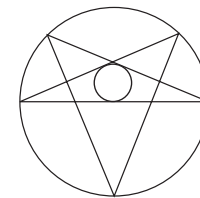
This art is unique to summoning Named spirits. *Nameless do not require the opening of a gate, they dwell around the summoner in his own world.* Named however, are trapped beyond an impenetrable, intraversable wall. A wall that only the gatecraft can breach.

The first step in gatecraft is circination—a *gate must be drawn* on a surface: earth, wood, metal or stone. Once the circle is complete then the gate may be bid to open.

There are two types of gates: Spirit Gates and Corporal Gates. Spirit Gates allow only thoughts, breath and wind to pass through. No material or corporal form may breach this gate and pass from one world to the next. Spirit Gates are only used when the summoner only wishes to bind the Named for Spirit Services, like Revelation, Empowerment, Transference, and Spirit Bond. Corporal Gates allow the passage of body and soul between the realms. These dangerous portals are opened when the summoner wishes to bind for Physical, Social or Economic services.

A word of warning: The gate is merely a portal. It offers no protection or limiting power once it is opened—a Named spirit may pass through a gate then travel at will. A Prison circle is required to hold spirits so that they may be bound.

Circinating Spirit Gates



A spirit gate is a special portal designed to limit what exactly can pass through it. Only thought, communication, spell-craft or spirit-entities may pass through a spirit gate. Most Named are corporal entities just like the summoner himself, so this is generally a safe way to communicate with Named without risk of greater mishap.

It is an Obstacle 4 Summoning skill test to correctly draw a spirit gate. This test requires 7 shifts of 7 hours of work to complete. The gate must be drawn to Light or drawn to Darkness.

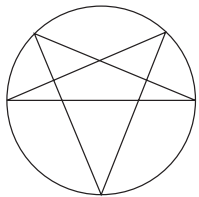
Size of Spirit Gates

A spirit gate is normally 1 pace in diameter. This size can be reduced at an increase in obstacle, +1 Ob for each half size reduction. So a half-pace diameter spirit gate is Ob 5 to circinate. A quarter-pace (three quarters of a foot) diameter gate is Ob 6, an eighth pace sized gate (a 4" medallion) would be Ob 7, a coin-sized spirit gate would be Ob 8.

Opening a Spirit Gate

To open a Spirit Gate a summoner must know the *Celestial Key* spell. If this spell is successfully cast then the summoner may go on to the *Offering*. The Celestial Key must be sustained throughout the Offerings sent forth. See the Summoner's Spells section.

Circinating Corporal Gates



This profanely simple construct requires six shifts of six hours to draw. It is an Ob 3 Summoning skill test. A Corporal Gate must be three paces in diameter and nine and a half paces circumference. Lastly, a gate must drawn as either a gate to Darkness or a gate to Light.

Opening the Corporal Gate

A summoner must know the *Corporal Key* spell in order to make manifest the power of a Corporal Gate. Once the spell is successfully cast the summoner may send forth his Offering. The Corporal Key spell must be sustained throughout the Offerings.

Prison Gate



In order to protect himself against the hazards of summoning Named the summoner may erect a Prison circle around the gate to be opened. As is plain from the diagram, the Named are summoned directly into the Prison circle. There is no penalty for doing this.

Just like Nameless Prisons, the summoner must indicate who or what is to be bound within its confines. The description need not be too specific, but the order of the Named and their allegiance must be entwined in the circle. For example, a prison gate might be built to hold the lower creatures of Darkness or the higher order of Light.

Drawing the Prison

As the Prison, above.

The Prison causes Named great discomfort. If a Named's Will is equal to or lower than the rating of the Prison he is bound immobile and powerless before the summoner.

Size of the Circle

Prisons added to gates must be two pace diameter for Spirit Gates and two pace diameter for Corporal Gates.

Time of Circination

As Prison circles above.

Prison Break

If the Named's Will is higher than the rating of the Prison circle then he may attempt to break the circle and escape. If possible a Named will simply attempt to smear, erase or destroy a piece of the physical bounds of the circle, thus instantly breaking the delicate magic which imprisons him. If this is impossible—because the circle is set in stone for example—the Named will then attempt to convince its captor to let it go using any means, magical or persuasive, at its disposal. If this is impossible then a Name will attack the confining spirit walls directly.

This attack can cause the Named great harm, especially if they are attacking with their own flesh. The Named grapples with the Prison, it's Will vs the circle's rating. If the Named gets more successes the Prison rating is reduced by the number of successes over. If the Prison circle rolls more successes than the Named, each success over does damage equal to the Prison's rating on the creature's PTGS.

Reinforcing Circles

By a process of painstaking circination a summoner may reinforce a circle he has already drawn. Test the Summoning skill against an obstacle equal to the current rating of the circle he is reinforcing. If he meets that obstacle then the circle is reinforced by one die (+1D).

The time for this test is equal to the test required to draw the circle in the first place.

Failing this test can ruin a circle. A test failed by "less than half successes needed" reduces the circle rating by one die (-1D). A test with no successes ruins the circle utterly.

Process of Summoning Named

Named spirits are markedly different from their brute Nameless brethren. They are intelligent, adaptable, communicative and, above all, dangerous. These are entities who live beyond the veil of our fragile existence, prodding and prying at the material fringes.

There are two opposing forces of Named spirits, *dæmonim* and the *angelica*. Within these factions is a hierarchy—lower order Named and higher order Named. Lower order Named consists of imps and querubim, the higher order consists of *dæmonim* and *seraphim*.

The Process

In order to conjure forth a Named spirit a summoner must draw the appropriate gate-circle. If the summoner is only asking for Spirit service then he need only draw the Spirit Gate. However, if a summoner requires Social, Physical or Economic service from the creature then he must circinate the Corporal Gate. Prisons and Fortresses are highly recommended as well.

Once the proper gate is drawn the summoner opens it by speaking either the Celestial Key or the Corporal Key spell. After the gate is *opened* the summoner presents his (appropriate) *Offering*.

The Offering is a calling spell that tempts forth entities to come and bargain with the summoner. The response to the Offering is always unpredictable, but once a response is manifest then the Bargaining begins. Once a deal is struck the summoner pronounces The Pact. The spirit and summoner are now bound to each other—they cannot harm one another so long as the Pact remains unbroken. Inevitably the spirit will attempt to complete its part of the bargain as quickly as possible so it may receive its payment. Once the spirit completes his side of the bargain he normally returns home via the gate whence he came—passing back through the Fabric to the other side, restoring the natural order of things.

Response to the Offering

A summoner never knows exactly what will respond to his Offering. Essentially, he is shouting into a vast, echoing cavern. All manner of creatures might hear and respond. Or perhaps nothing will.

Using the Offering Wheel

When casting The Offering consult the Offering Wheel below to find out what kind of response the summoner receives. Find the summoner's intended target

then roll two six-sided dice. The first counts for the direction on the circle: odd is counter-clockwise, even is clockwise. The second die indicates how many steps in that direction the Offering varies.

The Offering Wheel is used every time a Named spirit is summoned.

Success of the Offering

Met Obstacle—If the summoner *meets* his obstacle for the Offering, roll with unmodified dice.

Exceeds Obstacle—If the summoner *exceeds* his obstacle for the Offering, he may choose to add +1 or subtract -1 from the number of steps varied. This can result in a range of 0-7 steps varied.

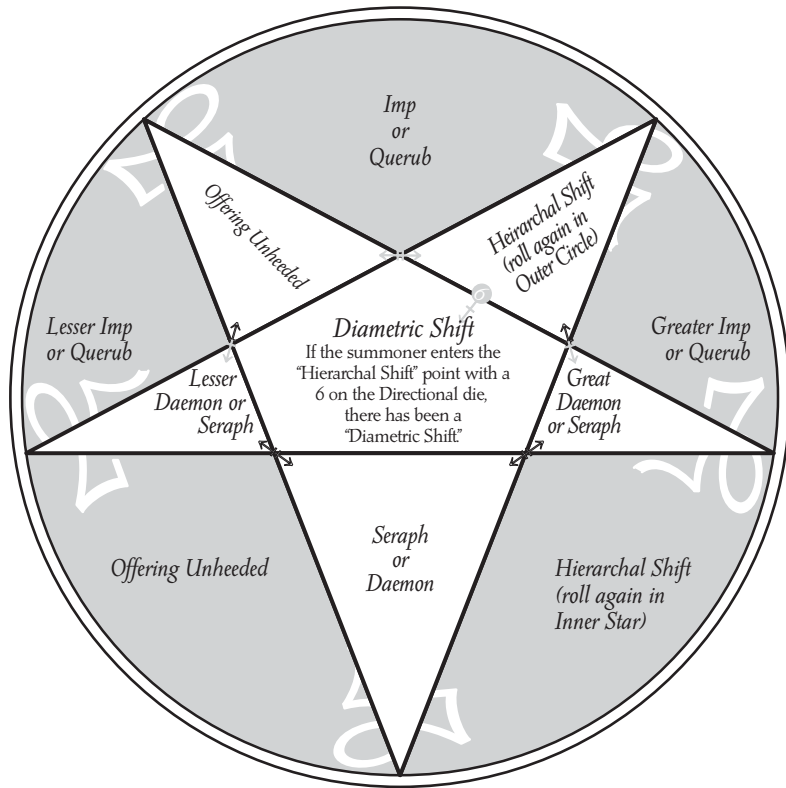
Doubles Obstacle—If the summoner *doubles* his obstacle for the Offering, he may add +2 or subtract -2 from the steps varied. This results in a range of 0 to 8 steps varied. Alternately, he may change the orientation of the direction of the variation—from counter-clockwise to clockwise or vice versa.

So if a summoner is trying to conjure forth an Imp and he just meets his spell-casting obstacle of 6 he then rolls his variance dice against the Offering Wheel. He rolls a 1 and a 5 (Counter-clockwise five steps). A very lucky roll! Starting with the Imp and then counting five circle segments counter-clockwise brings him back to where he started, at the Imp.

If he had rolled a 4/3 (Clockwise three steps) his Offering would have gone unheeded. If he had rolled a 2/6 from the Imp, he would have been visited by a Greater Imp.

Hudai attempts to summon forth his dæmon-muse—he opens his gate and then puts forth his Offering to Darkness. A dæmon is an Ob 10 calling; Hudai rolls 11 successes, exceeding his obstacle. He then consults the Offering Wheel and rolls his two dice: 2/6 (clockwise six steps). He chooses to subtract one (-1) from his steps die resulting in a 2/5. Right on target! His daemon teacher hears the call and comes forth to see what his friend has to offer.

The Offering Wheel



Offering Unheeded

This result indicates the Offering has gone unanswered. It may be cast again if the summoner has the time and can maintain his gate.

Hierarchal Shift

A Hierarchal Shift means that something more (or less) powerful has heard the call and comes to answer. If summoning from the *Outer Circle*, move to the *Inner Star*. If in the *Inner Star*, move to the *Outer Circle*. Find the like-ranked Named to what was initially being summoned and roll for variance in the new hierarchy.

Diametric Shift

If summoning in the higher order, the directional die comes up a 6, and the number of steps varied passes *through* the Hierarchal Shift point this indicates a Diametric Shift. Meaning instead of Darkness, Light responds or in place of

Light, Darkness responds. So if a *dæmon* was to be summoned, a *seraph*—a very angry *seraph*—appears.

If the “diametric shift” roll ends *on* Hierarchal Shift, then roll again in the Inner Star, but this time calling forth the opposite side of the coin.

This is particularly problematic since Prison Circles must be drawn for the spirit they intend to trap.

Hudai is at it again. He summons forth his dæmon friend. He meets his Offering obstacle and then consults the Offering Wheel: 6/4. Uh oh. Counting four steps clockwise brings him through Hierarchal Shift (with a 6 on his directional die, indicating Diametric Shift). Continuing the count he lands on Greater Seraph. He's in serious trouble. Time to start chanting those 36 syllables to end Corporal Key and close that gate!

Named Service

A Named spirit may serve in a number of ways. They may aid the summoner in his worldly endeavors, perform physical tasks for him, grant him insight, or even grant him special power. With the exception of the services that grant insight and power, all of the services of a Named must be physically performed by the creature in our world.

These are not wish granters. A summoner cannot demand wealth from a demon and expect to have it instantly appear in piles beneath his feet. The demon must go forth, find and acquire that wealth and return it to the summoner. Of course, this is a relatively easy task for a creature that can speak any language, take any shape and read thoughts.

Types of Service

Physical

This is the simplest form of service a summoner can ask of a Named. Physical service includes: Murder, kidnapping, transport (of an item or person), guarding or infesting an area, and protecting the summoner. The details of this service are left to the summoner to decide.

Economic

A summoner may demand material gain or wealth from a Named spirit. This gain can come in many forms, it is not always just a pile of gold. Whatever the summoner decides to ask for, the Named must go and procure it.

Social

Love and affection may be earned through the machinations of a Named spirit. With their horrible powers over the human mind Named can easily persuade an innocent victim to change or feel differently....

Corollary to love and affection, the summoner may demand a Named spirit seek and ensure his promotion within society. This is a rather complex and open-ended task; the means of which are left entirely to the Named. It is best to give the creature a finite goal, otherwise the summoner may find himself in a dire place with all the power of the world and no one to wield it over.

Spirit Service

Spiritual aid is the most costly of all the services a summoner may ask of a Named spirit. A summoner may ask for empowerment, a transference of essence, revelation, or bond. *Spirit services can only be sought through a Spirit Gate.*

Empowerment is a spiritual binding that grants the summoner one of the Named stats.

Transference is the process by which the summoner may take on one of the Named traits.

Revelation is a question answered. If the consulted entity does not know the answer they return to their respective realms and seek those who might. Asking questions to creatures of this ilk is always unwise, yet some still persist in doing so; the answers are always far worse than ignorance.

Lastly, a summoner may attempt to *Bond* himself to a demon or angel. In essence, the Named becomes the summoner's "familiar," bound to him—seeing through its eye, and feeling through its flesh. In order to complete the process the summoner must have vessel prepared to house the spirit of the Named—either an animal or a homunculus. See the Appendix: Spirit-Bonding for more on this.

Duration of Service

The duration of a service is generally negotiated separately from the service itself. A summoner bargaining for a Bond might want the creature to remain with him Lifelong. Or a summoner might want a Named to ensure his power-base for a number of years while he achieves his aims. Or a summoner may want a spirit to guard his laboratory for a number of years. With many tasks though, the time is inherent: Murder is complete at the death of the subject, when the information is presented a Revelation is ended, or when the summoner has bedded his new wife the Named role is done. (These examples are "Duration of Task.")

Whereas a Named aiding a single act—a single battle, a roll of the dice, the penning of a scroll—would be a different category.

Lifelong

This duration is for Named serving the summoner for his entire life.

For example, Transference of Stone-Skin for life.

Number of Years

A summoner may bargain for the length of service to be no less than one and no more than nine years.

Duration of Task

A summoner may ask a spirit to aid him in a single (extended) task—an act that would require more than just a single stroke.

Number of Months

A summoner may ask for service for no less than one and no greater than 11 months.

Number of Days

A summoner may bargain for a service of no less than nine and no more than 360 days.

Single Event

A summoner may beseech a spirit to aid him in one single, immediate act—destroying a wall or answering a riddle, for example.

Price of Service**Summoner's Mortal Soul**

The ultimate price for a service is the summoner's mortal soul. The coil is given up—and the Pact fulfilled—upon the death of the summoner.

When bargaining with Darkness this Pact is rather easy to keep. Just maintain your foul, demon summoning ways and be assured a place in Hell with your new friends. However, bargaining for the Mortal Soul with Heaven's children is a different affair. There are strict requirements for entering the Halls of Paradise upon death, and a Pact with a Seraph does not obviate the need for these observances. The summoner must lead a pious life until the end of his days. If he does not—if he commits mortal sin—then he has broken the Pact. However, the price for this breach of contract is not death nor even Hell, but Perdition. A summoner in violation of his Pact with Heaven will wander the earth for all eternity—he may speak with and touch those around him, but none can remember his face or name beyond his presence.

Untainted Mortal Soul

In lieu of his own soul, there are certain times a summoner may bargain with the Named for the gift of another soul. Invariably this soul must be free from taint (and other Pacts). At the conclusion of the Named's part of the bargain the summoner must proffer and sacrifice the untainted soul within the Corporal Gate.

Physical Price

The Named one demands a physical sacrifice: Eyes, the tongue, a hand, an arm, or a leg must be cut out and proffered *before* the creature will do its deed.

Possession

Named may demand access to the summoner's body and senses as payment for their services. Once the Named's half of the Bargain is fulfilled the summoner is filled with the spirit he has conjured. This state lasts for as long as the summoner's Duration of Service.

The Named will not commit suicide or do anything foolish along those lines, but is otherwise free to act as it sees fit.

Tribute

As payment for services rendered the summoner must build a shrine to the sovereign powers of the Named, commission a work of art in their name, recover a lost artifact, or fund a thousand rites to be spoken to the patron gods. Whatever the final solution is, it is a costly endeavor and must be complete lest the summoner should find himself in violation of the Pact.

Marked

The summoner agrees to wear the insignia or mark of the Named visible on his flesh. This mark appears as a scar or tattoo and is made manifest as a part of the Pact spell. It comes forth when the deal is sealed. The mark can be anywhere at all on the summoner's body. It is immutable, will never fade, and will resist all attempts to efface it. The character may note "Marked" on his trait list.

The Bargain

Once a Named creature has been successfully called forth into the summoner's circle the Bargaining begins. No brute and dumb creatures are these. They cannot be commanded to service with a trifling spell. Even the most insignificant of these creatures is a potent force and member of a celestial (or infernal) dynasty.

Just as if the summoner was dealing with an irascible merchant, so too must he negotiate with these creatures. But here the stakes are far higher than mere gems or trinkets!

Price of the Bargain

First, note what creature has been summoned forth. Then determine what it is that the summoner wants from his charge. The type of Named, type of service and length of service all play upon the final price of the Bargain.

Classification of Named

Each rank of Named comes with an "asking price." It doesn't matter what service the summoner is requesting, this is how the creature values itself:

Greater Daemon and *Seraph*— Their price always is the *Summoner's Soul*.

Daemon or *Seraph*— Their price is the untainted, *Unstained Soul of another*.

Lesser Daemon or *Seraph*— They take their toll in a *Physical Price*.

Greater Imp or *Querub*— They ask for *Possession*.

Imp or *Querub*— They demand *Tribute* for their respective lord.

Lesser Imp or *Querub*— They ask only that you bear this small *mark*...

Type of Service

Spiritual Transference ups the price three steps.

Spiritual Empowerment increases the price by two steps.

Spiritual Bond ups the price by one step.

Revelation increases the price one stage.

Social service does not increase the price over the Named's asking price.

Economic service actually decreases the asking price by one step.

Physical services decrease the asking price by two steps.

Duration of Service

Lifelong service increases the asking price by three steps.

Duration of a *Number of Years* increases the price by two steps.

Duration of Task increases the price by two steps.

Duration of a *Number of Months* increases the price by one step.

Duration of a *Number of Days* does not increase or decrease the price.

Single Event service decreases the price of service by one stage.

Minimum Price

Marked is always the minimum price for a service. Nothing is free.

Maximum Price

The Mortal Soul is technically the maximum price for a Bargain. However, a summoner may ask for so much from the Named that he puts himself “in the red” for the deal. If the summoner increases the price over the Mortal Soul stage, he must then bargain each of those extra stages off if he hopes to retain control of his immortal soul.

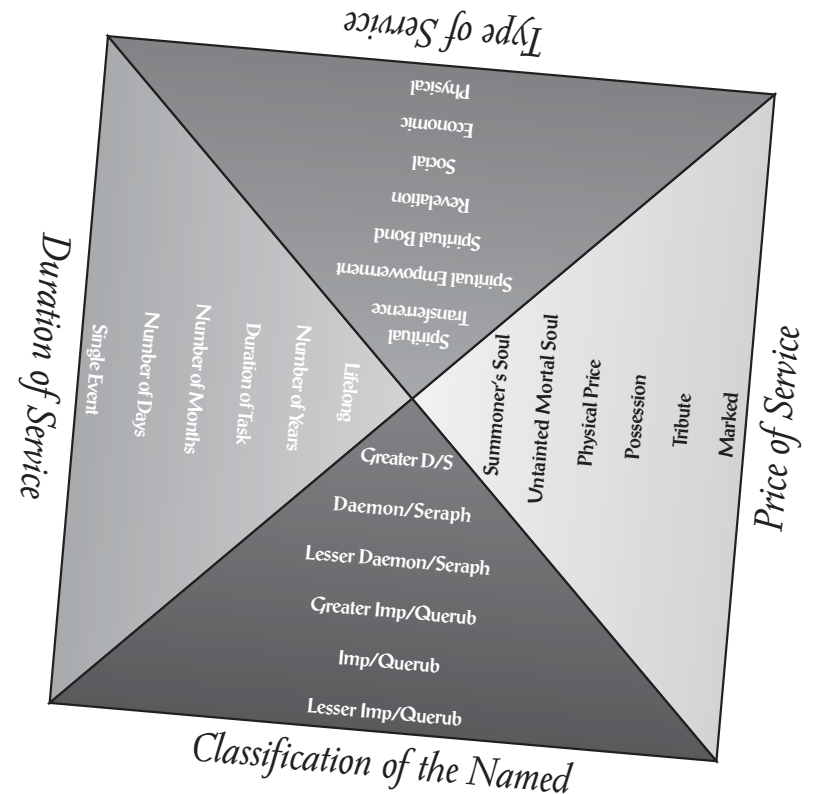
The price for summoning a Lesser Imp for a Single Event, Physical Service (“Open this portal!”) would cost a Mark for the summoner. The Lesser Imp’s asking price is Marked. Physical Service and Single Event duration reduce the price, but Marked is as low as it can go.

Whereas the price for summoning a Greater Seraph and asking for Lifelong Empowerment (“Grant me your terrible strength, oh Holy One!”) would cost the summoner’s soul. Greater Seraph’s asking price is the soul. Lifelong service and Spiritual Empowerment would only increase that price if it were possible.

Summoning a Daemon and demanding that he make you powerful beyond all men in this life would cost: Daemon asks for Untainted Soul, Social service does not increase nor decrease that price, but Lifelong service bumps it up (and over) to the summoner’s mortal soul.

Summoning an Greater Querub and asking for his Resistance to Heat and Flame to be gifted to the summoner while he is burned at the stake would cost: Greater Querub demands Possession for a like time for his services, Spiritual Transference bumps that price up to Summoner’s Mortal Soul, but Single Event duration reduces that down to an Untainted Mortal Soul.

The Bargaining Square



Bargaining

Once the price of the Bargain has been determined the summoner and Named then begin to negotiate the price.

The summoner rolls his Haggling in a Versus test against the Named’s Bargaining skill. The summoner may FoRK Persuasion, Oratory, Demonology, and/or Telluria. He may not FoRK Soothing Platitudes, Falsehood, Command or Seduction. The character with the most successes wins this round of negotiations.

If the summoner wins he may opt to haggle the price down one step or may opt to close the Bargaining. If the Named wins the round he may opt to increase the price of the Bargain one step or stand firm on his price and end the Bargain.

When either party changes their price, another round of negotiations is rolled out.

Hudai (Haggling B5) is Bargaining with a Lesser Imp (Bargaining G4) for a Lifelong, Physical service ("You shall guard this portal so long as I draw breath."). The infernal cretin demands that a shrine to Darkness be built as Tribute to his true master.

The Bargaining begins. Hudai rolls his B5 Haggling and comes up with a stunning 4 successes. The Lesser Imp rolls his Bargaining skill and gets a mere two successes. Hudai wins this round. He opts to agree to the price rather than change it and risk another round of haggling with the wily infernal beast.

Zo summons Alhazered, a *dæmon*, and asks of him Spiritual Transference—Immortality. Obviously, this is a Lifelong service. Alhazered wants Zo's soul as minimum assurity of his efforts. Zo has no intention of swearing his soul to this infernal beast. Thus the Bargaining begins.

Zo rolls his B5 Haggling plus a FoRK from his Persuasion skill and from his Oratory skill (a total of 7 dice). Alhazered is cunning and old, his tongue like quicksilver—he rolls his G8 Bargaining skill. They argue on into the night. Finally, Alhazered breaks the summoner and, in a moment of weakness, Zo agrees to the price. Zo mutters The Pact. Alhazered returns to Hell, laughing. "Enjoy your long life," he scoffs, "It will be a fleeting tear of joy in your eye compared to stinging eternity in Hell." If only Alhazered knew what the future would bring for Zo...

Einnason conjures forth a burning Seraph to aid him. He seeks Empowerment ("Your sight, oh Holy One.") for 9 years. The price for this is his soul sworn to Heaven, of course. The Bargaining begins. The price starts at three steps over "Mortal Soul" (Untainted Soul plus Empowerment (+2 Steps), Duration of Years (+2 Steps). That's three steps in the red over Mortal Soul). The Seraph rolls its G8 Bargaining skill vs Einnason's B5 Haggling plus 1D for his FoRKed Persuasion skill and 1D for his Telluria skill. However, Einnason decides to Epiphany this test. He spends 10 pts of Artha to shade shift his Haggling skill. When the dice begin to roll:

Einnason wins the first round and opts to reduce the price one step (the price is still two steps over Mortal Soul. Another round of Bargaining is rolled. The summoner wins again! He reduces the price. Another round is rolled. He wins again! The price is still his Mortal Soul. The Seraph is smug in his confidence, this mortal's words are ultimately futile. Another round is rolled. Einnason wins again! The price is reduced to Untainted Soul. Now the Seraph is starting to get concerned. Another round is rolled, and Einnason wins! He decides to push it and drop the price again, now to Physical Price. The Seraph is furious! The

Bargain continues. Einnason manages to win again! The price drops to Possession. Another round is rolled. Uh oh. The Seraph wins. He opts to agree to the price and end negotiations.

Einnason chants the Pact. For nine years he will be blessed with a G7 Perception, but then for nine years following he will be filled and overtaken by a spirit of holy wrath.

Good roleplaying should always aid in any social skills test, Bargaining included. Also, appropriate call-on traits should be considered for these tests.

The Pact

Once both parties agree to the price, once the Bargain is complete, the summoner casts a binding spell over himself and the Named. This spell, known as The Pact, is at once simple and strong. Essentially, it ties the two to their terms and binds them to their word by their souls. It also ensorcells them so that they may not cause harm to one another while bound. The terms of the Bargain must be kept or The Pact will be broken and dire consequences suffered.

In addition, The Pact binds the Named to complete its service and provides for it to return to its realm upon completion of the task via the gate it was summoned. The Pact prevents it from lingering on this side, wreaking havoc or taking revenge.

Named and The Pact

A Named will always do their utmost to fulfill the terms of a Bargain they have agreed to. If they fail in their obligation they must answer to a much higher power than the summoner's spells. The only thing that can prevent them from attempting to fulfill their side of the Bargain is the destruction of their corporeal form. If this happens their spirit flees back to whence it came. They are considered to have fulfilled their side of the Bargain, though. Even if the Named failed—if they are destroyed—the summoner is still bound to the agreed price.

Breaking The Pact

If the summoner breaks The Pact by not fulfilling his end of the Bargain he frees the Named from its obligation and unbinds it so that it may walk unhindered on this side of the Fabric.

Inevitably a Named will come to the summoner to collect what he is due. If it so happens that the Named fulfilled his service and returned to his realm without securing payment, the Named will seek to return to the summoner's side by any means necessary. This means that he will respond to Offerings presented and take

service with other summoners. While fulfilling a Bargain (and in a Pact) with another summoner, there is little to prevent a Named from deviating from his mission and exacting some personal business of his own.

Sworn Soul

A Named will never agree to accept as payment a Mortal Soul who is already sworn to the other side. Daemons will not accept a soul sworn to Heaven, and a Seraph will never accept a soul sworn to Hell. To do so would be the first foray into a war that none wish to start. Yet.

Faith and Summoning

Faith vs Nameless

Minor Miracle can be used to deflect or dissuade spirits of Strength 5 or lower from action or to deflect harm directed solely at the faithful from a more powerful spirit. *Intercession* or *Major Miracle* is required to escape the depredations of spirits of Strength 6-10. *Revelation* will always thwart a spirit's attempt to mislead.

Faith and Named

Faith, though a powerful tool, cannot be used to directly call or summon any of the Named. Faith cannot open gates, and gates are required for Named to appear bodily in the realm of men. It's that simple.

A major miracle is required to absolve a summoner from his Pact with a higher order Named. A minor miracle will suffice to absolve him of a Pact with the lesser order. However, this is a sticky proposition—the Named knows quite well that he was cheated in the Bargain and will still seek repayment or revenge by any means necessary.

Fervent prayer and a minor miracle may be used to *close* an open gate. Closing and opening are two different things. One is restoring the natural law, the other is breaking it outright.

Restoring the Natural Law, aka Banishment

The Faithful may attempt banish a Named from this world and send them back to their own side. Banishing lower order beasts requires a minor miracle, banishing higher order Named requires a major miracle.

Summoner's Spells

Though these spells are of different Impetus and so forth, and they use a different skill for casting, they are still considered incantations and abide by the same benefits and strictures as such. They may be casting *carefully* and *patiently* and cause Tax when cast, etc.

Nameless Callings

Aether's Riddle _____ **Ob *** _____ **Syllable 20** _____

Effect: This spell is used to bring down air spirits from their windy domains so that they might be bound to the summoner.

* The obstacle of this spell is 10 minus the strength of the spirit called. (Yes, it is easier to *call* more powerful spirits.) The strength of available spirits is up to the GM and the Frequency and Power of Spirits table.

Origin: Personal

Area: Current domain of summoner

Impetus: Spirit Calling **Element:** Spirit Wind **Duration:** Instantaneous

Resource Points Cost: 5 pts

Dowser's Chant _____ **Ob *** _____ **Syllable 15** _____

Effect: This spell is used to call forth Nameless water spirits from their deeping homes.

* The obstacle of this spell is 10 minus the strength of the spirit called. The strength of available spirits is up to the GM and the Frequency and Power of Spirits table.

Origin: Personal

Area: Current domain of summoner

Impetus: Spirit Calling **Element:** Spirit Water **Duration:** Instantaneous

Resource Points Cost: 5 pts

Hail to Fire _____ **Ob *** _____ **Syllable 25** _____

Effect: This spell is a "calling." It is used to summon forth Nameless Fire spirits from their flames.

* The obstacle of this spell is 10 minus the strength of the spirit called. The strength of available spirits is up to the GM and the Frequency and Power of Spirits table.

Origin: Personal

Area: Presence

Impetus: Spirit Calling **Element:** Spirit Fire **Duration:** Instantaneous

Resource Points Cost: 5 pts

Mother's Call _____ Ob * _____ Syllable 10 _____

Effect: This spell is a "calling." With it the summoner sets forth a beacon to guide and a command for Nameless Earth Spirits to answer his summons. The casting of this spell is at once simple and volatile, the summoner never knows precisely what will respond.

* The obstacle of this spell is 10 minus the strength of the spirit called. The strength of available spirits is up to the GM and the Frequency and Power of Spirits table.

Origin: Personal

Area: Current domain of summoner

Impetus: Spirit Calling **Element:** Spirit Earth **Duration:** Instantaneous

Resource Points Cost: 5 pts

Nameless Binding

The Binding _____ Ob * _____ Syllable † _____

Effect: *Using words ancient and powerful, the spirit is literally enchained by the summoner's will and craft.* The Binding spell is the process by which a summoner extracts service from a Nameless Spirit. A properly bound spirit will undertake and complete to their best ability the task laid before it. A spirit must be *called* before it can be *bound*.

* Obstacle equal to Spirit Strength plus type of task being bound: Revelation, +1 Ob; Service, +2 Ob, Succor, +3 Ob.

† Syllables of The Binding are the base elemental syllables: 10 for Earth, 25 for Fire, 15 for Water, and 20 for Wind. Plus the difficulty of the task: +10 syllables for simple tasks (Ob 2-3), +20 syllables for difficult tasks (Ob 4-5), +60 syllables for complex tasks (Ob 6-8).

Binding a B4 Fire Spirit for simple a Revelation service is Ob 5 and takes 35 syllables (25 + 10).

Origin: Presence

Area: Single Spirit

Impetus: Spirit Binding **Element:** Spirit **Duration:** Length of Service

Resource Points Cost: 6 pts

Nameless Wards

Abjure _____ Ob * _____ Syllable x4 _____

Effect: *I Abjure thee! Back to whence you came.* Pronouncing this spell causes great pain and terror among the spirits and drives them away from the caster, often into hiding. Obstacle equal to Spirit Strength. This spell only affects Nameless Spirits.

To send a B7 Strength Wind Spirit fleeing is an Ob 7 test and requires 28 syllables be spoken.

Origin: Presence

Area: Single Spirit

Impetus: Spirit Ward **Element:** Spirit Nature **Duration:** Inst/Special[‡]

Resource Points Cost: 5 pts

Execration _____ Ob * _____ Syllable x9600 _____

Effect: This powerful spell allows a summoner to abjure an entire domain, rather than just a single spirit. When casting obstacle is equal to highest spirit Strength in domain plus plus a "domain penalty:" Fire +1 Ob, Earth +2 Ob, Water +3 Ob, Air +4 Ob. This spell only affects Nameless Spirits.

A summoner knows that a certain road he travels has a grudge against him from a time when he summoned forth its spirit to aid his travel. Therefore, when he comes to the road he speaks words powerful and warding to drive away any mischief that might befall him. (The spirit has not attacked him yet, the summoner is thinking ahead.)

The GM rolls on the Spirit Frequency chart (below) to see the highest Strength spirit round the domain. He rolls on the Prairie lands level and gets a 6. It turns out that there is an old, old stone down the road a spell that is home to a rather formidable earth spirit. The obstacle to abjure the whole domain would be: 6 + 2 (Earth domain penalty) = 8. It would take 8 hours and cause an Ob 8 Tax test.

Origin: Personal

Area: Spirit Domain (and all encompassing domains).

Impetus: Spirit Ward **Element:** Spirit Nature **Duration:** Inst/Special[‡]

Resource Points Cost: 8 pts

[‡]Duration of Abjure and Execrate

Spirits do not live in time as mortals (or even immortals) do. Use the Duration of Service table to determine how long a spirit is driven off by these spells. Use the summoner's extra successes in place of the spirit's Strength.

Gatecraft

Celestial Key Ob 5 Syllable 49

Effect: This spell opens Spirit Gates. It can *only* be cast over a properly drawn Spirit Gate.

Special Rule: In order to properly close a spirit gate (in order to drop the spell) 7 syllables must be spoken. No skill test is necessary, but the words arcane must be stated so that the portal closes and does not linger....

Origin: Presence

Area: Single Spirit Gate

Impetus: Gatecraft **Element:** Spirit Gate **Duration:** Sustained

Resource Points Cost: 5 pts

Corporal Key Ob 6 Syllable 666

Effect: This spell opens Corporal Gates. It can *only* be cast over a properly drawn Corporal Gate.

Special Rule: In order to properly close a corporal gate (in order to drop the spell) 36 syllables must be spoken. No test is necessary for the summoner who opened it, but the words arcane must be stated so that the portal closes and does not linger....

Origin: Presence

Area: Single Spirit Gate

Impetus: Gatecraft **Element:** Spirit Gate **Duration:** Sustained/2d

Resource Points Cost: 6 pts

Named Calling

Offering to Darkness Ob* Syllable 66

Effect: *Imagine a massive and terrible brass horn sounded like the screams of a dying thousand.* This tremendous noise is forced from the body and lips of the summoner and sent careening across the crags and pits of hell. This is a spirit calling cast into the darkness of the netherworld. Unlike the Nameless spirit callings, the summoner can not completely determine *what* will respond to his call. See the Responses to Offerings section. *This Offering may only be spoken through an open Gate.*

* Obstacle of Offering to Darkness depends on the type of Named the summoner wishes to lure forth. Lesser Imps: Ob 6, Imps: Ob 7, Greater Imps: Ob 8, Lesser Daemon: Ob 9, Daemon: Ob 10, Greater Daemon: Ob 11.

Origin: Personal

Area: Across the trackless wastes of the netherworld

Impetus: Spirit Calling **Element:** Dæmonic **Duration:** Instantaneous

Resource Points Cost: 9 pts

Offering to Light Ob* Syllable 777

Effect: *Imagine the summoner sounding a mighty silver horn, clear and brilliant—enough to bring tears to the eye and weakness to the knees. A call strong enough to ring across mountain and sea.* This is a spirit calling cast into the blinding light of the heavens. Unlike the Nameless spirit calls, the summoner can not completely determine what will respond to his call. See Response to Offerings. *This Offering may only be spoken through an open Gate.*

* Obstacle of Offering to Light depends on the type of Named the summoner wishes to lure forth. Lesser Querubim: Ob 7, Querubim: Ob 8, Greater Querubim: Ob 9, Lesser Seraph: Ob 10, Seraph: Ob 11, Greater Seraph: Ob 12.

Origin: Personal

Area: Ringing across the Celestial Vaults

Impetus: Spirit Calling **Element:** Angelic **Duration:** Instantaneous

Resource Points Cost: 10 pts

Named Binding

The Pact Ob 6 Syllable 99

Effect: The Pact is a queer spell cast over summoner and summoned once a bargain has been struck. In order for the Pact to be cast both parties must be willing participants, for the Pact seals their agreement in arcane bonds that tie the two creatures together in life and death. This ensures that both sides of the aforementioned Bargain are kept.

If the summoner breaks his side of the Pact, then the Named is free from the bond and may act as he wishes. Any power granted to the summoner is revoked as well. Named will never willingly break a Pact. If they do they are subject to punishment from their celestial or infernal masters.

Origin: Presence

Area: Single Demon or Angel plus caster

Impetus: Spirit Binding **Element:** Spirit **Duration:** Permanent

Resource Points Cost: 5 pts

Failed Gatecraft Spells

Failed *Celestial Key* Casting

If the summoner fails this spell casting test roll on against the list of results:

- 1 *Explosion!* A sorcerous explosion engulfs the room, any Fortress or Prison circles present are reduced by d6 rating points. The spirit gate is transformed by the summoner's ineptitude into a Corporal Gate.
- 2 The gate is transformed into a permanent Corporal Gate.
- 3 The spirit gate is permanently wedged open, and summoner's ears are filled with endless whispers of riddles with no answers.
- 4 The gate folds in on itself and is erased. It must be redrawn.
- 5-6 The gate fails to open.

Failed *Corporal Key* Castings

If the summoner fails the test to properly open the gate roll the DOF:

- 1 *Explosion!* The summoner's senseless prattle tears a rift in the Fabric, he is sucked through never to be seen from again.
- 2 *Explosion!* The Corporal Gate lashes out with tongues of blue fire. All Fortress and Prison Circles are degraded by d6+2 points. Any "points" that get through these gates count as cumulative damage pips on the PTGS.
- 3 A horrible tearing noise is heard as the summoner permanently tears a hole in the Fabric. This gate may not be closed.
- 4 *Gate Degrades.* The Corporal Gate is transformed to a Spirit Gate.
- 5-6 The gate fails to open.

Closing Gates

A summoner may close his gate at any time. If the Offering was answered and a Named came to bargain, then the gate may be closed behind the creature. It is now trapped on this side of the Fabric (hopefully) within the summoner's circles.

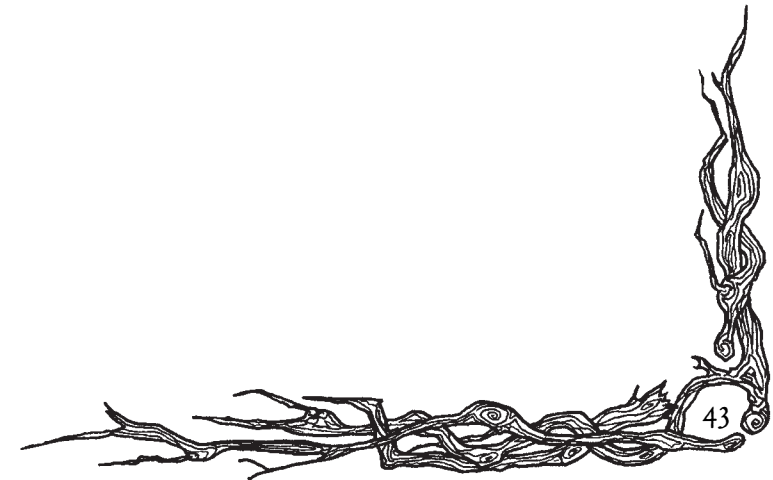
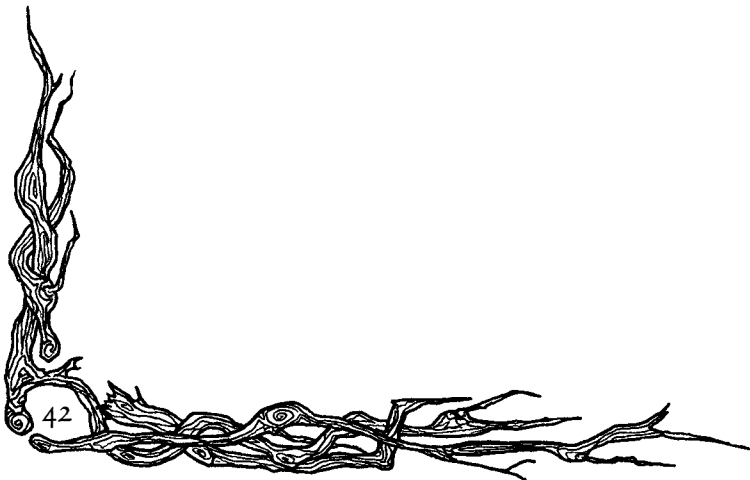
If, for some reason, the summoner and Named cannot come to a bargain, then the proper Key spell may be cast and the gate reopened.

If there was no response to the Offering then the gate may be closed without further risk or worry.

Untended or Improperly Closed Gates

If the summoner fails to chant the closing syllables for the gate, or if the gate is opened and then left untended the DOF must be rolled to determine the result.

- 1: *Sinkhole.* The gate remains open and its edges begin fray and tear. It grows slowly and inevitably.
- 2: *Permanent Gate.* The gate is permanently open. Named are free to pass through it as they see fit. This gate may still be warded with a Prison of course.
- 3: *Gate Fades.* The open gate fades over time. Use the Nameless Spirit Length of Service Arc of Time table to determine how long the process takes. Consider the Strength of a Spirit Gate to be 4 and a Corporal Gate to be 3.
- 4: *Thunderous Collapse.* The Fabric rushes in to seal the gap causing a tremendous shuddering and a hideous roar. Roll ten dice as if a Breath of Wind spell had been cast from the gate.
- 5-6: *Gate Seals and Scars.* The Gate folds in on itself and seals shut. No further gates may be created from this location due to the scars in the Fabric.



Celestial Bestiary

Nameless Spirits

Nameless Spirits are unlike living creatures. They have one stat, their Spirit Strength which ranges from 1-10, depending on the type of spirit and their age. Nameless spirits have two die traits, Spirit Nature and Spirit Unseen. These are described in the Traits section of this chapter. In addition, Nameless possess few character traits along the line of: Secretive, Surreptitious, and Eremitic.

Dæmonica

Lesser Imp

Pe: G3 **Wi:** G2 **Ag:** B3 **Sp:** B6 **Po:** B3 **Fo:** B4
He: B4 **Re:** B4 **St:** B5 **Mo:** B9

PTGS

Su: B3 **Li:** B5 **Mi:** B6 **Se:** B7 **Tr:** B8 **Mo:** B9

Traits: Lawbreaker, Immortal, Diminutive Stature, Celestial Eye, Claws, Fleet of Foot, Misshapen, Leathery Skin, Scheming

Skills: Clawing B4, Climbing B4, Stealth B4, Bargaining G4, Aura Reading G4

IMS: *Claws*, +2 Power: **I** B3, **M** B5, **S** B7, Fast, VA 1

Instincts: Run, Hide, Revenge.

Beliefs: “Only three more eternities before I graduate to Imp!” I don’t deserve to be treated this way. I was good person in life.

Imp

Pe: G4 **Wi:** G2 **Ag:** B4 **Sp:** B5 **Po:** B4 **Fo:** B5
He: B5 **Re:** B4 **St:** B6 **Mo:** B10

PTGS

Su: B3 **Li:** B5 **Mi:** B7 **Se:** B8 **Tr:** B9 **Mo:** B10

Traits: Lawbreaker, Immortal, Diminutive Stature, Celestial Eye, Demon’s Skin, Claws, Misshapen, Leathery Skin, Scheming

Skills: Clawing B5, Climbing B4, Stealth B5, Bargaining G5, Aura Reading G5

IMS: *Claws*, +2 Power: **I** B3, **M** B6, **S** B9, Fast, VA 1

Instincts: Hide, Observe, Revenge.

Beliefs: Service is better than Hell. I’ll have my revenge. I *really* was a good person

Greater Imp

Pe: G5 **Wi:** G3 **Ag:** B4 **Sp:** B5 **Po:** B5 **Fo:** B6
He: B5 **Re:** B4 **St:** B6 **Mo:** B10

PTGS

Su: B3 **Li:** B5 **Mi:** B6 **Se:** B7 **Tr:** B8 **Mo:** B12

Traits: Lawbreaker, Immortal, Diminutive Stature, Celestial Eye, Demon’s Skin, Claws, Misshapen, Leathery Skin, Tough, Scheming

Skills: Clawing B5, Climbing B4, Stealth B5, Bargaining G6, Aura Reading G6

IMS: *Claws*, +2 Power: **I** B4, **M** B7, **S** B10, Fast, VA 1

Instincts: Destroy, Observe, Revenge.

Beliefs: This is better than life! I’ll have my revenge. I am more powerful than ever.

Lesser Dæmon

Pe: G5 **Wi:** G3 **Ag:** G4 **Sp:** G4 **Po:** G4 **Fo:** G4
He: G4 **Re:** G4 **St:** G4 **Mo:** G8

PTGS

Su: B3 **Li:** B7 **Mi:** B11 **Se:** B15 **Tr:** G4 **Mo:** G8

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Demon’s Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Resistant to Fire, Spirit Nature, Winged, Aura of Fear

Skills: Brawling G5, Stealth G5, Bargaining G7, Persuasion G5, Inconspicuous G5, Conspicuous G5, Etiquette G5, Falsehood G5, Aura Reading G6

IMS: *Claws*, +2 Power: **I** B4, **M** B8, **S** B12, Fast, VA 2

Instincts: Always use The Tongue. Always appear as another. Always offer to be bound in chains as a show of good faith.

Beliefs: We are righteous; dissent is no crime. We will be avenged. Men are fools, and are to be used.

Dæmon

Pe: G6 Wi: G5 Ag: G4 Sp: G6 Po: G6 Fo: G6
 He: G6 Re: G5 St: G8 Mo: G10

PTGS

Su: B4 Li: B10 Mi: B16 Se: G6 Tr: G8 Mo: G10

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Demon's Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Spirit Nature, Massive Stature, Winged, Aura of Fear, Resistant to Fire

Skills: Brawling G6, Stealth G6, Bargaining G8, Persuasion G6, Inconspicuous G6, Conspicuous G6, Etiquette G6, Falsehood G6, Symbology G5, Demonology G5, Ancient/Obscure History G5, Telluria G3, Aura Reading G7

IMS: *Claws*, +2 Power: I B5, M B10, S B15, Fast, VA 2

Instincts: Always use The Tongue. Always appear as another. Always offer to be bound in chains as a show of good faith.

Beliefs: We are righteous; dissent is no crime. We will be avenged. Men are fools, and are to be used.

Greater Dæmon

Pe: G7 Wi: G6 Ag: G6 Sp: G6 Po: G8 Fo: G8
 He: G7 Re: G6 St: G10 Mo: G12

PTGS

Su: B5 Li: B13 Mi: G5 Se: G8 Tr: G10 Mo: G12

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Demon's Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Spirit Nature, Gigantic Stature, Winged, Horrific Aura, Resistant to Fire, Hands of Stone, Brass-skin, Devastator

Skills: Brawling G6, Sword G6, Bargaining G9, Conspicuous G9, Intimidation G9, Interrogation G9, Etiquette G6, Falsehood G7, Symbology G6, Demonology G7, Ancient/Obscure History G7, Telluria G5, Aura Reading G8

IMS: *Claws*, +2 Power: I G5, M G10, S G15, Fast, VA 2

Instincts: Always Intimidate/Horrify. Crush the weak. Wreak havoc and corrupt the foul order.

Beliefs: I am immortal and invulnerable. I am the Creator's greatest champion and he has spurned me. Fool! Such mistakes cost dearly—many a mortal soul shall I drag down and forge into the legions of hell. Grand shall be my army when the Day of Reckoning comes!

Angelica**Lesser Querub**

Pe: G4 Wi: G5 Ag: G4 Sp: G5 Po: G3 Fo: G3
 He: G4 Re: G4 St: G4 Mo: G7

PTGS

Su: B3 Li: B7 Mi: B11 Se: B15 Tr: G3 Mo: G7

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, 4-Winged, Resistant to Fire, Spirit Unseen

Skills: Brawling G4, Conspicuous G4, Bargaining G5, Etiquette G3, Doctrine G3, Symbology G3, Telluria G2, Ancient/Obscure History G2, Aura Reading G4, Tracking G7, Orienteering G7

IMS: *Lion's Claw*, +2 Power: I B4, M B7, S B10

Instincts: Assess. Hover. Destroy Corruption.

Beliefs: The Light shall be the victor one day, but now is Corruption's time. Long shall be man's suffering, but eternal shall be redemption. I am born to serve the Light.

Querub

Pe: G5 Wi: G5 Ag: G4 Sp: G5 Po: G4 Fo: G4
 He: G5 Re: G4 St: G5 Mo: G8

PTGS

Su: B3 Li: B7 Mi: B11 Se: B15 Tr: G3 Mo: G8

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, 4-Winged, Resistant to Fire, Spirit Unseen

Skills: Brawling G5, Conspicuous G5, Bargaining G6, Etiquette G4, Doctrine G4, Symbology G4, Telluria G3, Ancient/Obscure History G3, Demonology G2, Aura Reading G5, Tracking G8, Orienteering G8

IMS: *Lion's Claw*, +2 Power: I B4, M B8, S B12

Instincts: Assess. Hover. Destroy Corruption.

Beliefs: The Light shall be the victor one day, but now is Corruption's time. Long shall be man's suffering, but eternal shall be redemption. I serve the Light.

Greater Querub

Pe: G5 Wi: G5 Ag: G4 Sp: G6 Po: G4 Fo: G5
He: G5 Re: G5 St: G6 Mo: G8

PTGS

Su: B3 Li: B8 Mi: B13 Se: G1 Tr: G6 Mo: G8

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, 4-Winged, Resistant to Fire, Spirit Unseen

Skills: Brawling G5, Conspicuous G6, Bargaining G7, Etiquette G5, Doctrine G5, Symbology G5, Telluria G4, Ancient/Obscure History G4, Demonology G3, Aura Reading G6, Tracking G9, Orienteering G9

IMS: *Lion's Claw*, +2 Power: I B5, M B9, S B13

Instincts: Assess. Hover. Destroy Corruption.

Beliefs: The Light shall be the victor one day, but now is Corruption's time. Long shall be the suffering, but eternal shall be redemption. I bring the Light.

Lesser Seraph

Pe: G6 Wi: G5 Ag: G5 Sp: G5 Po: G5 Fo: G5
He: G6 Re: G5 St: G7 Mo: G9

PTGS

Su: B3 Li: B8 Mi: B13 Se: G1 Tr: G6 Mo: G9

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, 6-Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills: Sword G5, Conspicuous G6, Bargaining G8, Command G5, Oratory G5, Etiquette G5, Doctrine G5, Symbology G5, Telluria G4, Ancient/Obscure History G4, Demonology G3, Aura Reading G6

Gear: Sword of Scourging Fire

IMS: *Sword*, +3 Power: I B4, M B8, S B12

Instincts: Judge. The Sword of Scourging is eternally carried in the Right hand. Burn the Impure.

Beliefs: I am righteous. I will do what I must to ensure victory. Fire purifies.

Seraph

Pe: G7 Wi: G6 Ag: G6 Sp: G6 Po: G5 Fo: G5
He: G6 Re: G6 St: G7 Mo: G9

PTGS

Su: B3 Li: B8 Mi: B13 Se: G1 Tr: G6 Mo: G9

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, 6-Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills: Sword G6, Conspicuous G7, Bargaining G9, Command G6, Oratory G6, Etiquette G6, Doctrine G6, Symbology G6, Telluria G5, Ancient/Obscure History G5, Demonology G4, Aura Reading G7

Gear: Sword of Righteousness, Coal of Purifying Flame

IMS: *Sword*, +3 Power: I G4, M G8, S G12

Instincts: Judge. The Sword of Righteousness is eternally carried in the Left hand; the Coal Aflame is born in the Right hand. Burn the Impure.

Beliefs: I am righteous. I will do what I must to ensure victory. Souls corrupted shall be purified.

Greater Seraph

Pe: G8 Wi: G7 Ag: G6 Sp: G6 Po: G6 Fo: G6
He: G6 Re: G6 St: G7 Mo: G10

PTGS

Su: B4 Li: B10 Mi: B16 Se: G5 Tr: G9 Mo: G10

Traits: Lawbreaker, Immortal, Celestial Eye, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Devastator, Hands of Stone, 6-Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills: Sword G8, Conspicuous G9, Bargaining G10, Command G7, Oratory G7, Etiquette G7, Doctrine G7, Symbology G7, Telluria G7, Ancient/Obscure History G6, Demonology G5, Aura Reading G9

Gear: Sword of Holy Vengeance, Armor of God (5 dice, DN 3, gray/Heroic, SQA)

IMS: *Sword*, +3 Power: I G5, M G9, S G13

Instincts: Spare the weak, timid and pure of intent. Burn the rest. Fight in Aggressive stance.

Beliefs: Battles must be fought in order that the War be won. Foresight wins battles. Gods judge, Seraphim act.

Weapons of the Named

Sword of Scourging Fire

This blade is a raging tongue of hungry fire. It casts Heaven's wrath upon the seraph's enemies.

Spirit blade, +3 Power, VA 1, Fast Weapon. Imbued with the might of heavenly fire: May cast a 7D White Fire Bolt or a 7D Rain of Fire. White Fire requires 4 syllables be spoken. Rain of Fire requires 7 syllables spoken. No spell obstacle necessary, just roll the dice and count up the spell effect. Also, no Tax is taken by the wielder. The sword may cast seven spells before it must return to Heaven to receive the blessing of the Creator to restore its power. *Stricture:* The blade causes a B7 wound to any creature touching it who is not Resistant to Fire.

Sword of Righteousness

This gleaming blade shines with celestial light undimmed by tide and time. It is wielded by the seraph as the judge wields his hammer. Souls of the righteous and just are sent onward to Heaven, the impure and corrupt are sent to their torment in hell.

Heroic weapon, spirit blade, +3 Power, VA 1, WS Slow. Glows with Dawn Light (Ob 8 Mage-Light equivalent). *Stricture:* Any character who does not possess the Aura of Holiness who touches the sword, receives a +7 Ob penalty until the sword is dropped.

Sword of Holy Vengeance

This massive blade of the purest metal shines like daylight and calls forth Heaven's wrath on the corrupt.

Heroic weapon, spirit blade, +3 Power, VA 2, WS Slow. Glows with Daylight (equivalent Ob 10 of Mage light). Imbued with the might of heavenly fire: May cast a 10D White Fire Bolt or a 10D Rain of Fire. White Fire requires 5 syllables be spoken. Rain of Fire requires 8 syllables spoken. No spell obstacle necessary, just roll the dice and count up the spell effect. Also, no Tax is taken by the wielder. The sword may cast seven spells before it must return to Heaven to receive the blessing of the Creator to restore its power. *Stricture:* The blade is so large that only creatures of Gigantic stature may wield it. Any creature without the Aura of Holiness who touches the blade is +7 Ob until his hand is removed. The blade causes a B10 wound to any creature touching it who is not Resistant to Fire.

New Traits

Brass-Skin

Type: Die Trait

The carapace of this creature is unto hard brass, only the most potent weapons may crack it. Creature gains 4-7D of Armor Protection (GM's discretion). The armor is Gray shade DN 3. This skin cannot "fail" and become damaged like armor. 1s are discounted in this case. VA works as normal against this armor.

Celestial Eye

Type: Die Trait

The Named do not see as mortals do. Their vision is confined to the realm of auras—no visible light effects their eye, they see instead the pure auric emanations given off by life, arcana and ephemera.

The Celestial Eye is a much improved version of Second Sight or the incantation for The Sense. Both of these abilities show but a cloudy, distorted window to the other side. Those with the Celestial Eye see clearly and without hindrance. Named dwell in this realm and are easily able to discern its subtleties.

Not only can Named see the aura of spellcraft, the auras of mortals are plain to them combined with Aura Reading, Named can easily see what dwells in the hearts of mortals. Also, the Celestial Eye counts as Observation Training for Named.

Demon's Skin

Type: Die Trait

A Named with this trait cannot be grasped by mortal hands for the flesh burns at the touch. Any mortal flesh touching Demon's Skin receives a wound equal to the Named's Will.

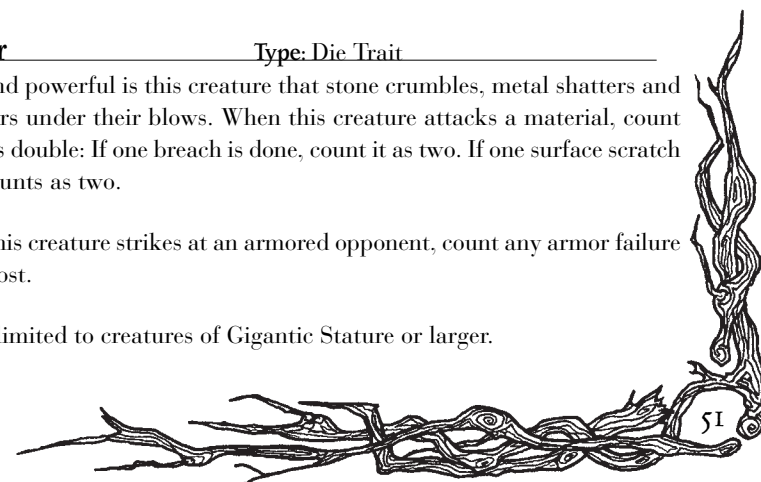
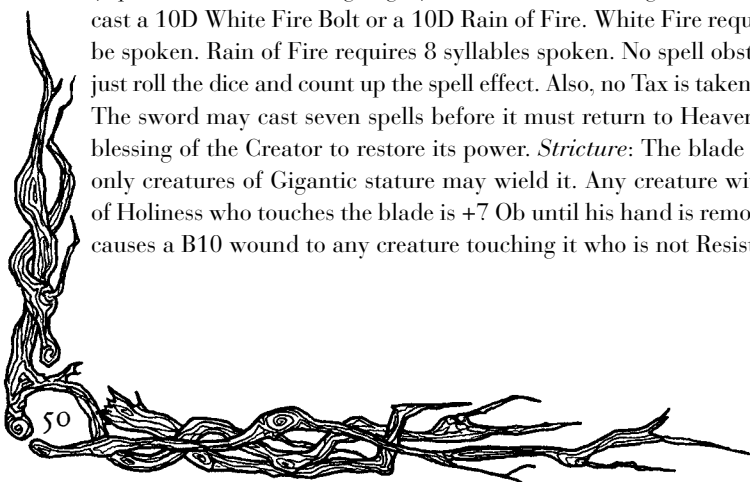
Devastator

Type: Die Trait

So mighty and powerful is this creature that stone crumbles, metal shatters and wood splinters under their blows. When this creature attacks a material, count each strike as double: If one breach is done, count it as two. If one surface scratch is done, it counts as two.

Also, when this creature strikes at an armored opponent, count any armor failure as two dice lost.

This trait is limited to creatures of Gigantic Stature or larger.



Doppelganger _____ Type: Die Trait _____

Dæmonim may assume the shape of another. When attempting to mimic another person roll the dæmon's Will: Ob 1 is a poor a twisted version of their target; Ob 2 is a passable but oddly simple version; Ob 3 is near perfect; Ob 4 is perfect.

When assuming the mantle of another, dæmon are bound to keep one identifying feature no matter what their guise. For example, a dæmon's hair must always be black what ever shape he takes. Or a lesser dæmon must always keep his sixth finger. Or a greater dæmon must always keep his brass teeth.

Four-Winged _____ Type: Die Trait _____

Querubim bear four wings. This allows them to Fly at x12 Speed exponent and take flight in two actions, rather than three. Also, Querubim may hover in place.

Gift of Babel _____ Type: Die Trait _____

Named may speak and understand all languages. It is its nature, not an academic study. When in a room with mortals speaking different tongues, the Named understands all, and all understand him as he speaks. Language is almost non-existent for him. However, this ability also marks him despite his form.

Gigantic Stature _____ Type: Character Trait _____

Creatures of Gigantic Stature are over 3 paces (10') tall.

Horrific Aura _____ Type: Die Trait _____

Horrific Aura causes all those within the creature's Presence to take a Steel test with an Obstacle penalty equal to the creature's Will exp.

Immortal _____ Type: Die Trait _____

This being is ageless and will not die from the weight of years upon his frame, nor can she be brought low by disease.

Judge _____ Type: Character Trait _____

Entry into Heaven requires strict observances be met. Seraph are eternally judging the worthy and unworthy.

Lawbreaker _____ Type: Character/Call-On _____

There are strict celestial laws that govern the presence of dæmon and angel in the mortal realm. When a Named crosses over they are bending those very laws—warping the natural order of things. Thus they are accompanied by all manner of bizarre phenomena as the Fabric reacts to their presence: birds sing backwards, windows crack in strange patterns, clocks cease to tick, water fails to boil, strange smells rise from nowhere, noises and knocks are heard in the dark, etc.

The effects of Lawbreaker extend to the limits of the Presence of the lower order Named and to the limits of 10x the Presence of the higher order Named.

Leathery Skin _____ Type: Die Trait _____

The skin of this creature is like tough leather. This creature receives 4-7D of DN 6 Armor Protection. This skin cannot "fail" and become damaged like armor. 1s are discounted in this case. VA works as normal against this armor.

Misshapen _____ Type: Character Trait _____

Dæmonim are twisted parodies of their former selves—broken and bent from their fall.

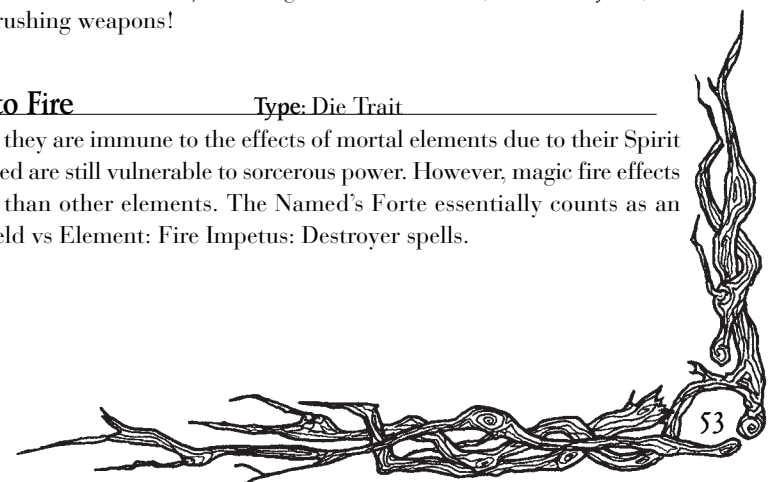
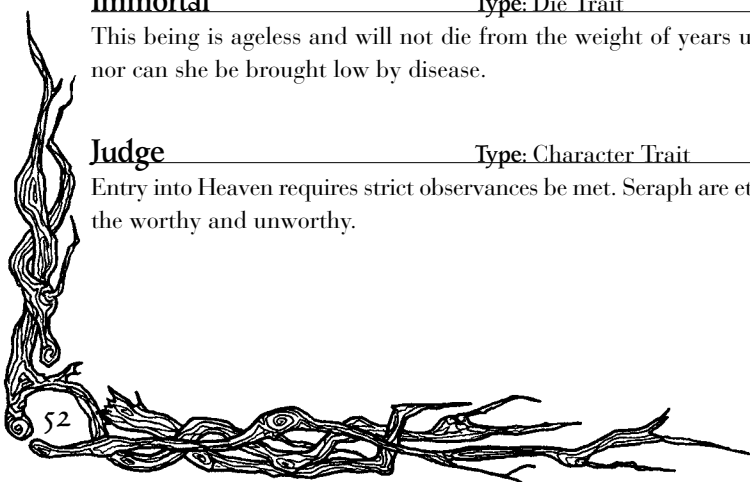
Querubic Mantle _____ Type: Die Trait _____

Querubim are queer creatures. They possess four faces—that of a lion, an eagle, an ox and a man—four arms and four wings. Their wings give them flight superior to all mortal creatures, their faces give them knowledge and skill from all places of the earth and their arms make them strong and dangerous.

A querub fights with his lion's claw which is: +2 Power, Fast, VA 1. On the Inside, a querub gains +2D to Lock attempts and any successful Lock counts as a Strike (in addition to the Locked dice). The eagle's beak and claw, the lion's jaws, all are deadly crushing weapons!

Resistant to Fire _____ Type: Die Trait _____

Even though they are immune to the effects of mortal elements due to their Spirit Nature, Named are still vulnerable to sorcerous power. However, magic fire effects them less so than other elements. The Named's Forte essentially counts as an Eldritch Shield vs Element: Fire Impetus: Destroyer spells.



Silent Voice _____ **Type:** Die Trait _____

Angelica may speak directly to the mind of a mortal—without voicing sound. They may do so to any character within their Presence.

Six-Winged _____ **Type:** Die Trait _____

Seraphim bear six wings: two to cover their face, two to cover their arms and two to cover their feet. Using this multiplicity of wings they may Fly at x15 Speed exponent and may take flight in a single action, rather than three. Also, Seraphim may hover in place.

Spirit Nature _____ **Type:** Die Trait _____

Named and Nameless share this quality of being born before creation, and being born to another realm. That said, when in our realm, time, space and elements do not affect those of a Spirit Nature the way they do those born of this place.

For Named in our realm, all surfaces are stable—they may walk the earth, mud, water, or ice without difficulty. Gravity has a far lesser effect on them and they are able to easily climb (and fly, for those with wings). The harmful elements of this realm have no effect on them—fire does not burn, cold does not chill, rope does not bind and metal does not harm.

In order to affect, harm or bind a creature of Spirit Nature one must have tools inscribed with special spirit runes. Only sorcery and these “spirit weapons” can harm those of Spirit Nature.

Spirit Unseen _____ **Type:** Die Trait _____

Though dæmonim may take the form of another—and the angelic may not—the seraphim and querubim may chose to hide their form from sight. With a single thought (1 action), a seraph can raise a 10-success “Chameleon” spell—querub can raise a 7-success spell—thus hiding their corporal form from mortal sight. They may still be detected with Sixth Sense, Second Sight and The Sense.

Stone-Skin _____ **Type:** Die Trait _____

The hide of this creature is impossibly tough and unyielding. This creature receives 4-7D of DN 4 Armor Protection. This skin cannot “fail” and become damaged like armor. 1s are discounted in this case. VA works as normal against this armor.

The Tongue _____ **Type:** Die Trait _____

The words of a dæmon are foul and corrupting. Beware. The Tongue is equal to the sorcerous incantation Persuasion. When a dæmon attempts to suggest something to another character roll the dæmon’s Will against Ob equal to the character’s Will. In this case the dæmon’s Will dice are open-ended. If successful the suggestion is implanted and believed by the victim.

Winged _____ **Type:** Die Trait _____

This creature bares wings and may fly via them. It requires 3 actions to take flight. While in flight the Named may Fly or Glide. Flying moves the Named x10 Speed exp. Gliding moves the Named at half the rate of their last Flying volley.

Wrathful _____ **Type:** Character Trait _____

Seraphim are not to be trifled with. To those who’s intentions are less than pure they are neither kind nor compassionate. They are engaged in a constant and terrible war. Wasting their time with the errands of fools and madmen is not something they enjoy. Compassion matters little to this eternal soul, he will just as soon destroy interlopers for their crimes as he will return through the gate whence he came. Still, they answer calls to perchance better server their master. All opportunities must be taken in order to win this war.

Wreathed in Flame _____ **Type:** Die Trait _____

Flames flicker across the Named’s body, a coruscating aura of purification. Any creature touching or within 1 pace of the Named takes damage equal to the Named’s Will. This is a constant condition, damage is taken for every volley that the creature remains close the Named.

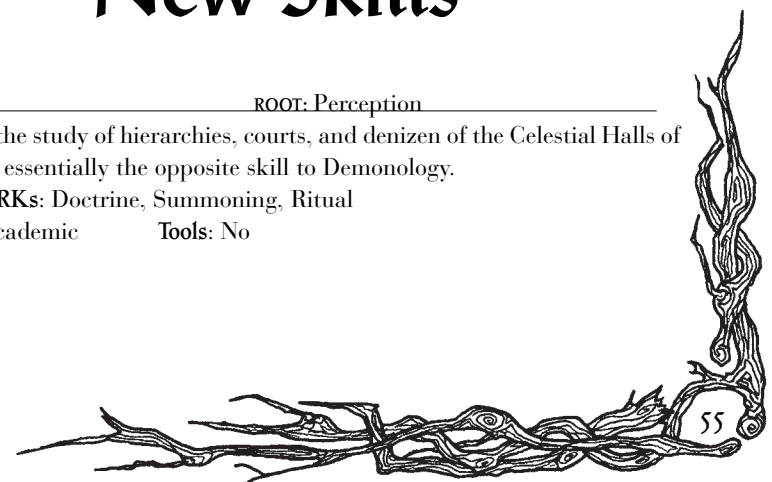
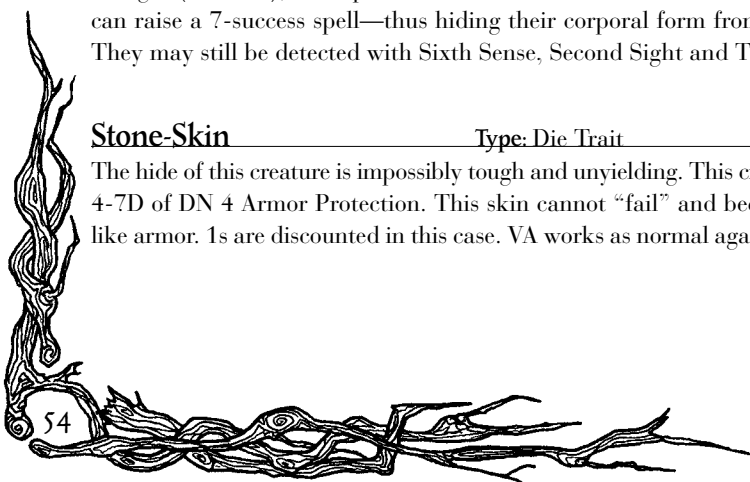
New Skills

Telluria _____ **ROOT:** Perception _____

Telluria is the study of hierarchies, courts, and denizen of the Celestial Halls of Light. It is essentially the opposite skill to Demonology.

Suggested FoRKs: Doctrine, Summoning, Ritual

Skill Type: Academic **Tools:** No



The Summoner's Arsenal

Spirit Chimes

Spirit chimes are tuned to celestial harmonies and play upon the very Fabric that binds the realms together.

Spirit chimes are weapons against Named. And just as there are lower and higher orders of Named, there are lower and higher orders of chimes. Lesser chimes effect imps and querubim, while greater chimes affect dæmonim and seraphim. So pure are the strains of their tones that *Nameless* spirits are little bothered by them.

Ringling the Chime

When rung a spirit chime has the following effects: It causes such piercing pain in Named that they *must* move away from the chime to the best of their ability to the limits of the chime's Presence. Also Named *must* reveal themselves if they are hidden by *Spirit Unseen* or *Doppelganger*. In order to have its effects a chime must be rung. It requires two actions in the script to ring a spirit chime and have its magic take effect.

Presence of Chimes

Lesser Chimes have a Presence of 50 paces, while Greater Chimes have a Presence of 100 paces.

Purchasing Chimes

A Lesser Chime would cost 75 rps in character burning. A Greater Chime would cost 200 rps (at bare minimum rock bottom price).

Spirit Incense

Thick coils of musky incense inscribed with the holy articles of warding. It burns slowly and pungently—comforting to mortals, disgusting and irritating to those of Spirit Nature.

Using Spirit Incense

A coil of spirit incense burns over the course of five hours and causes +2 Ob modifier any creature of *Spirit Nature* within its scent. Indoors a single coil will

fill a room of 5 paces by 10 paces. Outdoors on a calm day the coil will suffuse an area of about 4 paces diameter. This area is obviously reduced for windy, foggy, and rainy conditions.

Three actions are required to light spirit incense and then three exchanges must pass before the incense fills the area and takes its effect.

Purchasing Spirit Incense

A coil of spirit incense costs 3 rps in character burning.

Coils can be bought at temples and shrines for a generous donation—generally a donation equal to a soldier's pay for month.

Spirit Rattles

A Spirit Rattle is device for frightening off Nameless spirits and causing discomfort to Named. These devices are usually metal hoops intertwined and inscribed with the wardings of Faith set atop a staff or rod.

Rating of the Device

Spirit Rattles have their own dice completely separate from the wielder. They are rated exponent 1-10 and can be of black, gray or white shade. A rattle's Presence is paces equal to its rating.

Using the Device

When shaken violently (2 actions in the script), it casts the equivalent of the Abjure spell on Nameless in the rattle's Presence.

When shaken near a Named the Rattle causes a sharp pain and a “ringing in the ears that sets the teeth on edge.” Roll the rattle's rating against the Named's Will, these dice are open-ended. Additional successes cause +1 Ob to the Named. The effect fades at +1 Ob per volley following.

Purchasing Spirit Rattles for Starting Characters

Rattles cost 5rps per rating point of the device. Add an additional +5rps to the base cost if the rattle is to be a physical weapon also—such as a fighting staff. x2 for gray, and x4 for white shade rattle dice.

Examples

Ma Fung's Staff—G7 Spirit Rattle, mounted atop a ceremonial staff. (This would cost 70 rps in character burning.)

Ryun's Staff—B5 Spirit Rattle mounted atop a battle-stave. (This would cost 30 rps in character burning.)

Spirit Weapons

In order to directly combat a daemon or seraph one must have a properly enchanted weapon. Due to the combination of the Named's *Spirit Nature* and *Lawbreaker* traits mortal weapons shatter upon their otherworldly skin.

At the most basic level, the only thing that differentiates a mundane weapon and spirit weapon is that the spirit weapon essentially gains the Spirit Nature trait. The weapon's stats are not modified in any other way, except now it's edge may cut and harm spirits.

Spirit Weapons on the Fly

To harm a Named a blade must be properly blessed. Elven Swordsingers may sing the *Song of the Sword* over their blades and imbue them as Spirit Weapons. Alternately, the Faithful may use the Bless prayer to imbue a blade as a Spirit Weapon. This blessing takes the place of the bonus die normally conferred by this prayer.

Talismans

Talismans are special magical charms that protect the wearer against the depredations of spirits. To be effective, a talisman must be inscribed to ward against a specific element of Nameless. Talismans against Named are specific to one type of spirit.

For example, a summoner could have a Talisman against Fire Spirits. Or a summoner could have a talisman against Imps.

Talismans have an exponent from 1-10. The exponent adds an obstacle penalty to any action taken against the summoner by the proscribed spirit.

For example, an exp 4 Talisman against Dæmonim adds +4 Ob to a dæmon's attempts to attack or even persuade the summoner.

Talismans do not affect The Bargain.

Purchasing Talismans in Character Burning

Talismans cost 15rps per exponent.

Appendix: Spirit-Bonding

Tales abound throughout the history of sorcery of the wizard and his familiar. Sometimes animals, sometimes spirit creatures—sometimes the familiar chooses the sorcerer and sometimes the wizard cages his own familiar.

Animal Bonds

A summoner may bind a Named into the body of an animal with the Spirit Bond service. In order for this operation to be successful the summoner must have raised the animal since its birth or hatching. This requires Animal Husbandry and is an Ob 3 test for these purposes. The animal may be a beast of the wild, a beast of burden, a bird or a reptile or other scaly beast.

The bonding takes place when the animal is one year old. The spirit enters the animal and supplants the animal's mental abilities with its own, taking on the physical stats and traits of the host animal. Named always retain the Lawbreaker, Immortal, and Celestial Eye traits.

The bonding lasts as long as the Duration of Service bargained for.

Einnason has created a Spirit Gate, cast the Celestial Key, put forth his Offering and received reply from an Imp, Yggsdri. The service that he has Bargained for is Spirit Bond. In preparation for this moment, Einnason has raised a kitten to a full grown male.

The animal is placed in the Spirit Gate with the Imp, the Named spirit slips into the feline body. The familiar's stats are now:

*Pe: G4, Wi: G2, Ag: B4, Sp: B5, Po: B1, Fo: B2
He: B3, Re: B5, St: B6, Mo: B7*

PTGS

Su: B2, Li: B3, Mi: B4, Se: B5, Tr: B6, Mo: B7

Traits: Lawbreaker, Immortal, Celestial Eye, Scheming, Cat's Eyes, Feline, Padded Feet, Agility of the Cat, Four-Legged Beast.

Skills: Clawing B5, Climbing B4, Stealth B5, Bargaining G5, Aura Reading G5

IMS: Claws, +2 Power: I B3, M B6, S B9, Fast, VA 1

Instincts: Hide, Observe, Revenge.

Beliefs: This is better than being in Hell. I'll have my revenge. I really was a good person in life.

Homunculi and Me

Summoner's may bind their Named spirit servant into a prepared vessel. "The vessel" is a miniature body for the Named spirit to dwell in while he is in service of the summoner.

Construction of the vessel body requires quarts of the summoner's blood, sheafs of his hair and sheets of his own flesh—this is the only way to ensure the proper bonds be forged. Producing the vessel requires an Ob 4 Alchemy test. Anatomy, Apothecary, and Automata may be FoRKed into this roll. It takes about a year to create the homunculus vessel. This time can be reduced by Working Quickly as with other Craft skills.

The Stats for the Homunculi:

Mental stats are equal to Named Spirit. Physical Stats: Ag B4, Sp B4, Po B2, Fo B2.

Reflexes depend on Perception of Named. Health depends on Will of Named. Mortal Wound is B3.

The creature retains all of the Named's skills, its character traits plus Lawbreaker, Immortal, Celestial Eye and Gift of Babel. Its other traits are lost in the translation (Demon's Skin, Wreathed in Flames, etc).

Bound Together

The spirit bond allows the summoner to see, feel and hear what the spirit experiences (and vice versa). Thus the summoner has access to the Named's Celestial Sight and gray Perception.

Any pain modifiers given to one of the two affect the other equally. If the Bonded Named's form is slain then the bonded summoner must make a Health test against an obstacle equal to the total of the creatures Perception and Will exponents. Missed successes are subtracted permanently from the summoner's Health attribute exponent. (They may be regained via normal advancement). If the result is "zero" or lower the Summoner goes into shock and collapses from the blow. He recovers from such catatonia as a wizard recovers from the Sickness.

A Named slain while under a Lifelong bond is free to return to his realm. The summoner has wasted his precious resources and abrogated the Pact.

Designer's Notes

Summoning is at once more rewarding, more subtle and leagues more dangerous than Sorcery. There truly is a price to pay when one tampers with these entities.

So potent is art of Summoning that if I had my druthers I would replace Sorcery with this skill altogether. Though it is designed to be an adjunct to spell-craft, it could easily be used independently. The effects of Summoning are so arcane, yet so visceral, that to me they are *more* magical than incantations.

Nameless summoning details more of a traditional animist/shamanic school of thought. I tried to keep it fairly broad so it could be universally applied—from a Shinto-ist viewpoint to a the tribal animist.

The Named Summoning rules assume a Judeo-Christian-Zoroastrian cosmology of the Light of Law versus the Darkness of Corruption. In Light we have angels, terrible and powerful. In Darkness we have demons, corrupt and malignant—and no less potent than their brethren.

But these diametric hierarchies are really just an example of one possible cosmology—one example of how to use this system. Future supplements will expand on this cosmology and detail further ones. I hope you manage to come up with a few on your own before then.

