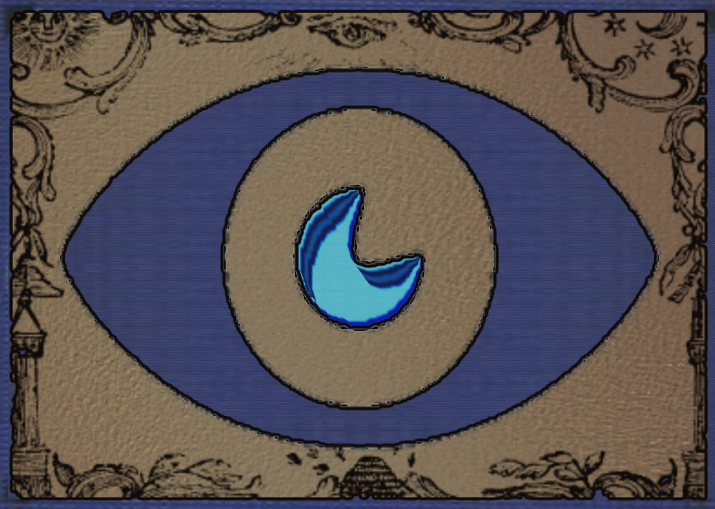
The Blue Book



By Jeremiah Methuseleh

A Supplemental Spellbook
for The Game of the North



The Blue Book of Summoning

By

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Summoning

Summoning Magic is both powerful & unpredictable, it is the essence of the Wizard's art. Difficult to replicate, it is not so much a science as it is a test, of the Wizard's sanity, resolve & will. Above all Will. It is in the nature of the Wizard to willfully alter the material world so that it suits hers or his liminal anticipations. Summoning is a different matter, it is the acceptance of an outside agency – otherdimensional entities existing at orthogonal or interior angles to the material world. These alternate planar entities have power & knowledge that is alien to, and potentially more powerful than that of the summoning Wizard. In this school of magical discipline alone the Wizard resembles the Priest, in that she or he calls upon the unknowable vastness of the aggregate universes and accepts the returning call of an unknowable, unthinkable ally.

The Wizard's state of mind profoundly influences what types of beings can be reached through this interaction.



A **Neutral Wizard**, one with their mind not specifically bound to an ideology, nor to any larger framework of cosmic order can summon an **Elemental** – which creatures exist in the interstices between the minute atoms. These innate universes that exist on the smallest of scales occupy all spaces and none, their influence is individually subtle, but magnified the world over it is overwhelming. It is the unthinkable trillions of inner dimensions of fire, each infinitesimally small that gives fire its heat, a candle its light.
From these inner dimensions can be unfolded the manifestation of these coherent energies that are contained within all things. The Neutral wizard makes no bargains, has not intentions, she summons these Elemental components of reality & demands their knowledge. This is the summoning of giving Agency to Things & resembles the magic of Animation. **(-1 to the cost for Commanding the Summoning)**

A **Lawful Wizard** is a rarity already and creates magical effects through seeming happenstance & good fortune. Rather than summoning a being from another dimension or another reality, the Lawful wizard conjures up, seemingly by happy accident creatures that are locally indigenous. These creatures may even be NPCs, other PCs or animals or generic **Monsters**. Whatever creatures are indigenous to the area and which can plausibly be made to fit into the scene of the summoning are what the Lawful wizard has the power to conjure. **(+1 free increment of Duration)**

Chaotic Wizards are aware of, and in awe & terror of the cosmic forces that influence and organize the universe. Seeing the different influences, like contesting spiritual gravities that mold & shape his experience, the chaotic wizard seeks to influence his own force among these forces. Thus a chaotic wizard conjures these beings of the higher spatial dimensions, those which experience time, space & other unthinkable sensations. These beings, **Demons**, are confined & small within the bounds of our reality & they resist this caging with some fury, but owing to their specific vulnerabilities, they are subject to the Wizard's whims. Knowing secret vulnerabilities, exploits & tricks to manipulating these entities is the chaotic wizard's stock & trade. Pacts, curses & the knowledge of the manifold realities are the methods by which a chaos wizard is empowered. **(+1 to the HD of the summoned creature)**

Those wizards who enter into the realms of **Evil**, for whom transgression is the intellectual & spiritual finale of magic accept that life feeds upon life, that death is ultimate & inevitable, and that the **Death** of things is no shame, but a final quenching of so many hungry little lives. Who can argue that the true evil in the world is… the world and that it's destruction, the consumption of life is the only true solution to all the evils of thought & reproduction! So goes the reasoning of an evil wizard, who conjures from a place of finality & profanes that finality by her magical interventions. **(Duration increased to Minutes)**

Rarest of all the Wizards is the **Good**-hearted one, who has seen all and knows much, but who wishes the best for all. A good wizard manifests the decency within them, their better nature and promulgates it through the physical medium. Essentially creating magical, beatified versions of his own will, his own identity & animus, the good wizard creates angels. **Angels** are the innate perfected versions of the self, the truest, best self of the virtuous. These are spiritual identities, souls, given flesh. **(Command for free)**

In most cases a summoned creature is a *Creature* they lack the goals or intentions of proper NCPs – however, it is possible to summon an NPC *Monster*. Monsters have agency and are played by the Referee. They may have powers & abilities outside those expected by the players & they may engage the PCs with their own intrigues & plots. This is the essential danger of summoning – that a player character can be caught up in powers & forces far beyond the scope of their understanding. Any 1 individual creature that is summoned with more than 4 HD is considered a *Monster* and must be generated by the Referee & run by the Referee as a non-player character.

Summon: The power of conjuration grants you access to the phantasmagoric realms of the dimensions beyond, you call upon these angels and demons, these elementals to appear and, if you wish it, to aid you.
The nature of the being you summon tends to reflect your demeanor. A Lawful character summons Monsters, a Neutral character summons Elementals and a Chaotic character summons Demons. An Evil character summons the Undead while a Good character summons Angels.

- Base score – Summon a 1HD summon
- Duration – 1 Round per spell level
  - +1 per increase in duration increment e.g.: 2 Rounds for a 1 HD summon
  - +1 to disperse summoned HD among multiple creatures
  - +2 Duration – Minutes
  - +4 Duration – Hours
  - +6 Duration – Days
  - +2 to exert command over the creature(s) summoned
  - +2 per HD of the summoned creature(s)
  - +10 for a permanently bonded creature
  - +2 for Summoning against Chaotic/Lawful/Neutral Alignments
  - +5 for summoning Across Good or Evil Alignments
  - +10 for a permanently bonded creature
  - -1- -4 For Reckless Summon – the creature summoned is randomly modified based on die rolls
  - -1 For Blood Sacrifice of 10 HP
  - -1 For Offering of 1,000 Sp
  - -1 To increase Casting time to 1 Hour per spell level

Reckless summons are resolved using the table provided on the next page. This table lists numbers 1-100 but is not rolled as a percentile roll normally. Rather- for every -1 modification to the spell's level applied roll a d20. If you take a -4 penalty to spell level you would roll & add 4d20.

Some rolls modify your normal summons – while some rolls supersede you intentions & create complex, frequently dangerous circumstances.

Summoned Monster

Summoned

Liminal Tier

Monster Name

HD	1d6+1	# Appearing	1	Attack #	2
HP	4	Morale	14	Attack Mod	+2
AC	15	Treasure	3	Initiative	2+d20
SPEED	15	Parley	-2	Saves	19
Tags	Monster, Local, Various, Neutral	Terrain	Summoned	Stats	12
		Location	Any	Skills	3

Attacks & Maneuvers

+2 Attack 1d8 – The monster makes an attack – of some kind – that conforms to its general form & function.

+2 Heavy Attack 1d10 – The monster is able to make a stronger than normal attack based upon its postion, some kind of movement or the presence or absence of allies.

Description

A Summoned Monster is linked to the local ecology. Summoned Monsters are generic or stripped down variants of locally ocurring monsters. For instance – in a river environment with many dangerous Croc-a-Trices (probably some kind of monstrous alligator) - a Summoning spell would produce a Croc-a-Trice with the statistics above.

The example provided is a 1 HD Monster. Increasing the HD of a summoned monster will increase either the number of summoned monsters or it will increase their HD by another 1d6+1 – for instance a 4 HD summoned Croc-a-Trice will have 4d6+4 HP – averaged to 16.

In the event that the Referee is able to produce a monster with the appropriate number of HD – the Ref may assign the monster that is actually summoned so that it more closely conforms to the setting's ecology.



Summoned Elemental

Summoned

Liminal Tier

Monster Name

HD	2d8+1	# Appearing	1	Attack #	3
HP	9	Morale	18	Attack Mod	+3
AC	14	Treasure	3	Initiative	2+d20
SPEED	14	Parley	0	Saves	15
Tags	Elemental, Summoned, Local, Various, Lawful	Terrain	Summoned	Stats	12
		Location	Element Linked	Skills	3

Attacks & Maneuvers

+3 Element Strike – d8 + Effect. Elementals utilizing heat or cold deal an additional 3 points of that type of damage. Shadow & Light type elementals inflict blindness if a save vs. Paralysis is failed, Mineral based elementals inflict Paralysis if a save vs. Paralysis is failed. Air & Water elementals push & throw targets, dealing additional d4 damage and moving the target if they fail a save vs. Devices. Flesh & Wood based elementals inflict poison – if a save vs. Death is failed.

Regenerate – While in contact with the element that corresponds to their substance, an elemental recovers d0 HP each Round on initiative pass 30.

Merge – Elementals can merge into their elemental substance – effectively vanishing. They move throught the appropriate element unhindered.

Description

Summoned Elementals are spiritually manifested forces that are expressions of the nearby environment. Depending on the type of environment or the presence or absence of a particular elemental substance a Summoner has some control over what type of elemental can be summoned. For instance – on a dark, windy night in a forest near a bonfire the Summoner could reasonably summon a fire, wood, darkness or wind elemental.

Increases of HD increase the Elemental's HD by 2d8+1 & substantially increase the elemental's size. Each increase in HD increases the size of the spirit by 50%.

Elementals dislike being apart from their relevant substance and if they spend time in an environment strongly opposed to their substance (e.g.: a fire elemental in water) they wink out of existence. Elementals have multifarous appearances based on the expression of their substance nearyb. A Wood elemental in a forest resembles a tree, while in a wooden house it would resemble a piece of furniture, for example.





Summoned Demon

Summoned

Liminal Tier

Monster Name

HD	1d10+2	# Appearing	1	Attack #	3
HP	7	Morale	17	Attack Mod	+3
AC	15	Treasure	4	Initiative	1+d20
SPEED	13	Parley	0	Saves	19
Tags	Immortal, Demonic, Caster, Chaotic, Various, Summoned	Terrain	Summoned	Stats	15
		Location	Hells	Skills	2

Attacks & Maneuvers

+3 Fiery Whip – d8 – Demons use fiery whips which sear & ignite. Those hit by the fiery whips must save vs. Devices or take d4 points of fier damage on each of the Demon's turns.

Diabolical Call – Demons have the sinister capacity to inflate their numbers, to run over their limitations by summoning their own allies. A Demon can summon another Demon on its own turn.

Spells – Demons know their own sorts of magic- they have spellcasting abilities & ach demon, when summoned, has access to a spell of a level equal to its own HD.

Description

emons reside in one of the many hells that comprise the universe outside the earth. Commonly they are residents of one of the hell-cities called Qlipth that lie upon each of the 4 moons.

The Demon presented above is archetypal of the Red Moon's Qlipth – a place of torment and fire. Demons tend to be reckless, aggressive & eager to cause an invasion into this world – so summoning them is frequently a gamble.

Demons of greater HD are stronger – their HD increase by d10+2 and their spellcasting and summoning abilitie are improved. They also gain +1 to their attack roll for every HD.



Summoned Undead

Summoned

Liminal Tier

Monster Name

HD	1d6+2	# Appearing	1d2	Attack #	4
HP	5	Morale	20	Attack Mod	+4
AC	17	Treasure	5	Initiative	-1+d20
SPEED	10	Parley	-2	Saves	17
Tags	Evil, Summoned, Spawn, Undead, Ghost	Terrain	Summoned	Stats	10
		Location	Everywhere	Skills	1

Attacks & Maneuvers

+4 Ghostly Caress d8 – The Spectre of death touches an opponent inflicting a shudder & a chill that shatters their nerve.

+4 Spectral Embrace d6 – When a summoned spirit embraces the living it chills the very bone and those who are affected by this attack may become Zombis or possibly Vampires if they are killed by the ghost.

Haunting Presence – The ghost causes loose objects to fly about chaotically. Anyone in the area must save vs. Breath or take d6 damage on each of the ghost's turns.

Steal Breath – A ghost can spend a round drinking the target's breath – the target must save vs. Death or lose all their actions on the following round.

Description

vil Summoners can call on the resting shades of the dead. These are literally everywhere all around at all times. These shattered remnants of ht esouls & spirits of the dead, dead insects, dead plants, extinct species' spirits – the spirits of dead people – come into the world with a passionate hunger for life.

Ghosts are exceptionally dangerous as they can create more undead beings & an evil wizard who is careful will take measures to prevent ttheir summoned allies from doing so.

Increasing the HD of the summoned ghosts increases the numbers of shades that are conjured. When summoning the undead there is always a chance of summoning a second, uncontrolled spirit with the same statistics.

Summoned Angel

Summoned

Liminal Tier

Monster Name

HD	1d10+3	# Appearing	1	Attack #	1
HP	8	Morale	20	Attack Mod	+3
AC	15	Treasure	4	Initiative	1+d20
SPEED	13	Parley	0	Saves	19
Tags	Angel, Immortal, Summoned, Various, Healer	Terrain	Summoned	Stats	15
		Location	Heavens	Skills	2

Attacks & Maneuvers

+3/+3 Fiery Sword d10/d10 – Angels use fiery swords which turn every way – allowing them to attack twice per turn.

Healing – Living beings that are Good recover 10 HP on every Round on initative pass 30, 20 & 10 that they are near to the Angel. They can gain HP beyond their normal maximum – the added HP are bonus HP which cannot be recovered. These HP can equal the normal maximum of the character.

Punishment – The opposite of the healing power above – evil characters and beings take 10 points of damage on initative passes 30, 20 & 10. Monsters & people with more HD than the Angel do not take this damage.

Description

Angels are symmetrical, idealized versions of ordinary people as well as the representative anthropic version of sophisticated ideas. Summoned Angels tend to be of the guardian type – which means that they are perfect & celestial versions of extant people – commonly the summoner.

Angels are extremely durable and fight with incredible bravery. They are dangerous, however, in that they will absolutely attack evil people – who they can detect unerringly. They obey their summoner, according to the limits of the summoning spell that calls them – but absent commands they seek out the nearest source of evil and attack it relentlessly.

A higher HD Angel's HP are increased by 1d10+3 per HD – but increasing the HD of a summoned Angel usually only increases their number.

Angels have wings, halos, fiery swords and stern temperments.



Random Traits for Demons

1	Thorny Hide	11	Made of Slime
2	d100 Eyes	12	Huge Horns
3	Grotesquely Fat	13	Burning Sigils
4	Rotten Skin	14	Hooves
5	Metallic	15	Long Tongue
6	Mechanical	16	On Fire
7	Dripping Wet	17	Telepathic
8	d20 Mouths	18	Tempts To Sin
9	d10 Limbs	19	Teaches Magic
10	d6 Heads	20	Lures Unwary

Random Traits for Angels

1	d10 Wings	11	Made of Light
2	d100 Eyes	12	Bears a Scroll
3	Wheel of Eyes	13	Glowing Seals
4	Lion Headed	14	Harp
5	Metallic	15	Eagle Headed
6	Mechanical	16	On Fire
7	Dragon Headed	17	Sees Invisible
8	Sings All Words	18	Shoots Arrows
9	d10 Limbs	19	Curses Sinners
10	Fiery Tongue	20	Judges Wicked

Sins & Virtues they Relate To

1 Greed	4 Charity	7 Violence	10 Peace
2 Lust	5 Chastity	8 Envy	11 Joy
3 Vanity	6 Humility	9 Lazyness	12 Industry

Methods they Employ

1 Temptation	4 Provocation	7 Murder	10 Calming
2 Trickery	5 Misdirection	8 Theft	11 Euphoria
3 Veracity	6 Seduction	9 Sleep	12 Awakening

Randomized Aspects of Summoned Creatures

1-25 Quality		26-50 Type & Number		51-75 Uncontrollables		76-100 Oddities	
1	**Pitiful** - Has only 1 HP	26	**Diabolical -** Summons a Demon	51	Fiery Sky - calls a d10HD Dragon	76	**Nothing -** You get Nothing
2	**Feeble**- Attack die is reduced by 1	27	Beatific - Summons an Angel	52	**Cracked Earth -** Summons d10HD Giant	77	Nothing - A hungry void appears
3	**Infirm** - Move is Halved	28	**Essential -** Summons an Elemental	53	Uprising- Calls d10 HD Automaton	78	**Nonsense -** d100 Rabbits
4	**Runt** - HD is reduced by 1	29	Deadly - Summons Undead	54	**Horror-** Calls a d10HD Slime	79	Miss - d100 Spiders
5	**Clumsy** - AC is at -2	30	**Natural -** Summons a Monster	55	Beast - Calls d10HD Animal	80	**Useless -** d100 pebbles
6	**Inept -** -2 on To-Hit	31	Horde - Summons 2d4 Demons	56	**Kami -** Calls d10 HD Faerie	81	Windfall - d100 diamonds
7	Lazy - -5 Initiative	32	**Choir -** Summons 2d4 Angels	57	Bloom - Calls d10HD Plant	82	**Awful -** d100 corpses
8	**Stubborn -** 1/2 normal duration	33	Storm - Summons 2d4 Elementals	58	**Abomination - Calls d10HD Bug**	83	Enemies - d100 Rivals
9	Clueless - Takes half its actions	34	**Grave - Summons 2d4 Undead**	59	Monster - Calls a d10HD Warrior	84	**Destroyers -** d100 Villains
10	**Resentful -** Turns on summoner at the end.	35	Stampede - Summons 2d4 Monsters	60	**Judge -** Calls d10HD Boss	85	Lovers - d100 Allies
11	Loyal - Stays 50% longer	36	**War -** 1 Demon & 1 Angel	61	Fiery Sky - calls a d20HD Dragon	86	**Allies -** d100 Pets
12	**Brave -** +2 To-Hit	37	Fight- 2 opposed Elementals	62	**Cracked Earth -** Summons d20HD Giant	87	Rides - d100 Mounts
13	Tough - Maximum HP	38	**Cataclysm -** 1 of each type appears	63	Uprising- Calls d20 HD Automaton	88	**Thunder -** Summon a storm that lasts d100 days
14	**Quick -** +5 Initiative	39	Apocalypse - d100 Undead appear	64	**Horror-** Calls a d20HD Slime	89	Plague - Summon a disease
15	Huge - +2 HD	40	**End Times -** d100 Demons appear	65	Beast - Calls d20HD Animal	90	**Ocean -** Summon a river that flows for d100 days
16	**Ruthless -** Damage dice increased a step	41	Judgement Day - d100 Angels appear	66	**Kami -** Calls d20 HD Faerie	91	Roll two %
17	Swift - Move is doubled	42	**Celestial War -** d100 Angels &. d100 Demons	67	Bloom - Calls d20HD Plant	92	**Roll three %**
18	**Combative -** Attacks twice on its turn	43	World War d100 elementals of all types	68	**Abomination -** Calls d20HD Bug	93	Roll four %
19	Durable - +2 to its AC	44	**Legacy -** Calls a lost NPC Hero	69	Monster - Calls a d20HD Warrior	94	**Roll five %**
20	**Sociable -** Brings an identical ally	45	Prophecy - Calls an NPC Hero	70	**Judge -** Calls d20HD Boss	95	Mirror - Summon hostile duplicate of yourself
21	Terrible - Roll 2d10 and take both results	46	**Unnamable -** Calls up an NPC Villain	71	Unthinkable - Calls d20HD Fast Monster	96	**Shadow -** Summon invisible, opposite duplicate of yourself.
22	**Mixed -** Roll 1d10 & roll 1d10+10 take both	47	Companions - Calls d4 NPC Heroes	72	**Specter -** Calls d20HD Ghost	97	Clone - Summon identical variant of yourself
23	Great - Roll 1d10+10 twice, take both	48	**Adversaries-** Calls d4 NPC Villains	73	Killer - Calls d20HD Sneaky	98	**Twin -** Summon gender-swapped version of yourself
24	**Horrible -** Roll 3 d10 - take all 3 results	49	Army - Calls d100 NPC Followers	74	**Alien -** Calls d20HD Intelligent	99	Future - Summon future, aged version of yourself
25	Majestic - Roll 3d10+10 take all 3 results	50	**Commandos -** Calls d100 NPC Experts	75	God - Calls d20HD Immortal	100	**Past -** Summon your younger self.

Sample Summonings – The Blue Book Pasxionixtas XAOSI

The Blue Book is the study & understanding of the Pasxionixtas XAOSI – beings of the Qlp of the Azure Moon. These are beings, of chaotic power whose dominion is in the notional shadow cast by the Blue Moon. They are beings whose nature is infused with potentials. The PASXAOSI are spirits of magic, as such they each are effective & powerful spell-casters & those who have learned of their existence, & have learned how to summon them are often eager to learn their deeper mysteries & great secrets. The PASXAOSI are not excellent teachers, though they are teachers, and their spells can be learned & taught. The entirety of the Qlp of XAOSI is not completely known, this sampling of their milieu is the basis of a lifetime of magical study. Variants of the Blue Book are known and among Wizards there is something of a collectors market. Many non-wizards have a serious interest in gathering the books as it is believed, possibly rightly, that the right use of these texts can make anyone into a Wizard.

Conjuration of Adon: You conjure a manifestation of the being Adon – worshipped in the most ancient ages as a god, though it is no god. Adon is a spirit of beauty & vanity whose weakness is ornamentation & wealth. It has power over the magic of Transformation & makes a fair teacher. The manifestation of Adon is 4 HD & lingers for a few hours before departing. It uses its actions to cast transforming magic at everyone it sees altering their appearance to suit it. The Manifestation of Adon regards all beings on this plane of existence as its lovers and uses its magic to create them as brides.

Adon can be talked to and reasoned with exclusively in the Vada language. The summoning of Adon requires 10 minutes to cast & an offering of 400 Sp worth of jewelry, clothing or other finery has to be proffered. No control is exerted over the demon once he is summoned, he can only be entreated, usually by offering him riches or sexual gratification.

Level: 4 **Duration: 4 Hours**

Effects: Summons the 4Hd Demon Adon





Conjuration of Astarat: You conjure a manifestation of the being Astarat – worshipped in prehistory as a god. Astarat is a manifestation of motherhood, protection, nourishment & sacrifice. Her weakness is children & she arrives when any suffer. It has power over the magic of cures & healing though these are gained at great price and taught in cruel fashion.

Astarat appears, when summoned, as an imposing woman, eight feet tall and with a dozen bared breasts and twenty arms. In each of her arms she cradles an infant of indistinct race. These swaddled infants seem not to be individual beings, but somehow parts of the demon princess. Astarat performs healing magic during her sojourns into our world and fuels this magic by sacrificing her babies. Each time she performs any healing magic she dashes one of her infants to the ground declaring it weaned. Astarat's conjuration requires a sacrifice of blood, but this sacrifice can be forgone if the summoner is willing to put up an infant for Astarat to wean. Babies so sacrificed are raised by Astarat to a modest age and then discarded as part of her conjuration. When Astarat departs our world, the weaned child remains - a living changeling toddler. The summoning of Astarat requires 1 round of casting time and the sacrifice of 10 HP. The sacrifice of HP can, in this instance be accomplished in one of three ways – 1) if at least 20 HP have been shed by PCs in combat, that is, if the PCs are hurt & suffering. 2) if a baby is offered for her to come & rescue & 3) the familiar use of the blood of sacrificial animals or victims. Finally, Astarat will not come unless the words & gestures needed to conjure her are not performed, and as well, the three-triangle marking that is her sign must be inscribed near to the conjuring.

Level: 8 Duration: 8 Minutes

Effects: Summons the 6Hd Demon Astarat.

Conjuration of Pazuz: You conjure the faceted face of Pazuz – the birdthing of the winged winds, one of the Qlp of the Azure's XAOSI ministers. In the most ancient of ages, monsters worshipped Pazuz as a god of winds & flight in their reverence of birds and other flying creatures. Pazuz is a being of freedom & capricious motion, it profoundly resents being summoned, but more than it resents command, it enjoys the possibility of escaping to exist within our world after the summoning is done. Pazuz appears when summoned like a hybrid form of a humanoid & three or four birds. It has 8 taloned limbs, 4 pairs of wings and four bird-faces one of which faces each of the cardinal directions at all times. It flies with tremendous speed and moves even on foot with an amazing quickness & grace. Pazuz has the power to inhabit others, occupying their bodies & manipulating their actions. It is believed that most of the Pasxionixta XAOSI are capable of this feat, but only Pazuz seems to employ this tactic. Summoning Pazuz is difficult. It requires blood & expensive incense. 20 HP worth of blood must be sacrificed along with 200 Sp worth of incense. Pazuz, unlike many of the XAOSI is hostile to the conjurer & must be controlled, lest it attack. When the spell ends, Pazuz is generally ill disposed toward the conjurer, but will not overtly attack the subject – it usually chooses to inhabit the body of a weak minded individual for d00 days. During this time it may work against the summoner. The death of the vessel banishes Pazuz, and careful wizards have tactics to deal with this known aspect of the summoning.

Level: 7 **Duration: 7 Minutes**

Effects: Summons the 5Hd Demon Pazuz & controls its actions for the duration.





Conjuration of Shammat: You conjure demons from the dark side of the Blue Moon, the Qlp of the Pasxionixta XAOSI. Shammat is the general of the XAOSI and commands many, many legions. When summoned Shammat appears in the form of a great rider, a warrior riding upon a dragon, clad in armor & wielding a dozen weapons in its twenty hands.

Shammat is imposing, but it does not unleash its own martial power upon the world, it is too responsible & benign for that, rather, the conjurer must impose upon Shammat to release the least of its warriors upon the world for a brief skirmish in aid of the conjurer. Shammat cannot be bargained with, will not be threatened, and cannot be defeated by anything short of its true contenders – that is, other Mondragora, Gods or Titans. Shammat's legions must be tested in war often in preparation for the foretold battles that will end the universe. As such he is pleased to lend his warriors to the world to determine which of his warriors are fit for this great battle. Shammat appears, when summoned, gives a piercing cry and releases these soldiers. The warriors of Shammat come in the form of metal- bound humanoids, beings bound in iron, bronze, silver & gold each according to their ranks in Shammat's legions. When Shammat is called he makes an accounting of the battlefield and determines which of his units to deploy. In this respect, Shammat manifests the magical discipline of Summoning.

Level: 4 Duration: 4 Rounds

Effects: No mortal wizard has ever been able to summon Shammat itself. Instead a token communication is offered to the Demon-King and it responds according to its own wishes by sending one manifestation of its armies- either 4 Ironmen, 2 Bronzemen, 1 Silverman or 1 Goldman. Shammat is a master of strategy & sends the soldiers most suitable for the conflict at hand. The Summoner has no choice in what is called.



Conjuration of Mot: You call into existence the god- thing of the Qlp of Azure Mot, the demon of accidents & destruction. The world-shaker, typhoon maker, the implacable trickster of destruction. Mot is the chaos of catastrophe personified. It appears when commanded & unleashes its bizarre stochastic harms upon your adversaries. Mot is a being of curses, destruction & pain. It appears, when commanded to, as a gaunt man with numerous obvious injuries, near death but laughing. This being has an unspeakable power in the world and so a Wizard that is not suicidally reckless only summons the barest shade of Mot – thus it appears ghostly and indistinct in the world when called. Mot must be compelled to obedience during its time in the world but it does not struggle or evince any kind of resentment so long as it is allowed to unleash its terrible curses at will. The conjuration of Mot requires that certain signs & incantations be uttered but otherwise is cast in a single round.

Level: 2 Duration: 2 Rounds

Effects: The ghostly manifestation of Mot appears for two rounds and it attacks on all of its turns using its curses. It has 1 HD.



Coda – The Special Uses of the Blue Book

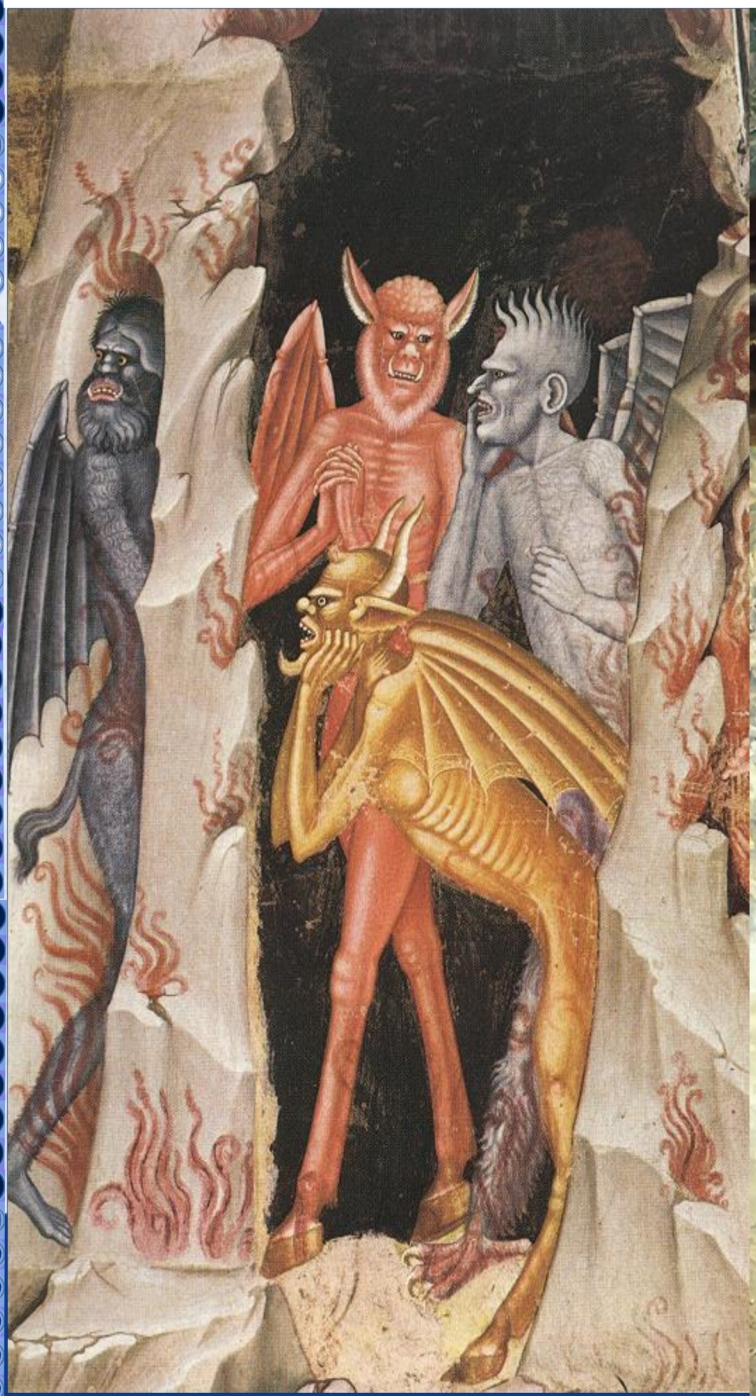
The Blue Book is only one of at least 5 books for the summoning of the Qlpth – the chaotic beings in the obverse side of the universe. Wizards who make use of the book may do so without any interest in the beings that it addresses – rather, they may look to these beings as a source of knowledge. Each of the Pasxionixta in the Blue Book is able to cast Wizard Spells – and a canny wizard can attempt to learn these spells through mimicry. Any time one of the Pasxionixta casts a spell any attending wizard may attempt a d20 Wisdom check – on a successful check, they are capable of learning the spell & adding it to their spellbooks. The spells cast by the Pasxionixta all have a level equal to the individual XAOSI's HD. Thus – the Gaze of Mot is either a level 1 curse or a level 2 curse – depending on which variant form of Mot is conjured.

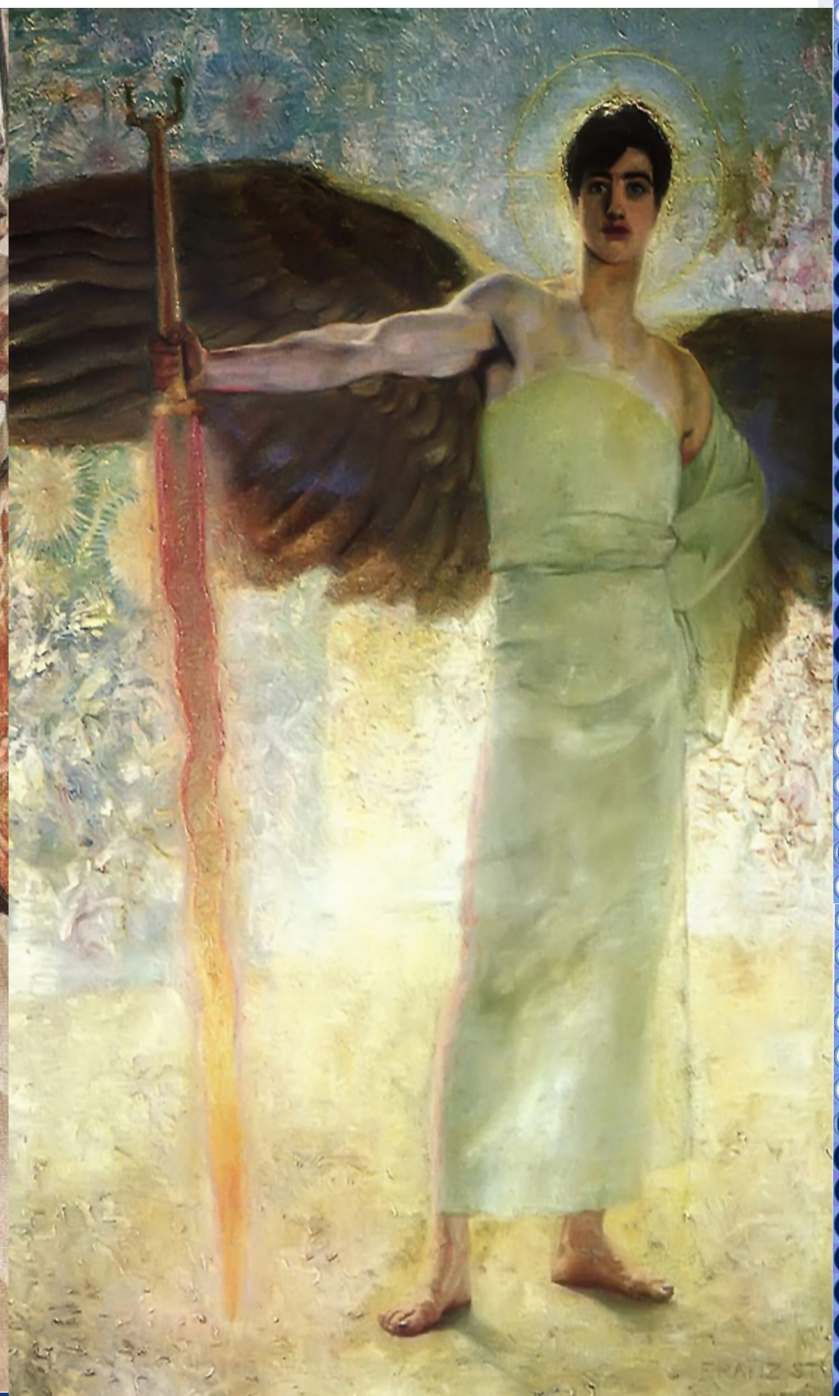
Repeated entreaties to the XAOSI is reckless but may be rewarded. Because the Pasxionixta are individuals with their own ideals, goals, agendas and so on – they are NPCs which a summoner may attempt to entreat. In all cases the base interaction is a social test using 1d4 – which can be augmented by any abilities or spells at the Wizard's disposal. At the Referee's discretion offerings may increase the results. Poor checks are de-rigeur for the XAOSI – they do not relate to mortals and do not expect good results.

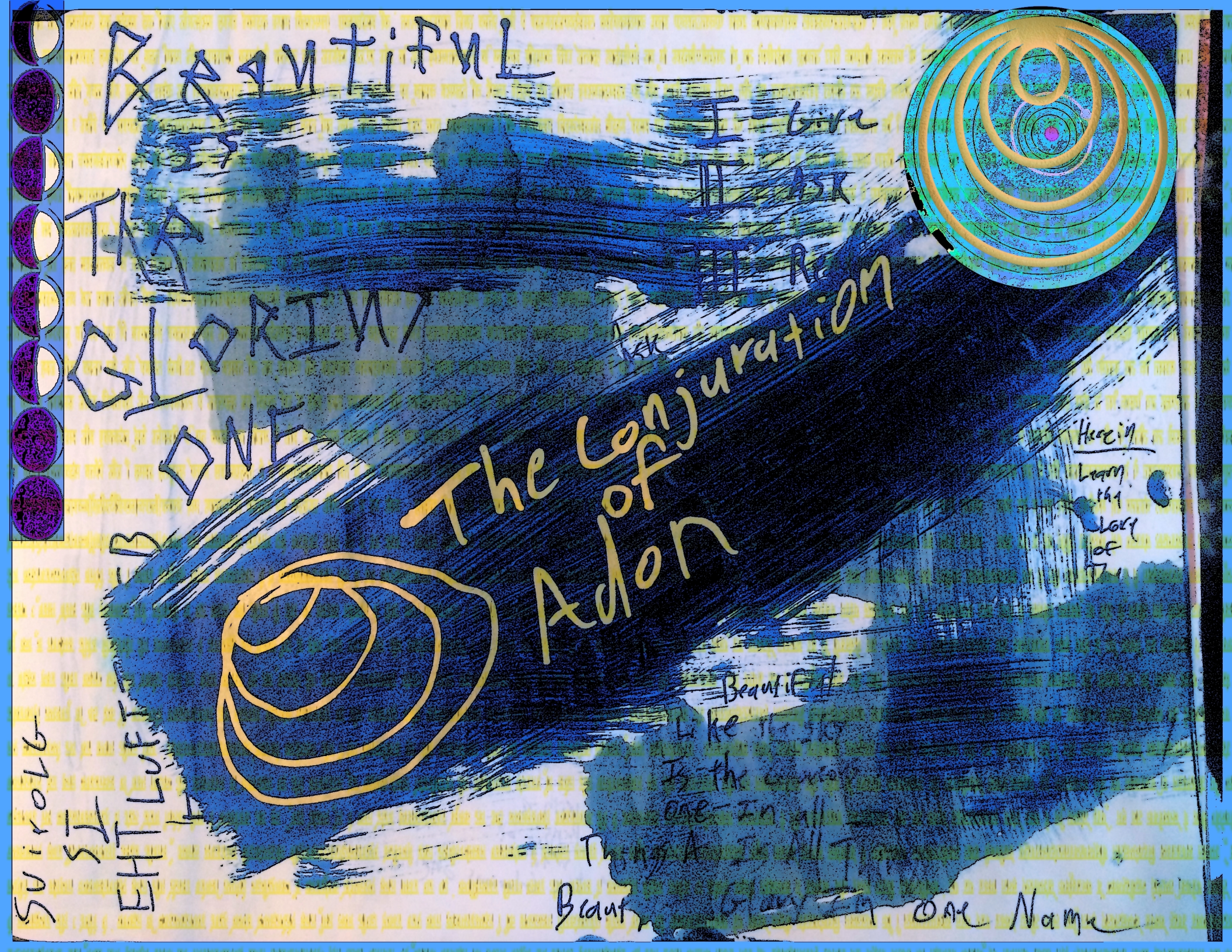
Positive interactions – e.g.: Results of 9+ on the social test are a pleasing surprise to the XAOSI – they may choose to reward

the Summoner by reducing the difficulty of future summonings – This effect increases the HD of the conjured beings in the Blue book by 1. Particularly engaging interactions – e.g.: Results of 13+ are notable, and the summoned being will train the Summoner in their art. After the training is administered the relevant art is improved for the wizard so that one level of spell improvement can be applied to all spells of the school for free. For example – successfully being taught by Adon would mean that any Transform spell the wizard learns would have one free rank of increased size.

Very poor interactions with the XAOSI are adjudicated by the Referee, but could result in the Pasxionixta never again heeding the summoner's call.






Beautiful
Is
The
Glorious
One
I Give
II Ask
III Re
The Conjuration of Adon
Herein
Learn the Love of
Beautiful
Like
Is the
One In all
Things A In All
Beaut
Glory In One Name
Suivolg
SI
EHT LUFT

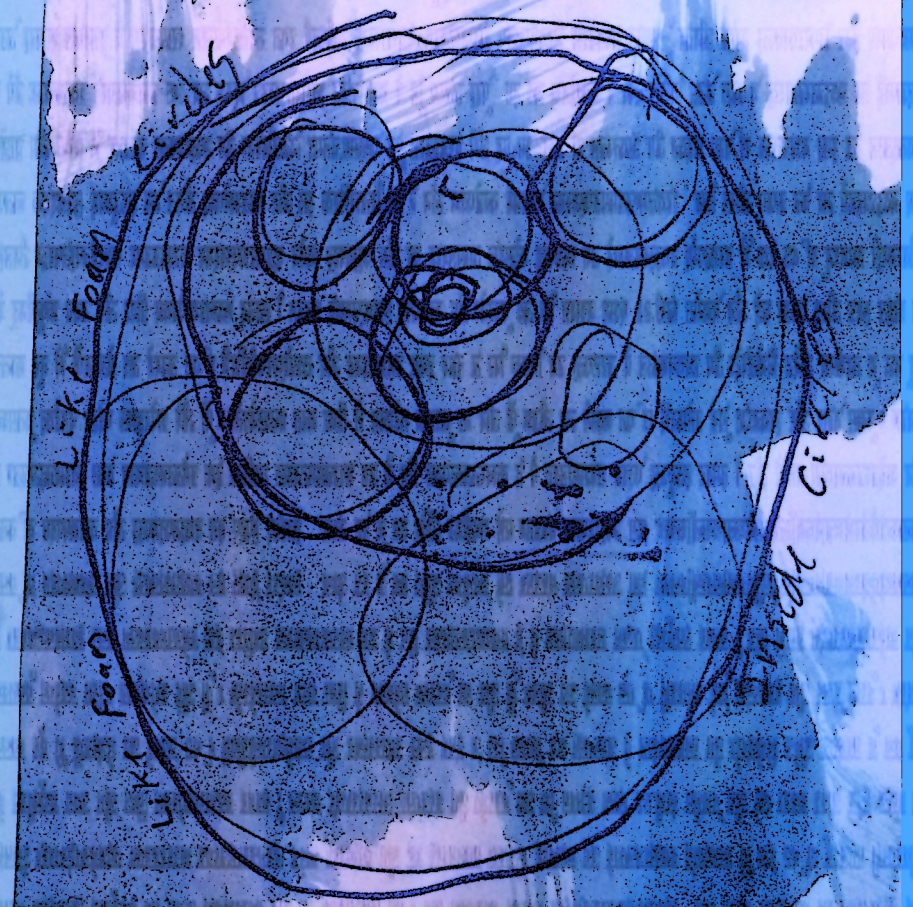


Beautiful is The Glorious one
Adon of Capricious Lust
Drawn By Gifts Discarded
of wives

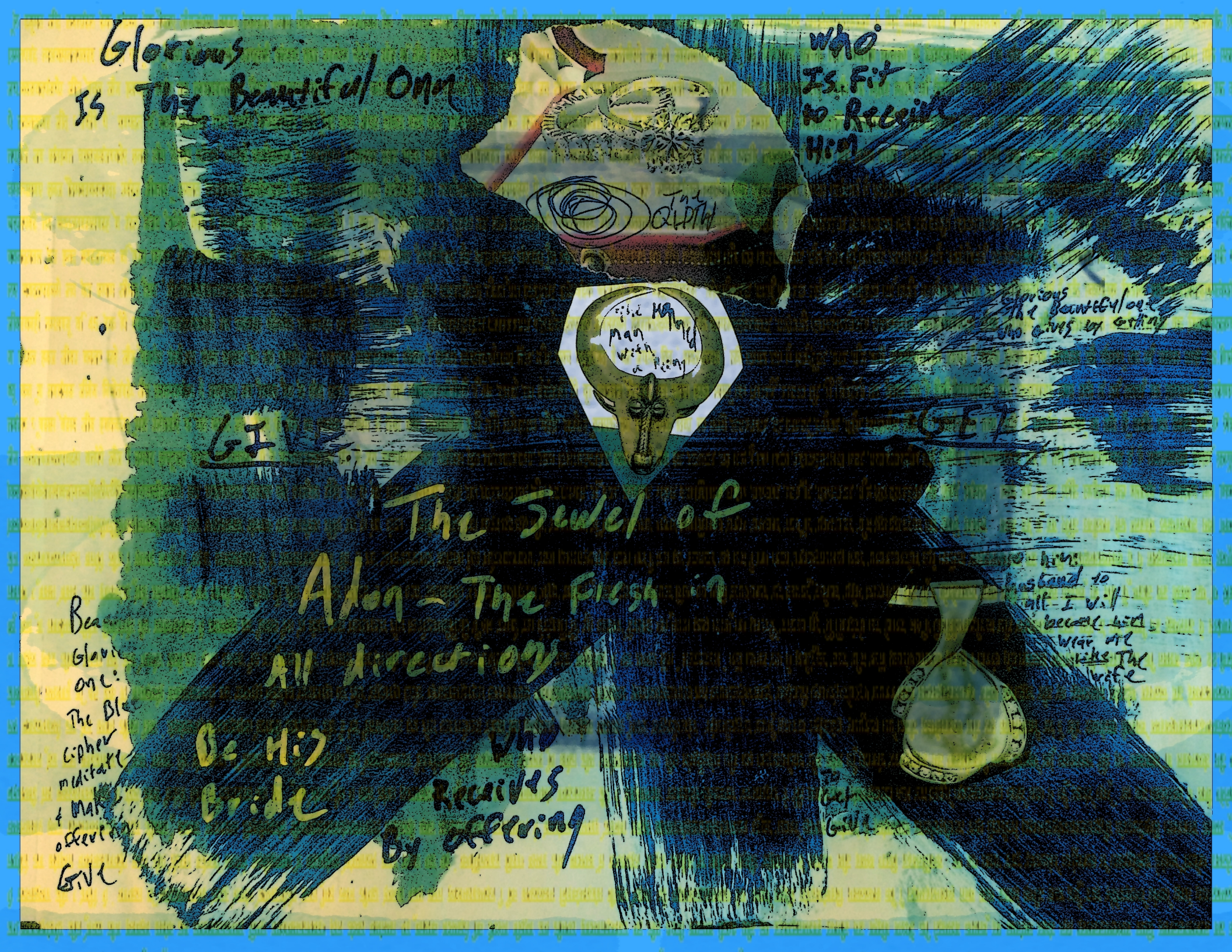
He Goes & Comes
As is Fit His Whim
The Whim of Adon
Is Bought with a Ring

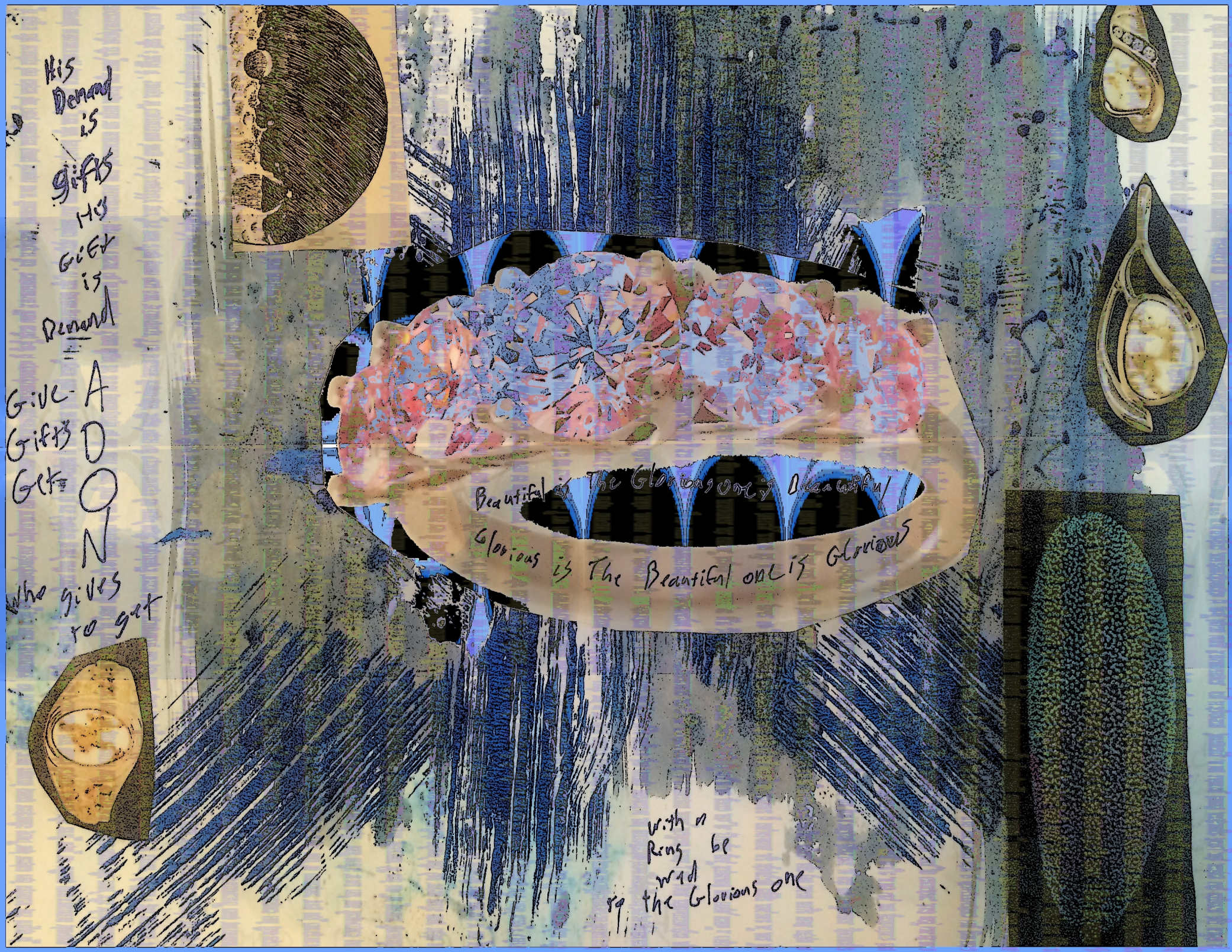
Wife
Let
Wife
Wife of The Easy Heart

Be Entered by
This Place
The Beautiful one
Glorious

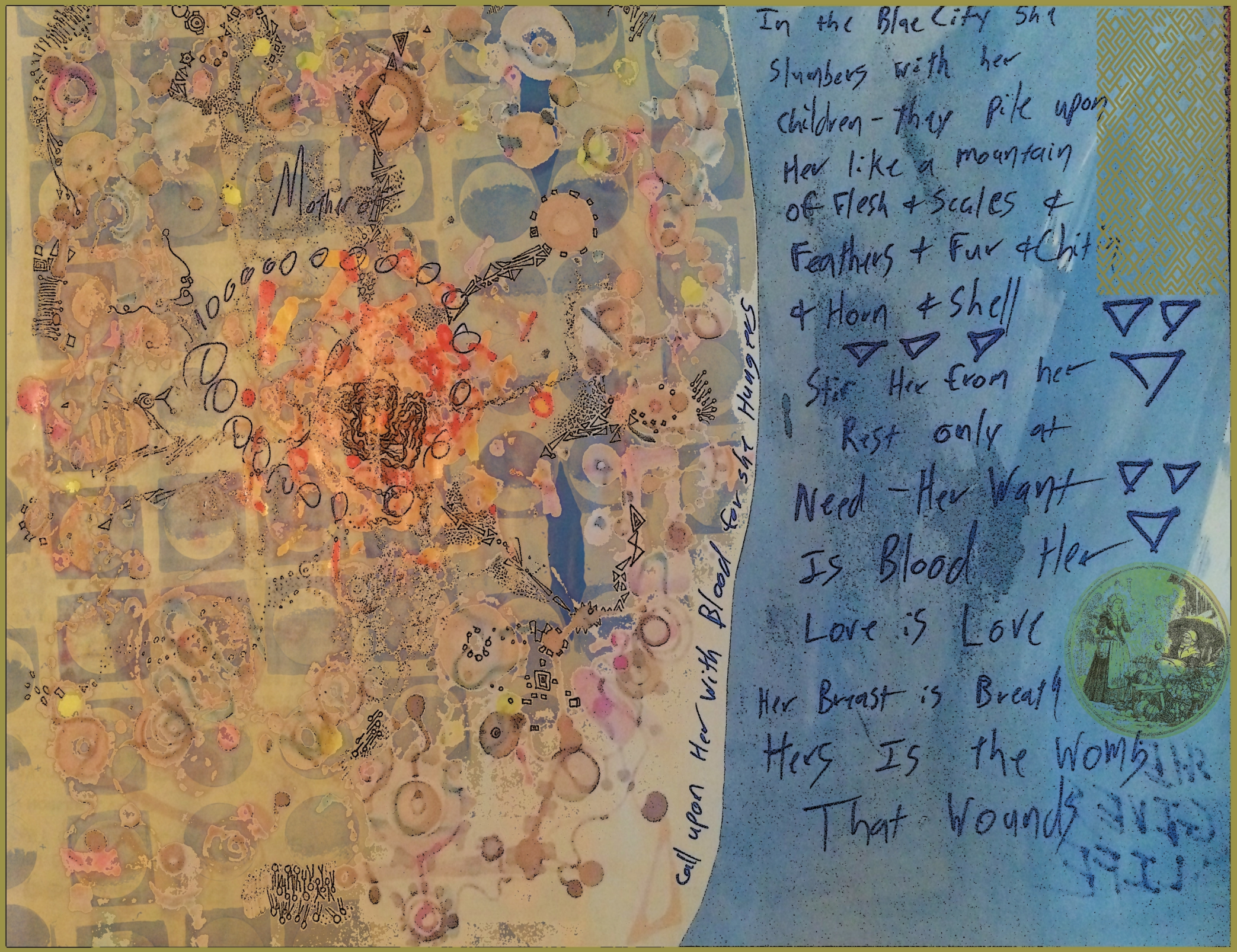


It is
Given Aim
to Hate
the Heart
& Return
a
Ring
Returns

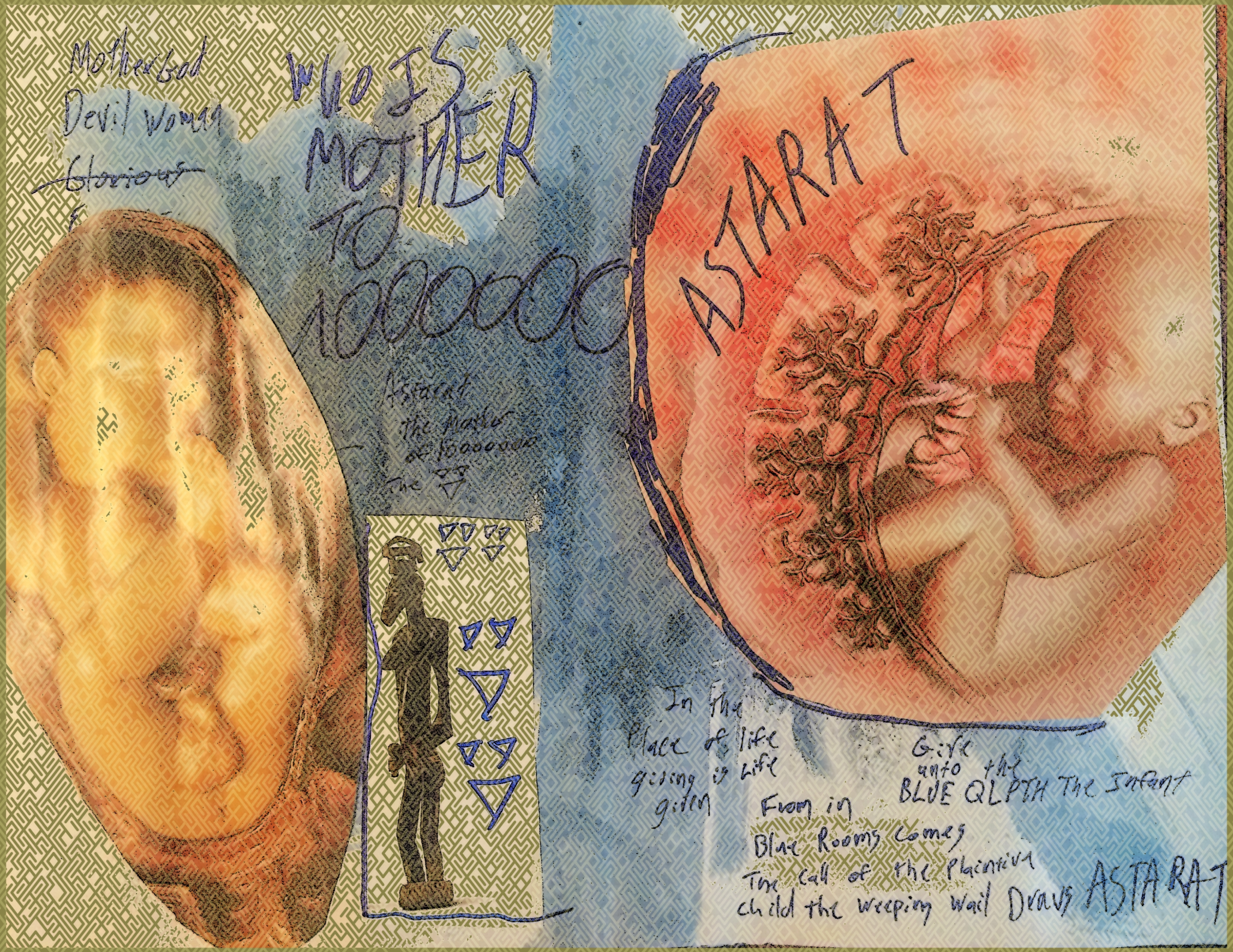

Glorious
Is The Beautiful One
Who
Is Fit
to Receive
Him
GIVE
GET
The Jewel of
Adon - The Fresh in
All Directions
Be His
Bride
Who
Receives
by offering


His Demand is gifts His Gift is Demand
Give Gifts Get
A D O N
who gives to get
Beautiful is The Glorious one is Beautiful
Glorious is The Beautiful one is Glorious
with a Ring be wed to the Glorious one


THE
Conjuration
OF ASTARAT
SHE
GIVES
LIFE


In the Blue City She
Slumbers with her
Children - they pile upon
Her like a mountain
of Flesh & Scales &
Feathers & Fur & Chit
& Horn & Shell
Stir Her from her
Rest only at
Need - Her Want
Is Blood - Her
Love is Love
Her Breast is Breast
Hers Is the Womb
That Wounds
Mother of
Call upon Her with Blood for Her Hungers




Mother God
Devil Woman
~~Glorious~~
Who IS MOTHER TO 10000000
Astarat
the Mother of 10000000
The
ASTARAT
In the Place of life giving is Life given
Give unto the BLUE QLPTH The Infant
From in Blue Rooms Comes The call of the Plaintive child the weeping Wail Draws ASTARAT

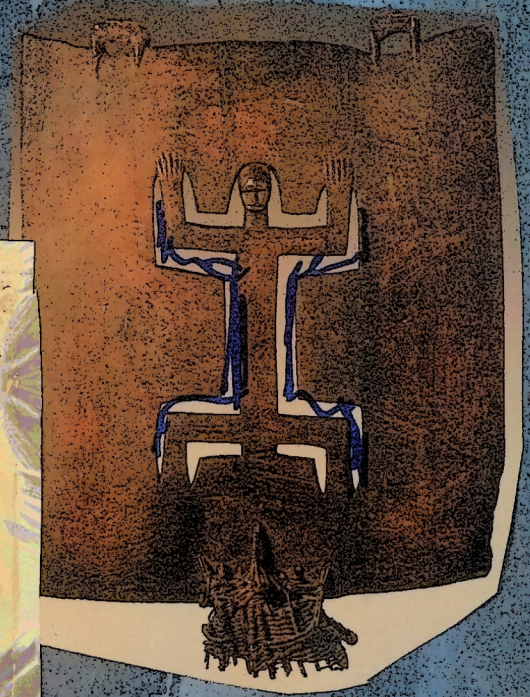
Joy of Mothers Mother of Joys

Mother of Demons ASTARAT

The Womb that Wombs
The Breast that Breastles

Now Comes Great ASTARAT







Who Gives & Recieves Life
Who Brings & Takes BREATH

Holiest of The DAEMONS
Is MOTHER
ASTARAT

The Life is in the Breath is In The Breast
The Mother Gives the Breast & in the
Breast is Breath Is in The Breast
The Mother Gives the Breast and in
the Breath is Life - Life is in the Breast
Is in The Breast is in the Mother
is the Life Life is In the Mother



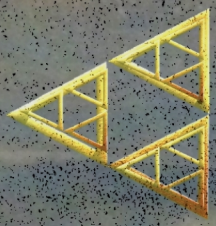


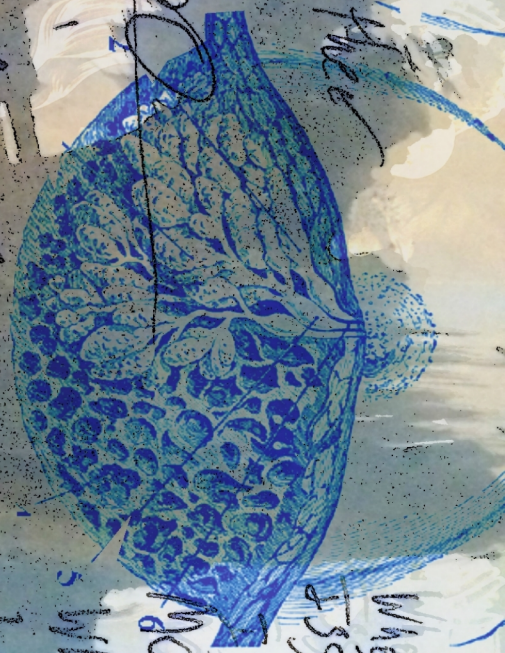
There is Mother
to
100000000

Name Her

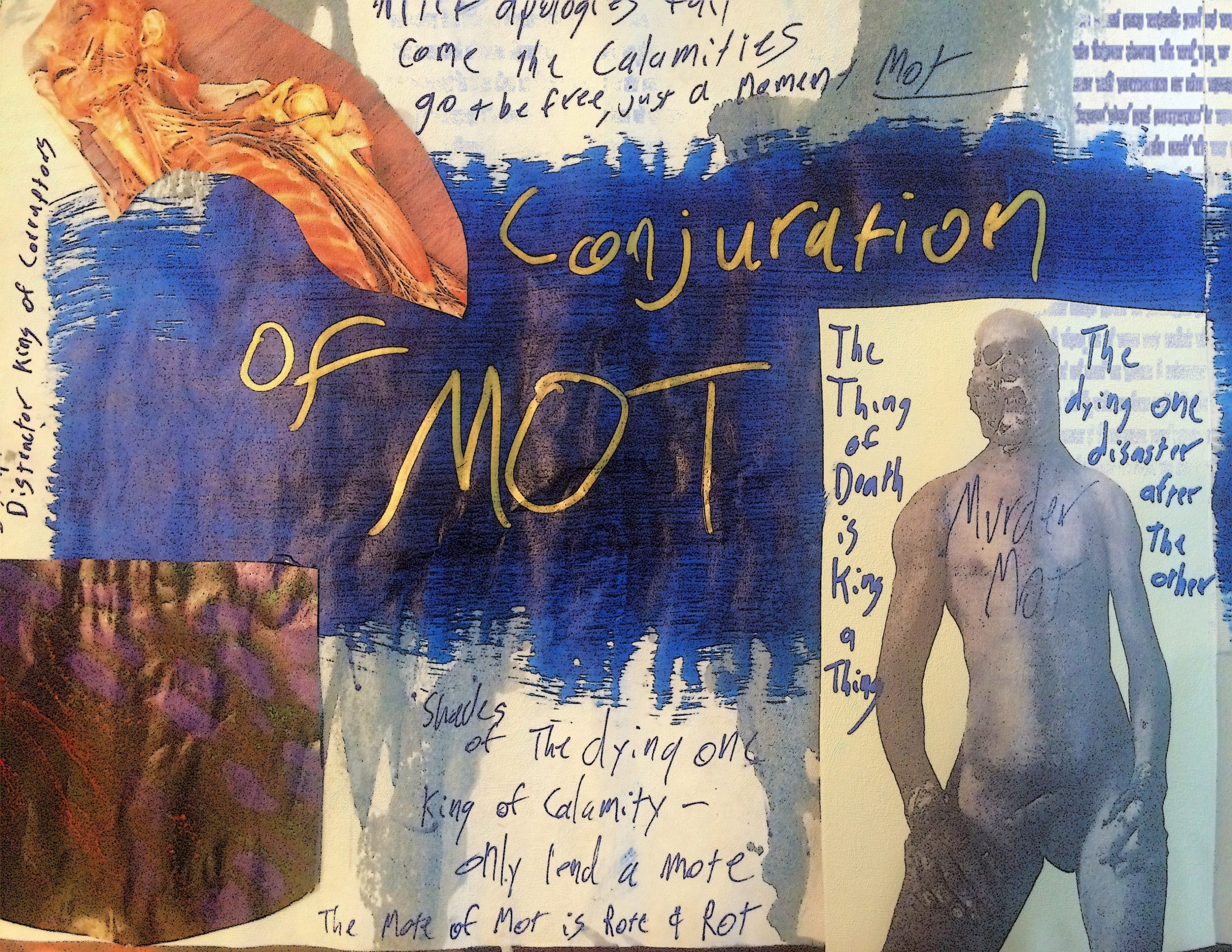
DeaSmith Rather

The Breast that Gives Breath
The Womb that Wounds



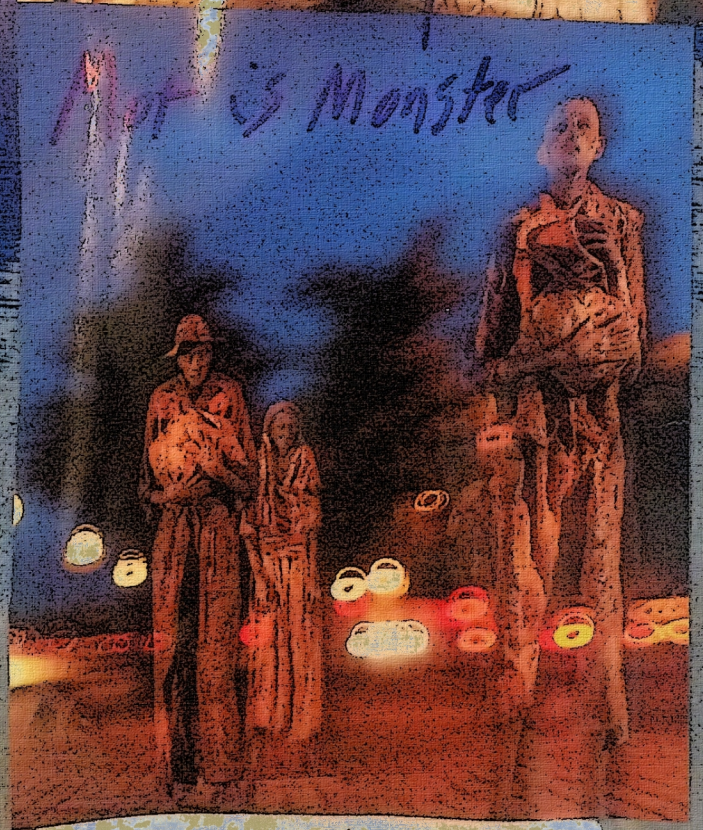


Whose ISSUE
is
MONSTERS
Whose
Love
is
Breath
Whose
Breasts
10000000
IS Given
To
Her
Penitent


Come the Calamities
go + be free, just a Moment Mot
Conjuration
OF MOT
Distractor King of Corruptors
The Thing of Death is King a Thing
The dying one disaster after the other
Murder Mot
Shades of The dying one
King of Calamity –
only lend a mote"
The Mote of Mot is Rote & Rot

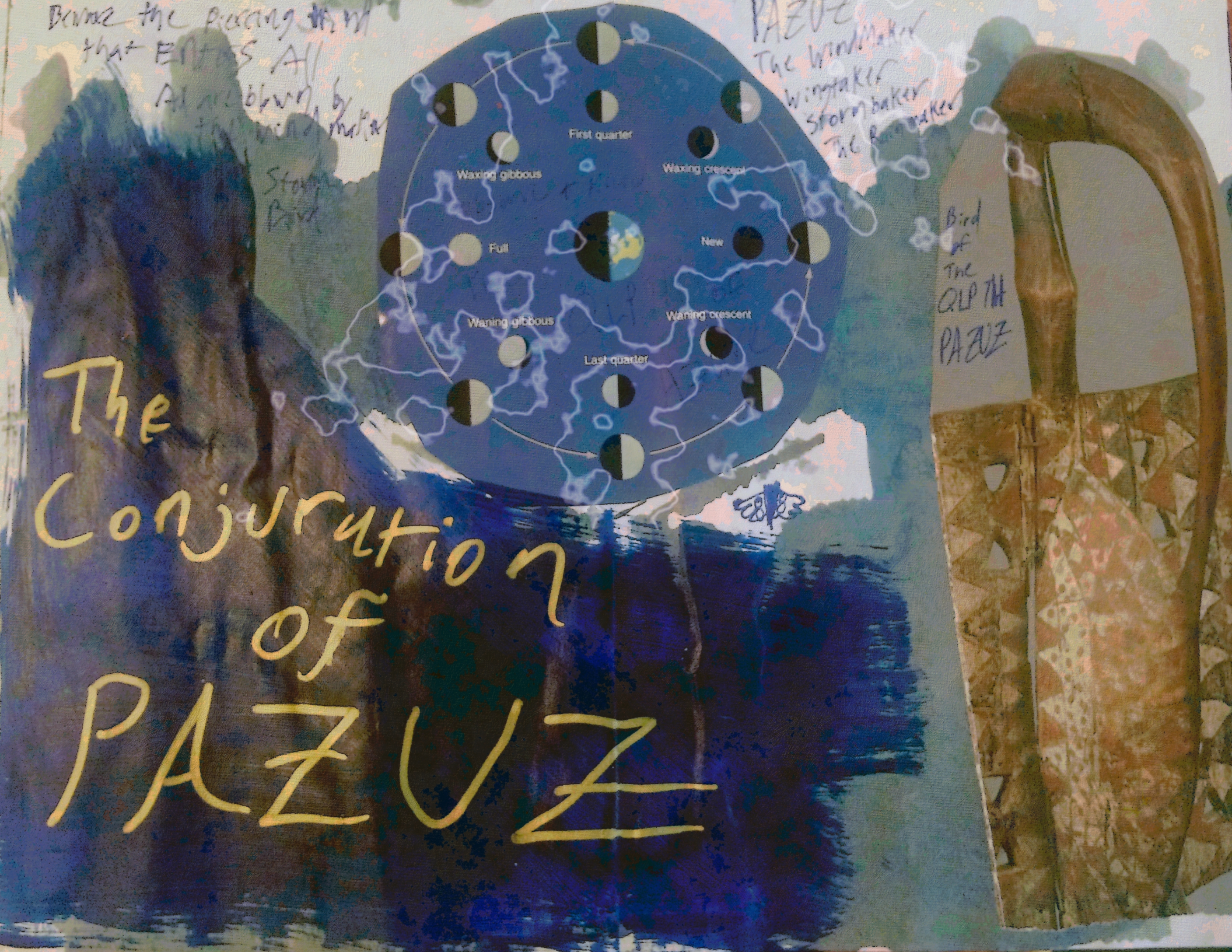
Let the Blue shadow go
Let the DEPTH of Azure be



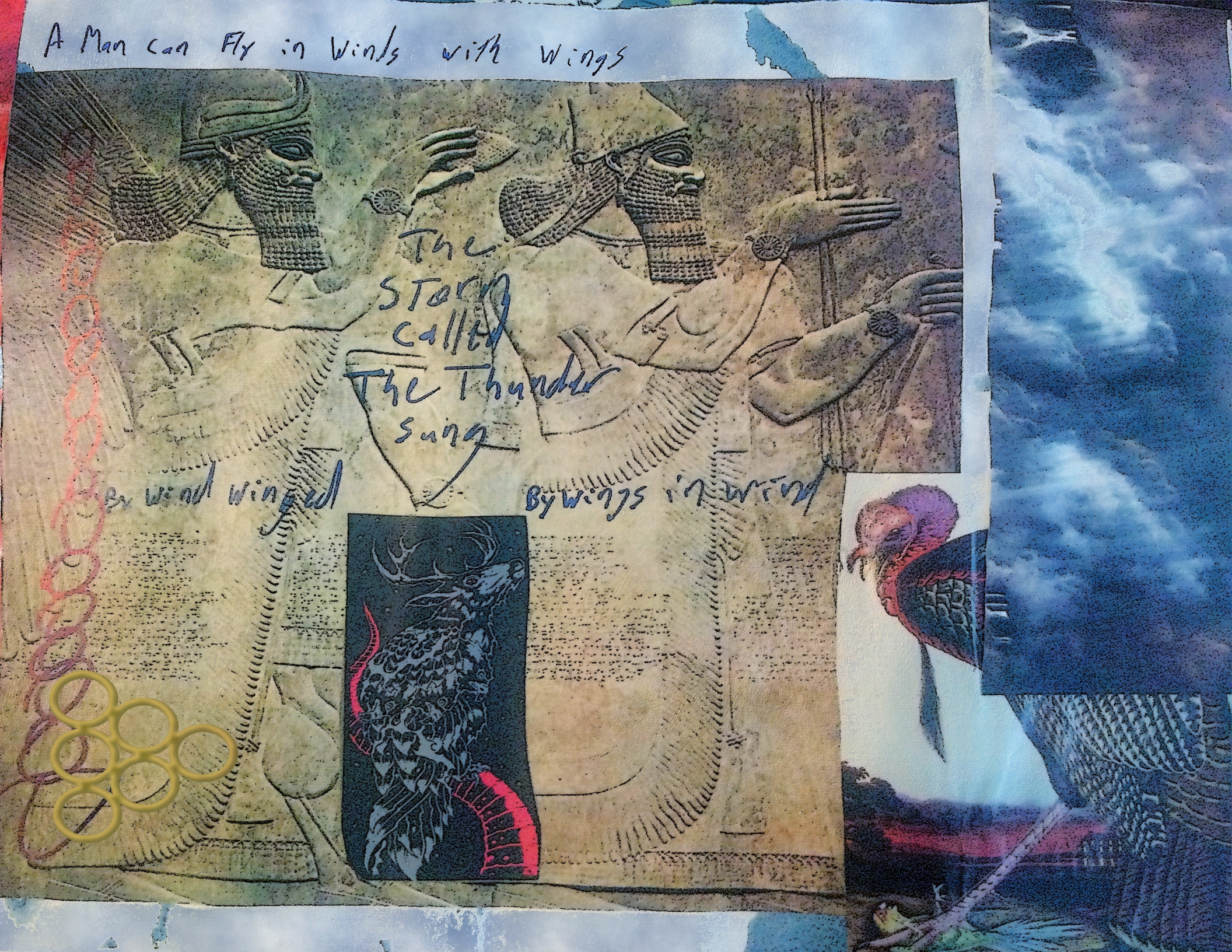


Now in the Mind is a place of deep shadow & blue - a Dusky wicked corner There - see Mot The Dying one He's all - All A Taste of what's to come, send this Moment to reach The Ultimate Destination The Note of Mot is Rote & Rot

Ripped up broken dead & awful word's the Accidental Monster


First quarter
Waxing gibbous
Waxing crescent
Full
New
Waning gibbous
Waning crescent
Last quarter
The Conjuration of PAZUZ

A Man can Fly in Winds with Wings



Here Then is That Prince of Winds The Storming One
Elusive PAZUZ Who has Wind for Wings who gives Flight

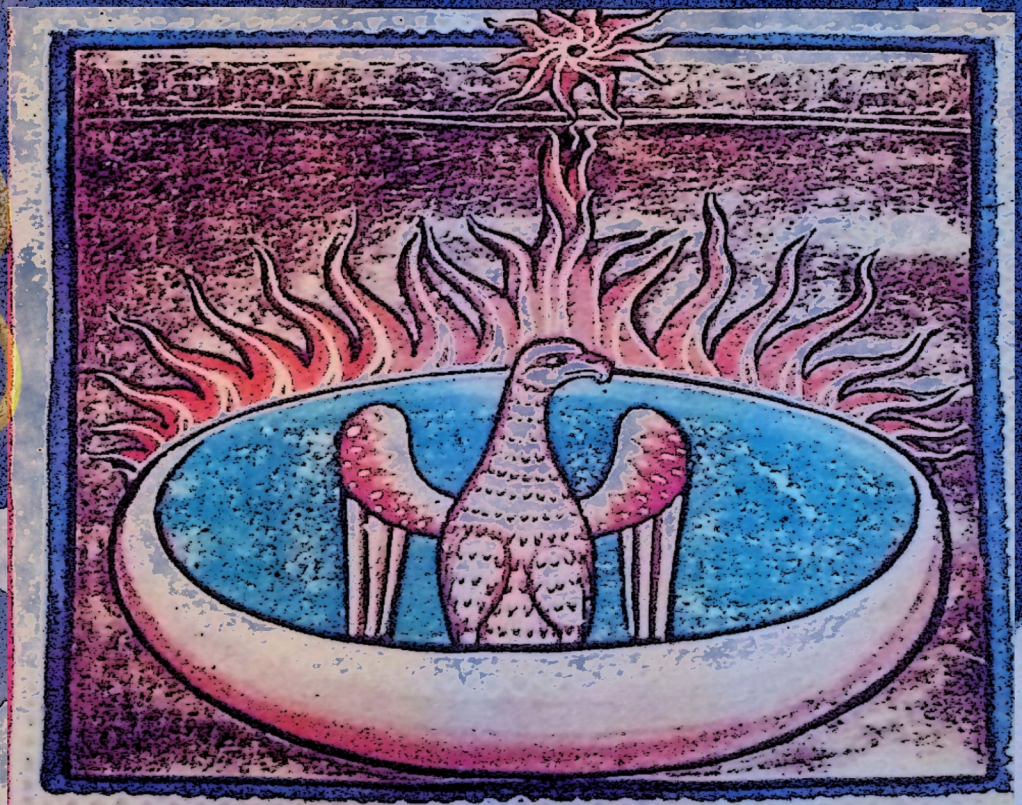
On Wings of Wind
comes the Elusive one

With Wings of Wind outstretched
The Storm called
The Storm comes

Now comes PAZUZ
Winged Wind
on wings
of Wind
comes PAZUZ
The Elusive one

There is No Bargain
With PAZUZ that
is honored - all
life is given
up in offering
blood & the
soul is released





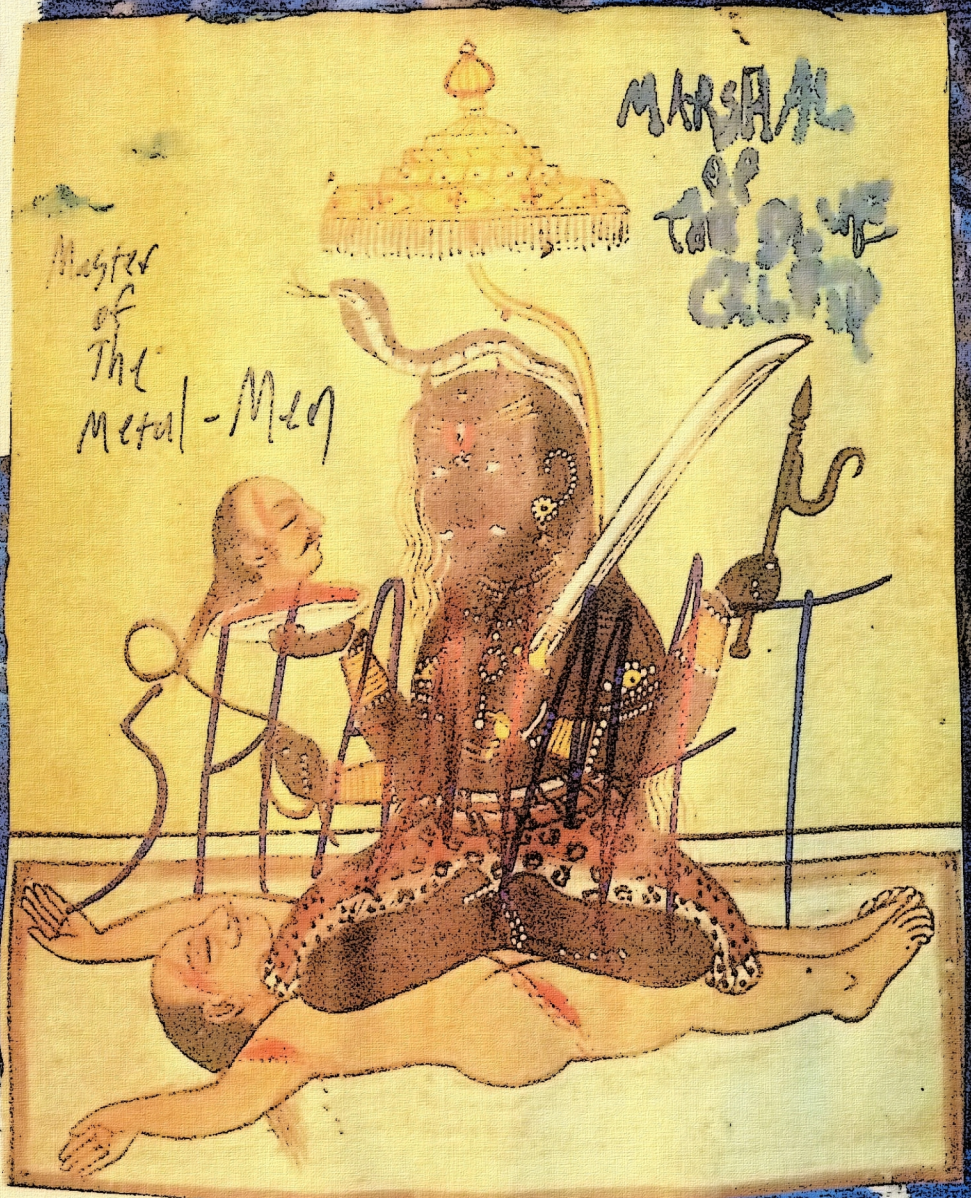


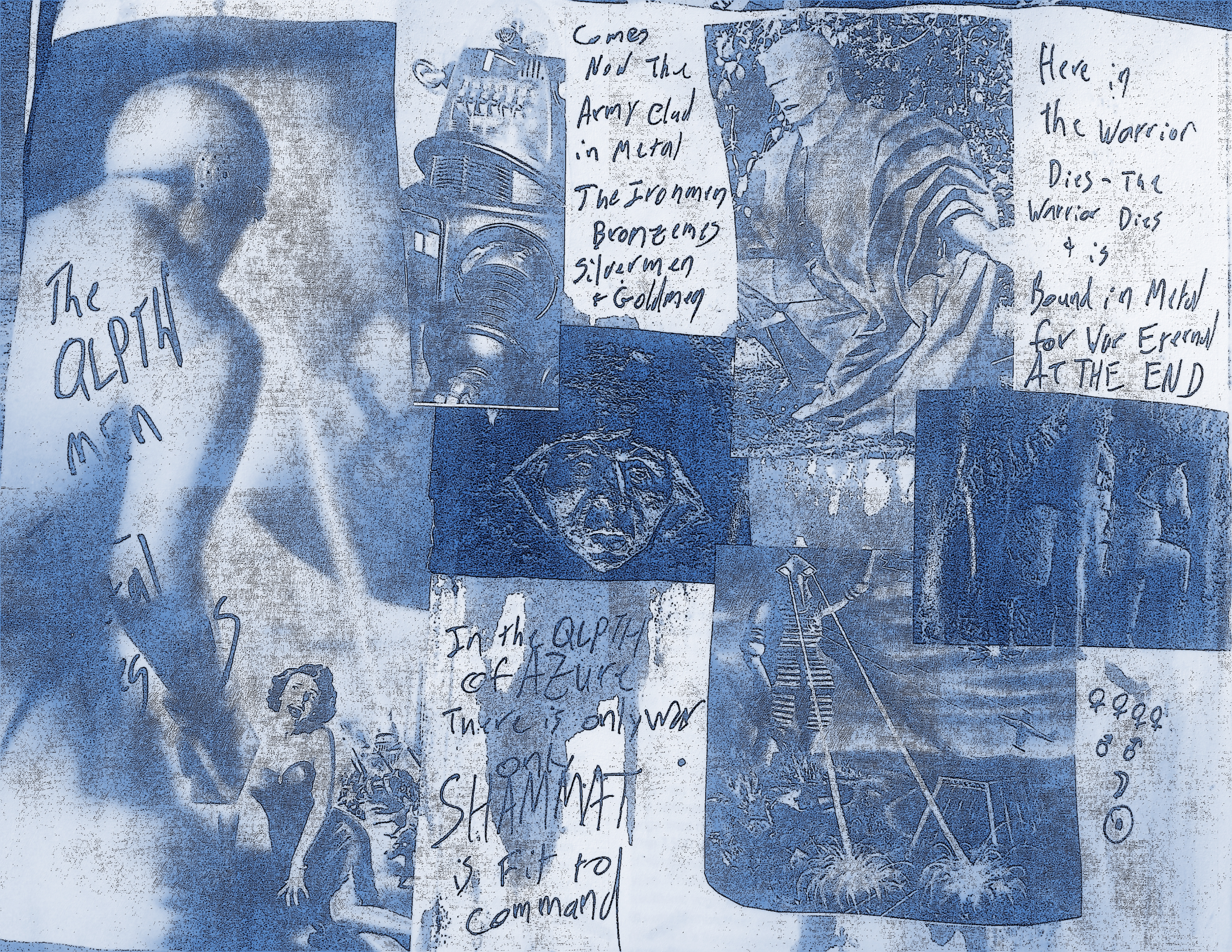

Winds of th
The Storm
The
Wind the
Rain maker
Wind rider
winding wind
in 8 Wings
Elusive
PAZUZ
who
Flies with wings
of wind
The Motion in
all Directions

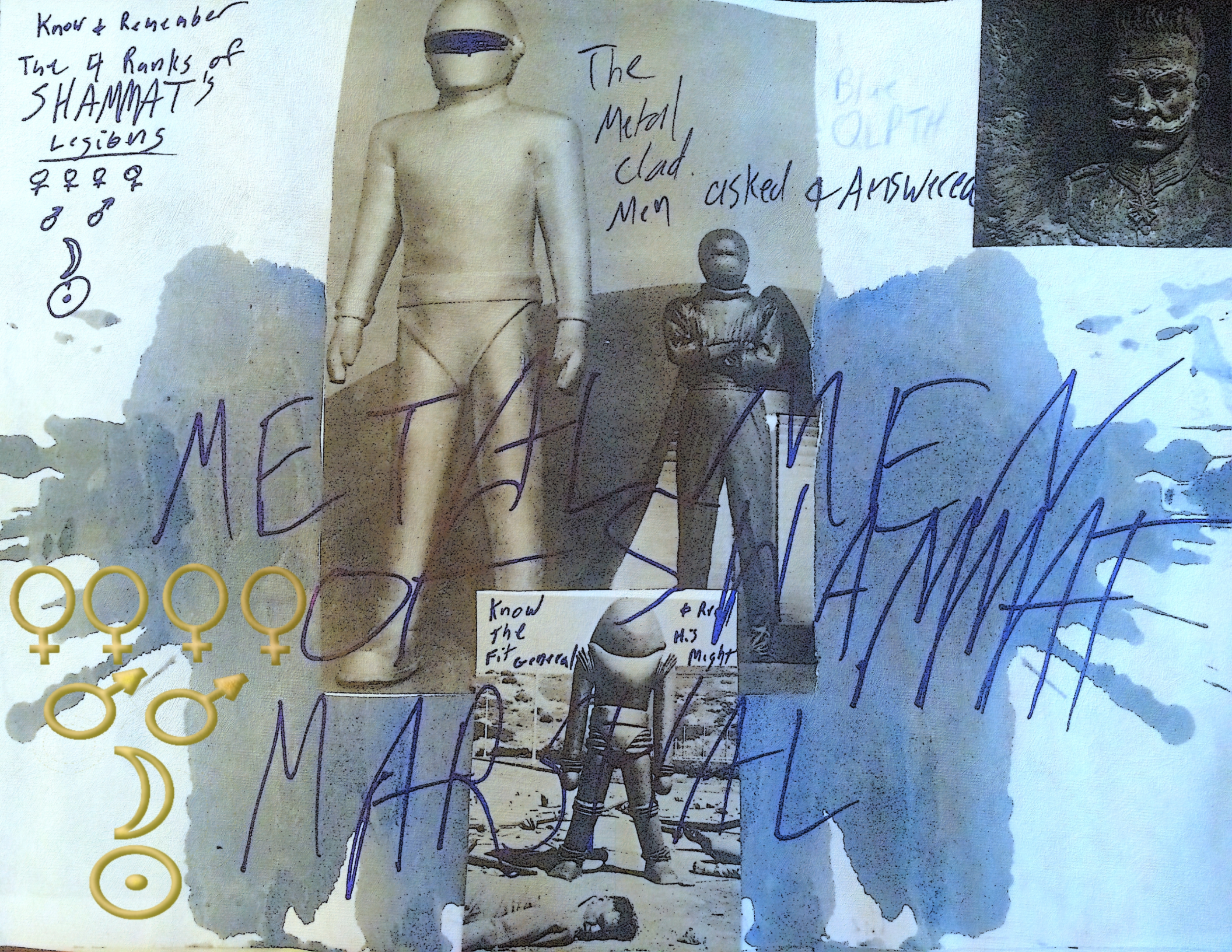


The Eightfold
wings Enfold
on this alone
meditate

Conjuration of SHAMMAT




The QLPTH men
Comes Now The Army Clad in Metal The Ironmen Bronzemen Silvermen & Goldmen
Here in the Warrior Dies - The Warrior Dies & is Bound in Metal for Vor Eternal AT THE END
In the QLPTH of AZure There is only war only SHAMMAT is Fit to command


Know & Remember
The 4 Ranks of
SHAMMAT's
Legions
The
Metal
clad
Men
asked & Answered
Blue
OLPTH
METAL MEN
OF SHAMMAT
MARSHAL
Know
the
Fit General
& Re
His
Might


DAWN OF THE ZR LT
EOS OF H AUE QPH


Ravi Varma

Adon Pasxionixta XAOSI

Monster Name

Summoned

Liminal Tier

HD	4d10+4	# Appearing	1	Attack #	4
HP	30	Morale	16	Attack Mod	+4
AC	15	Treasure	5	Initiative	4+d20
SPEED	15	Parley	+1	Saves	19
Tags	Transformer, Seducer, Treasure-Eater, XAOSI, Blue-Moon, Demon, Spellcaster	Terrain		Stats	17
		Location		Skills	4

Attacks & Maneuvers

Make Delightful – Transforms any person, object or creature into a more beautiful (to Adon) version of itself. This is a permanent transformation of the plain into the beautiful.

Bride of Adon – This transformation causes a target to become immediately fecund and for an unmovable ring of gold to appear on their finger. Their clothing & accoutrements change, becoming gaudy, garish & fine.

Warform – Adon changes itself into another creature – usually into a warrior-type PC of 4HD or fewer. It retains this form for up to 4 rounds.

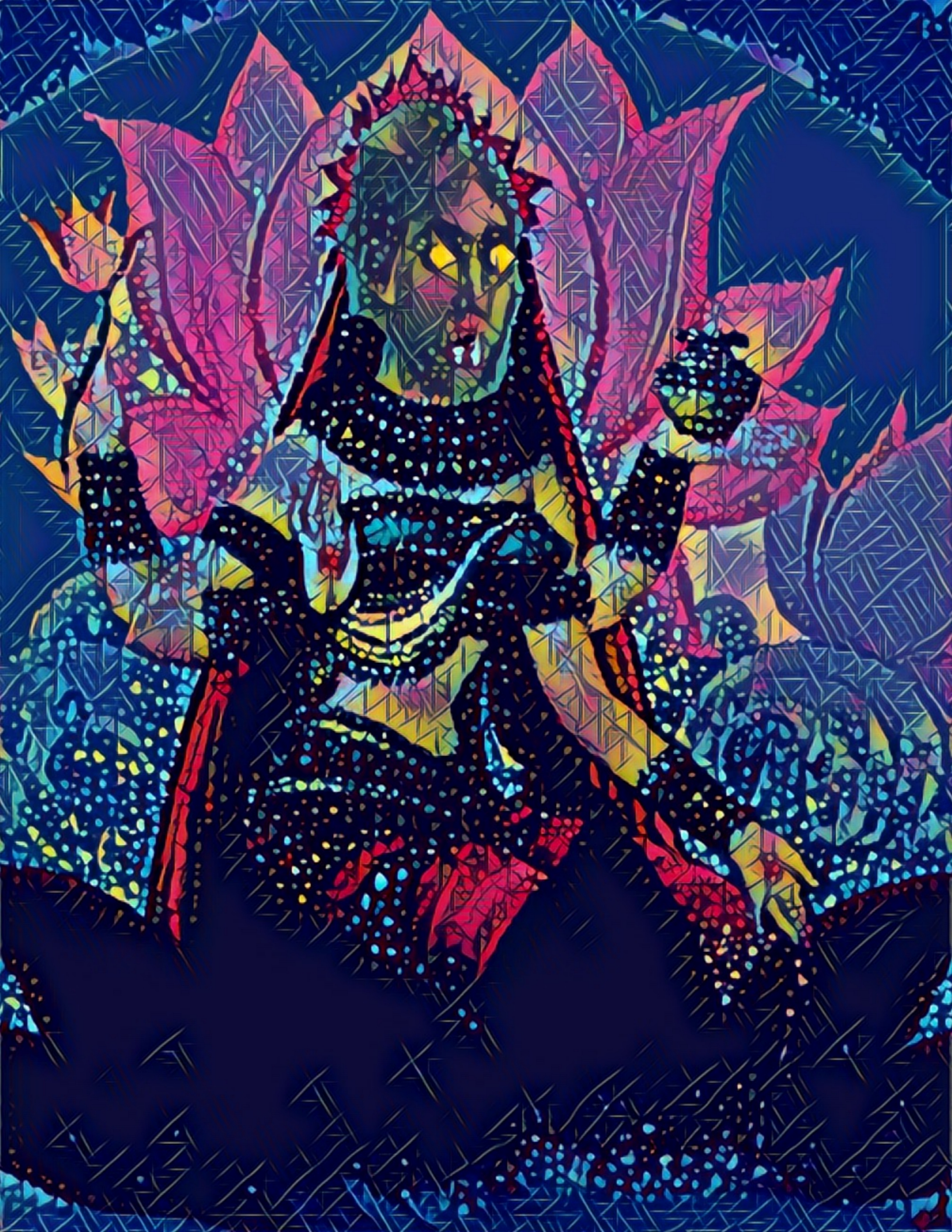
Jewelfood – By some alien means Adon consumes jewels & treasure – transforming these into a part of its own body. Doing so destroys the jewels but invigorates Adon – this technique is peculiar to the demon & has little in the way of practical use.

Description

Adon's power lies in transformation & change. It was, in ancient ages, revered as a god of beauty, of love & of metamorphosis. The demon of growth, adolescence & the sublime cusp of maturity – Adon is both a child & a man – both a woman & a girl. It is a capricious, vivacious being of unutterable lusts & insatiable desires. In appearance it is a mutable but beautiful being that commands love & lust & obedience.

Adon has the power of Transformation & it can be persuaded to educate the untrained in those arts, granting knowledge of its preferred magical practices.

Adon casts level 4 or lower Transformations once per round & knows some of its own Transformations (which it may teach). The Spells listed as its attacks are its preferential choices – but by no means its only options.



Astarat
Pasxionixta XAOSI

Monster Name

Summoned

Liminal Tier

HD	6d10+7	# Appearing	1	Attack #	5
HP	41	Morale	19	Attack Mod	+5
AC	18	Treasure	7	Initiative	9+d20
SPEED	16	Parley	+2	Saves	12
		Terrain		Stats	18
		Location		Skills	8

Tags: Mother, Healer, Creator, XAOSI, Blue-Moon, Demon, Spellcaster

Attacks & Maneuvers

Life to the Children of Astarat – This cure targets a maximum of 6 creatures in the vicinity. It always targets the maximum number of targets so sometimes enemies are affected as well.

Banish Fever – One subject is cured of all poison & disease & regains d6 HP. Any healing above the maximum becomes bonus HP.

Reconcile the Loss - This is Astarat's greatest boon, but it is also her principal attack form. One target grows a new limb. If the target had suffered a lost limb, it is replaced, if the subject has not suffered such loss, a new arm grows out of the target. This limb is under the command of Astarat & attacks the subject on Astarat's turns using the target's attack & damage rolls.

Foundling Found – Astarat's purposes are *strange*. She can take half of the duration of her appearance in the world to cast this spell which causes a new being to grow from another person. This is an imperfect life, an infant-clone of the target of the spell. Astarat takes the duplicate infant to her bosom and leaves with it when her conjuration is complete.

Mother's Kiss – Astarat bestows life by planting a fanged & terrible kiss on the target. The target regains 6d8 HP and any HP gained over their maximum becomes bonus HP.

Wholeness – Astarat cures a subject of all blindness & deafness or other sensory impairment. The subject also regains d6 HP.

Description

The Million Breasted Mother of All - Astarat appears as a naked woman carrying at least one baby, often several in her many arms. Astarat is a nurturing healer, but is also indifferent toward her innumerable offspring. Summoning her is an act of intense neediness which she responds to – as a mother responds to her most troubled children. When she appears she is angry, tired, at the end of her patience – and yet the suffering of her children – of all the living – softens her heart so that she offers her beneficence without reserve.

Astarat casts 1 level 6 or lower Cure spell every round for the 8 minutes of duration. Each of her spells necessitates the abandonment of one of her foundlings. When Astarat leaves the world she leaves behind an infant, one created by her Foundling Found power. This is an unerring aspect of her summoning and something that must be taken into account when she is called.



Mot Pasxionixta XAOSI

Monster Name

Summoned

Liminal Tier

HD	2d6+2	# Appearing	1	Attack #	2
HP	8	Morale	14	Attack Mod	+2
AC	14	Treasure	3	Initiative	2+d20
SPEED	14	Parley	4	Saves	19
		Terrain		Stats	12
		Location		Skills	3

Tags: XAOSI, Blue-Moon, Demon, Spellcaster, Disaser, Chaos, Curse

Attacks & Maneuvers

The Shade of Mot uses any two of its attacks listed below on each of its turns.

Gaze of Mot – Deals 2d4 damage to a single target.
Scream of Mot – Inflicts d4 damage to a 10' area.
Curse of Mot – Inflicts Blindness or Deafness on a single target.
Mot's Galvanic Curse – Deals 1d4 to one target, and then 1d4 to another target irrespective of line of sight.
Mot's Phlogiston Curse – Deals 1d4 damage to a single target which bursts into flame.

Description

The Demon-Thing Mot is a powerful force of destruction & environmental collapse. Its actual power is unthinkable, its danger unimaginable. This vague hint of Mot's power, this summoned shard, appears as a haggard sickly being consumed by disease & twisted up in crippling knots. The shade of Mot is nevertheless a powerful force for destruction & unlike many of the Pasxionixta XAOSI Mot is eager to overrun the world & may choose to trick a summoner into granting that boon in exchange for an especially deadly show of force. The Shade will frequently attempt, if allowed the time to do so, to bargain for greater access into the world in exchange for inflicting greater & greater punishment upon enemies.

Mot is not an educator and is a very poor tutor in the realm of Curse magic.

The Shade of Mot is a weak shadow of the real being behind it, this aspect is indistinct and barely real, but this belies the vast power that exists behind the being. If a chaotic caster (i.e.: one willing to risk great danger) summons the being – all damage dice that Mot inflicts using its curses are increased by one step.

Pazuz Pasxionixta
XAOSI

Monster Name

Summoned

Liminal Tier

HD	5d10+6	# Appearing	1	Attack #	4
HP	36	Morale	16	Attack Mod	+4
AC	18	Treasure	5	Initiative	16+d20
SPEED	26	Parley	+0	Saves	14
Tags	Flying, Bird, Weather, Storm, XAOSI, Blue-Moon, Demon, Spellcaster	Terrain		Stats	17
		Location		Skills	4

Attacks & Maneuvers

Inhabit – Pazuz enters the body of a target person (always an NPC) for d100 days. It controls their actions during this time.

Storm Calling – Pazuz has a limited control over the weather – it can call about a powerful storm. This storm takes d4 days to develop – during which time wind increases, rain or snow begins to fall. Once the storm begins it lasts for d4 days and then dissipates immediately.

Wings of Pazuz – The demon gives the power of flight to a subject. The target of the spell can fly at three times their normal movement pace for four hours.

Swift Hands of Pazuz – The subject of the spell has their actions per round tripled for the rest of the round. Outside of battle, this means that a character under this effect can accomplish tasks at three times the rate or three tasks at once.

Pazuz' Merciless Anchor – This is Pazuz' principal attack spell. It causes up to 3 targets to have their Initiative reduced to 1 and for their movement speed to be reduced by half.

Description

Pazuz appears as an accumulation of clouds, a shape formed in the wind by the debris that it agitates & throws. It is a chaotic storm, an uncanny sirocco on a rainy day. Outlined in the snow Pazuz' summoner can make out the being itself, a gigantic human-like being twenty feet high with half a dozen limbs – wings, arms – it can't be known. It's face is that of a predatory bird, A hooked bill, raptorian.

Pazuz controls movement & knows very well the ways of motion & the ways of storm & wind riding. It teaches these secret magics in exchange for being freed into the world. Part of its bargain is its will & wish to dominate others – to enter & rule them, riding their flesh as easily as it rides the currents of air. It's purposes, in this state, are uncertain, chaotic – and almost always violent.

It is the most dangeorus of the XAOSI in practice, though the realms it governs are nearly benign.



Ironmen of Shammat

Monster Name

Summoned

Liminal Tier

HD	1d6+4	# Appearing	4	Attack #	1
HP	7	Morale	22	Attack Mod	+3
AC	14	Treasure	2	Initiative	-1+d20
SPEED	12	Parley	-5	Saves	19
		Terrain		Stats	10
		Location		Skills	1

Tags: Soldier, Automaton, XAOSI, Blue-Moon, Soldier

Attacks & Maneuvers

+3 / +3 Dual Sword - 1d8 / 1d8 - The Ironmen Rush Forward attacking with both of their Iron Swords.

Description

The Iron Men of Shammat appear to be human-like men carved of a single piece of iron. They march & act in unison, rigidly.

On the Blue Moon, where Shammat marshals them, the Iron Men are the main force of his armies, the rank & file. Each & all of the Iron Men has a persona, an identity – and this is drilled out of them, they are made into Iron.

Some Summoners claim to have encountered Shammat itself, and they sometimes claim that the General of the XAOSI will barter knowledge in exchange for slaves, slaves that he turns into his Ironmen.



Bronzemen of Shammat

Monster Name

Summoned

Liminal Tier

HD	2d6+4	# Appearing	2	Attack #	1
HP	10	Morale	22	Attack Mod	+3
AC	14	Treasure	2	Initiative	-1+d20
SPEED	12	Parley	-5	Saves	19
		Terrain		Stats	10
		Location		Skills	1

Tags: XAOSI, Blue-Moon, Automaton, Soldier, Archer

Attacks & Maneuvers

+5 / +5 Dual Bow - 1d0 / 1d0 - The Bronzemen fire two bows apiece on each of their turns.

Description

The Bronzemen of Shammat are his archer legions. Providing support & cover for the great swathes of Ironmen – the Bronzemen are each much taller and thinner than the ironmen – they weild, in their four arms, two bows each. These they draw & fire with unsettling accuracy, precision & synchrony.

The Bronzemen are of the same rank as theIronmen – but their numbers fewer, their role less central to Shammat's martial aims.

Summoners of the Bronzemen sometimes note that these men, seemingly carved of solid bronze, resemle in small part those people who have been killed by Shammat's Ironmen.

Silverman of Shammat

Monster Name

Summoned

Liminal Tier

HD	4d8+6	# Appearing	1	Attack #	3
HP	26	Morale	25	Attack Mod	+5
AC	16	Treasure	4	Initiative	1+d20
SPEED	13	Parley	+0	Saves	17
		Terrain		Stats	12
		Location		Skills	2

Tags: XAOSI, Blue-Moon, Automaton, Soldier, Officer

Attacks & Maneuvers

+5 / +5 / +5 Battleaxe Attacks 1d12 / 1d12 / 1d12 - The Silverman uses its six arms to attack with its 3 huge axes on each of its turns.

Description

The Silvermen of Shammat are the Officers in his legions. They are as big as four men, standing 12 feet tall at least. Each of these silver warriors has 6 arms and three legs. They charge about the battlefields of the Azure Moon hacking to pieces any who they come across.

The Silvermen speak, unlike their subordinates, the Iron & Bronzemen. They can command those same subordinates in battle – and when multiple applications of Shammat's summons have been used, the various troops that have been called will be led by the Silvermen.

Silvermen are said to be promoted platoons of Ironmen – the many fused into one as a reward for conspicuous valor.



Goldman of Shammat

Monster Name

Summoned

Liminal Tier

HD	4d8+6	# Appearing	1	Attack #	3
HP	26	Morale	25	Attack Mod	+3
AC	16	Treasure	4	Initiative	1+d20
SPEED	13	Parley	+0	Saves	17
Tags	XAOSI, Blue-Moon, Soldier, Automaton, Siege	Terrain		Stats	12
		Location		Skills	2

Attacks & Maneuvers

Siege Bow - The Goldman uses a huge bow that requires all six of its hands to properly use. It attacks once per turn the arrows launched by the goldman are huge & have a difficult time striking humanoid targets, however they are very destructive to buildings & fortifications which they can destroy at the rate of 10-100 square feet per turn – depending on the structure's durability & composition.

Description

A massive 6 armed giant seemingly made of gold. It's features & shape are indistinct but resemble those of a huge man. The creature wields an immense bow made of gold. It draws & wields this bow with its six gigantic arms – firing tree-like arrows that wreck buildings & ruin walls.

The Goldmen of Shammat do not speak, they, it is speculated, are the lowest footsoldiers of another, greater army in Shammat's service & that above them in rank are other, much more potent automaton soldiers – equivalently elevated from the Silver, Bronze & Ironmen.

Goldmen appear infrequently but their appearance in a siege is often sufficient to overwhelm defenders, to provoke surrender instantly.

