



LOSS

LAIR OF SWORD & SORCERY ADVENTURE GAME #4

SORGERY!

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THE EDITOR SPEAKS

Issue 4 and so much to talk about!

It's big, it's bold, and it's on the cover. The name of the magazine is officially changing to LoSS (short for Lair of Sword & Sorcery, you dig?). Adam Muszkiewicz was the first to call the game LoSS and I thank him for it!

If you're reading this as a Pdf then you'll see that this issue is in full sword swinging colour! If you are reading this as a hardcopy then you are likely looking at the usual black and white printing. Get to the website immediately to get your own full colour digital copies.

Also the size of the magazine has changed as well. Moving up to a letter size format was a hard decision but I think you'll agree that this issue looks great. The comic book size served us well in the past but it's time to move up to full size. Pricing should stay right about the same for printing and shipping so why not enjoy a bigger, better book.

LoSS and Roll20

By the time this is printed my home game will likely be in full swing on Roll20. My precious Demonboard will have to languish in it's box while we play online but that's the price you pay. It's either play online at this point or not at all as my players are all well into the kid having stage of their lives and though we hope to get together face to face every now and then online playing is just the only option now. Do not fret though all of you who still get to play face to face, more Demonboard goodness is still comin at ya.

This Pdf has Buttons!

Yep, you'll see them scattered about here and there in the pdf. Click them to see what happens. Not to fear, none of the rules or background tales will be in there so you can still happily print this



off without missing out on any game.

Sorcery!

This is the issue with all the Crazy in it! Demons, ghosts spirits, crazy wands, staffs, fireballs, lightning, all that crazy Sorcery stuff. Sorcery is difficult, dangerous, unpredictable, and weird. And now it's all in the hands of your reckless heroes and their enemies!

In this issue you will find:

The true history of Sorcery in Kartharka. You may or may not want to share this with your players, it's up to you!

Veteran rules for your heroes to climb the ranks of Sorcery themselves.

Rules for Demonlords to create their own spirits, demons, ghosts, and

other perilous enemies (or friends) from the Other World.

The Sorcery issue wraps up the last of the main "rules" for the LoSS game. All those things you need to play the game.

The next issue will describe how to actually create Stories, Scenarios and Lairs for the Demonlord.

It will discuss things like creating ideas and how to make things fun but will also contain the balancing rules for Lair creation. Since the Demonlord is allowed to get in there and mix it up with the players on the board the Demonlord needs some rules to be sure they don't write Lairs that are too hard (or too easy!)

Get involved!

Now that the Sorcery issue is out you will have in your hands the complete LoSS game as it stands now. Now it's time for you people to get in there and start mixing it up! Create some monsters, create some Lairs, populate a village and stick it on the map! Create some Villains to terrorize the provinces of the Winterlands.

Create some stuff and send it it. The LoSS community is growing all the time, might as well jump on now before everything gets grabbed up.

Me, I've still got a whole world to fill, the Hunzar jungles are calling, the far north desolation is hardly empty, and the Black Emperor calls to have his home created!

Rock on my faithful Blood Reavers! Let's get this party Rolling!

-Ripley

CONTRIBUTE

How to Join the world of Kartharka Website:

You best place to start is the Lair of Sword and Sorcery Site at: lairsofswordandsorcery.blogspot.ca Here you can comment on updates, and respond to what you would like to see, or not see, in the game. Please follow the site to get your regular updates

Google+:

Those who are on Google+ can get their lair updates there by adding: +Ripley Stonebrook

We also appreciate +1s and reposting of content on Google+

Facebook:

Receive your updates on Facebook at: Lair of Sword and Sorcery Like and follow Lair on facebook to get updates, and we of course appreciate any reviews and reposts to your own facebook page.

Email:

spookyroomproductions@gmail.com Send in any and all submissions, rules, art, questions, stories, comics, pictures of your demonboard, and

pictures of your group.

Or, if you are looking for players or demonlords in your area, send in your contact email and we'll put it in the next issue or post it to the site.

Retailers:

If you are interested in carrying the Lair of Sword and Sorcery game then please send an email to: spookyroomproductions@gmail.com. If you would like your local retailer to carry the game then you can urge them to send us an email.

Credits and thanks:

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Wizards on page 6 by Adam Muszkiewicz

Fighter and Wizard on page 9 by Kreg Mosier

Wizard on page 10 by Jud Crandall

Submissions & questions:

Send any comments, rules questions or submissions to: spookyroomproductions@gmail.com



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THE LEGEND OF SORCERY

The history of Sorcery is the story of Kartharka itself

These events are spoken of in no books of legend or fireside stories. Dating back to the birth of the world of Kartharka this ancient history is known to none but the ancient demons that lie far beneath the earth of Kartharka.

Heroes and sorcerers may glimpse clues and scraps from their dealings with the demons but these will always be shrouded with lies and misleading tales, for the Demons still hate the living things above ground for trapping them beneath the earth.

In the time before time...

The world of Kartharka was a place of despair and misery, the landscape a blasted ruin of fire and stone. The skies burn red and black with smoking fires and choking gases.

Before the time of the gods, Demons ruled the world of Kartharka.

The demons needed not food, water, sleep or comfort, but being long lived and infernally intelligent they sought ways to relieve the tedious boredom of their world. Usually this was achieved by the constant war which raged across the planet. Armies of demons grew, marched, fought, and were betrayed, over and over again endlessly fighting to take control of the land.

But this too became tiresome, and while they were far too covetous of anything another might hold to stop the constant war, some turned to other pastimes to amuse them during their time between battles.

At first they tried to create great weapons of war, smithing enormous swords, axes, and maces and raising huge piles of stones into fortresses. Their inventive powers failed them soon after that. For demons are not creative creatures.

It is the Demons immortal lifespan which leads to this lack of creativity

If their spirit flies off to crouch in a cave or hole for centuries until it can reform itself, appearing again as a small foul imp, plotting and scheming as it grows again in power and size. This kind of setback means little to ones who live for all eternity so Demons have never formed the sense of urgency or fear which leads man to create so much in so little time.

The Bloodlings are born...

Sometime, during this great eons long war, a remarkable thing happened.

A century long battle raged in a valley of fire. Millions of demons fought and were cut down amidst the flames until a great lake of their blood filled the valley. The battle ends with both sided retreating back to their

lair, but the lake remained in the Valley of Fire, boiling and churning as it began to recede.

Crawling from the mud and blood a new race emerged into the hellscape of Kartharka.

Crude brutish things, their bodies malformed, these bloodlings crawled to the shore of the lake and looked out upon the world they had been born to.

They made crude shelters at the shore of the lake, hunting the others that emerged still confused and bleating. For the bloodlings were mortal, needing food, sleep, and shelter. Also, unlike the demons, they lived and died, and procreated on the shores of blood.

They retained the infernal intelligence of the demons and soon learned to carve stone, mine metal, and create their own weapons, as well as many other things. They created reading and writing, that their children could learn their secrets. They studied the land, the lake, and pondered how they had come to be.

They then learned the secret of creating life of their own from the lake of blood, now dwindling to smaller pools throughout the valley of fire.

They created plants to grow and eat, and animals to

pull heavy loads and raise great blocks of stone.

They created a self sustaining society. Though their lives were brutish and short, their science and craftsmanship continued to grow with each generation.

Their time of freedom was soon to end however.

The demons had rebuilt their ranks after thousands of years of waiting and, returning Valley of Fire found the Bloodlings.

The demons, upon seeing something new in the world of Kartharka, desperately fought each other to take control of the bloodlings. Each of the demons fought to claim as many of the bloodlings as they could. Many bloodlings died in that battle, defending themselves against the titan-sized demons. Many died also in the hands of their captors, who did not understand concepts of mortality or weakness.

There was a time of relative peace in the world of Kartharka afterward as the Demons had something else to occupy their thoughts.

At first the bloodlings' mortality alone was enough of a novelty to distract them.

They learned what the bloodlings needed to live and how to breed them.

They demons forced the bloodlings to teach them all their secrets, along with the secret of creating life.

The demons made all manner of things then, things that lived and crawled, that grew and flowered, and all these things died in the passing of time.

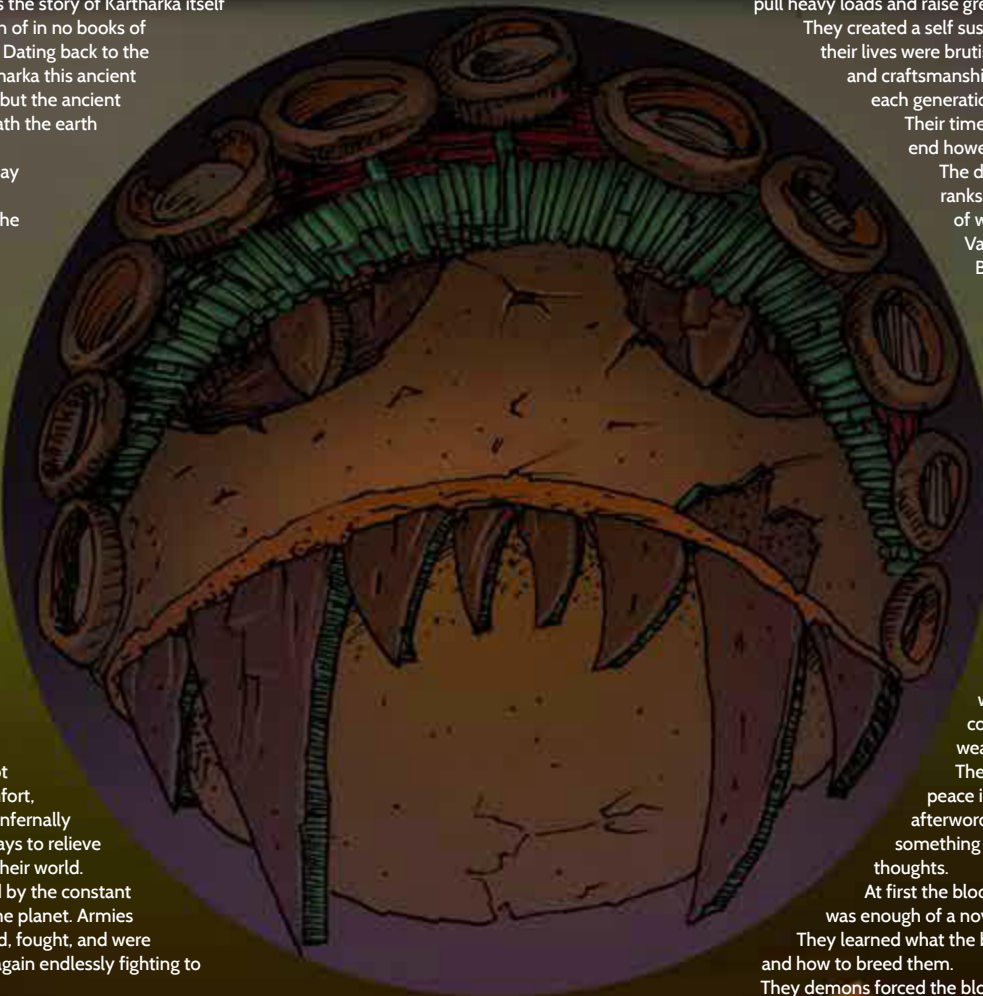
Soon the world of Kartharka was a changed place. Great thorny forests were grown to protect the demons' citadels, rivers and seas populated with terrific creatures to protect from attack on the shores. The demons' wars became more advanced and were fought by whole armies of bloodlings and other creatures raised for battle.

The demons learned other things from the bloodlings, governance, leadership, and control. The demons began to arrange themselves in great hierarchies of power and control over the lands of Kartharka.

All of the creatures, plants and "improvements" were changing the world of Kartharka. No longer a blasted hellscape, it had been remade to make it more conducive to war with the demons' minions.

Soon the demons withdrew into their mighty fortresses, planning to change the planet back to it's original hellish landscape once their enemies were defeated.

In time they were forced to withdraw into the bowels of the earth, creating a new hellscape there, a place of



fire and stone.

Someday soon, they thought, the war would be won and they could do away with these armies and retake the world.

The coming of the gods...

That is when the "gods" came.

All of these mortal creatures, all of those lives ending, their life forces trapped, building up, creating another place, the other side, the Other World.

And this other world drew something, from a place far, far away.

The "Gods" of the other side came to the world of Kartharka.

A strange insect-like race of creatures, their bodies suited to the airless void of the Other Side.

The gods came and made their own fortresses in the high places of the world, to keep as much stone and mountain between themselves and the demons' underworld as they could.

The demons' Bloodling soldiers met the gods and many chose to join them in their mountain strongholds.

The gods were much changed by this time. Shedding their hard shells in the warm world of Kartharka they were a race of tall spindly creatures.

The Bloodlings called the gods "Goblyns", meaning "Tall ones" in their language.

In the beginning they lived together peacefully.

The Goblyn kings chose to help the bloodlings, some of them even choosing to breed with the bloodlings to create a race that would be better suited to the world of Kartharka.

These half-goblyns were quite strong, dexterous, and well suited to the world of Kartharka. They were skilled at digging, mining, building and smithing.

The Birth of Man...

These half-goblyns again bred with the bloodlings, this time creating a new race, which would come to be called Man.

Man however was not respected as an equal like the Goblins, Half Goblins, and Bloodlings. The lives of men were much shorter than that of their Father races and it was thought that they could not learn enough in their short lives to be truly useful. Kept as slaves, soldiers, diggers, and farmers they did the menial tasks of the

Father races.

The Demon-Goblyn Wars and Magic...

During this time the demons had been busy themselves below the earth.

Their wars still raged on the surface of Kartharka.

Many of the bloodlings continued to exist as the Demons' slaves, though they could no longer be trusted to wage war or even go to the surface. But the demons could still use their evil creativity.

They wanted a weapon to destroy all the bloodlings above ground as well as the goblyns and half goblyns. The demons did not yet know or possibly care about the creature called man.

So began the great war of the Demons against the Goblyns and their kin.

The Demons rose to surface to fight this battle themselves. Endless waves of Demons attacking the fortresses of the Goblyn kings.

During this war the Goblyns revealed their great powers. They had brought something with them from the other side, a connection to the other world that linked it to the world of Kartharka.

This would come to be called Magic.

With this they could hold back the Demons attacks, but not forever. For the Father races, with all their power, were still mortal. While the Demons would die to return again, there were always more to rejoin the battle.

The Demons were patient and continued the attack, knowing that, someday, the defences would falter, and the world would be theirs.

The Other World and Sorcery...

But the demons plans were destroyed once again by something no one could have foreseen.

The wars had raged for so long that there were far more bloodlings dead and gone to the other side, than demons still on the earth.

The Demons blood, that had borne the bloodlings, that was their link to the demons, became the bloodlings strength, and the demons weakness.

All the spirits of these dead bloodlings, in the Other World had come together, and grown in power. From the Other World the bloodlings could now control the demons, cause them pain, injury, or even death. The living bloodlings used this power to push the Demons

back below the earth and bring peace, finally, to the world of Kartharka.

This power, to summon, dispatch, and command Demons, became known as Sorcery.

The Wrath of the Sorcerer Wars

But with peace comes dissatisfaction, the bloodlings, half-goblyns and men all chafed under the rule of the Goblyns.

In the times of War the Goblyns had risen to be the

leaders of Kartharka, using their magic to defend and protect all the other peoples. But now that the wars had ceased, these peoples felt that this rule



was no longer necessary. That the bloodlings and all their descendents should rule the world of Kartharka, being its rightful inhabitants and not the goblins who had indeed come to this world from another.

So began the great wars of Sorcery, led initially by the Bloodlings, then joined by the half-goblins, and their human cattle as well.

Demons raged across the land once again, and the bloodling connection to the other side was so powerful now that it even interfered with the goblins magics. War raged across the world with plains of fire sweeping across the land, whole countries wiped out in a single night, Sorcerors walking the land spouting fire from their fingers, and commanding death at a word.

Man found, with their bloodling heritage, that they could command Demons as well and, indeed, were often better at it than the bloodlings.

This turned the tide on the Bloodlings as the humans turned on their former masters, threatening to destroy all the father races of Kartharka.

The Dread Compact...

Forced into a unity against men the father races met in the great conclave upon the highest peaks of Kartharka. Together, With the bloodlings using their diabolical intelligence, pure demon blood and knowledge of the demons, the goblins using the powerful magic of the otherside and the half-goblins using earth shakingly powerful machines, was created The Dread Compact.

The Dread Compact is an agreement, a spell, a machine, a twisting of the laws of the universe, a control of the other side, a contract with reality, all of these things and none of them.

None know the specifics of the Dread Compact, perhaps not even those creating it but it created the rules of Sorcery as they were to be forever more on Kartharka.

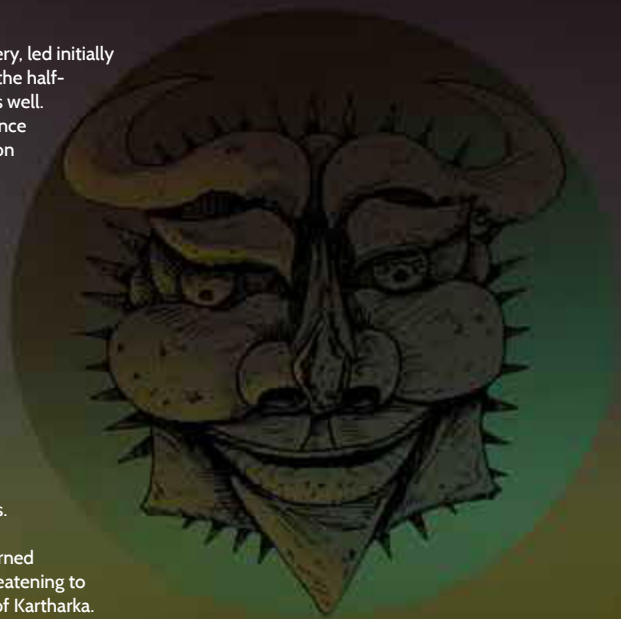
Whatever it is the Dread Compact exists, both in this world and the other side.

Its power to control sorcery is not complete, perhaps the bloodlings of the other side could not be persuaded

to allow that, but Sorcery was now controlled by laws, restrictions, convoluted requirements and ever changing dictums, depending on the moon, stars, planets, tides, and on and on.

Discovering these laws was now required to summon demons and their ever changing permutations meant that only the most powerful, dedicated, and patient of Sorcerors could summon a demon, and that the times of sorcerors wielding a thousand demons with the wave of their hand were now but a memory.

So began the time of Magic which ruled Kartharka for many aeons, before it too died long before the First Men of the Winterlands built their realm. So ends the tale of the time of Sorcery!



Bloodling

The Great Abyss

But where are the Demons now?

Some legends say The Great Abyss, the underground world of the Demons.

Some say the Abyss lies somewhere on the Other Side, no longer connected to our world but severed by the Dread Compact.

Others say the Abyss lies on the other side of the planet, on another great continent unknown to the people of Kartharka.

Perhaps they are all wrong, or all correct.

But there are definitely gates, passages, and ways to the Demons World, a place of fire and smoke.

Long winding underground corridors and passages, some of them great roads leading beneath the earth. It is said that these lead to the Realm of the demons though none who have taken the journey have ever returned.

Things also come to the surface now and again, some are called, and some find a way of their own accord, finding their own loopholes and exceptions in the great Compact.

Sometimes something comes through from the Other Side, with dread purpose and incomprehensible goals of it's own.

Compatible with:
Dread Compact/Between Devil
moon highwise bloodsooth

The Great Abyss

Dread Pact/flamefall

The Abyss does lie below the earth of Kartharka.
A place of smoke and flame, where the wars of the Demons rage on. But they have company now to keep them occupied in their aeons of boredom.

For the dread compact not only controls the demons but all those who seek to control and speak with them. All those who still carry the blood of the demons in their veins are controlled by the dread compact. This includes man, and more importantly the

Sorcerers of men.

All who dabble with the dread art of Sorcery come under the terms of the Dread Compact. Should they misstep in their rituals, or fail in their control over the powers they summon, they may be taken by the Demons and transported to the Abyss to entertain them for all eternity as their slave.

Even in death these poor souls are trapped by the Dread compact and must forever remain in the Abyss.

The great rift of Abalon, a mighty fracture leading deep below the crust. Said by some to be bottomless, by some to lead to the bottom of the world. This great fissure cuts across the mighty mountain ranges of the Winterlands.

Mostly below ground it also reaches to the surface in some hidden

THE RIFT OF ABALON

places.
Not a single wide fissure across the whole of the Winterlands, but a multifingered and winding void. In some

places beginning deep below the mountains, and in some near the highest peaks. When a mine or tunnel breaks into the rift it is often easier to close the tunnel and attempt to rise above it. In some cases a bridge may be attempted.

The many fingers of the rift interrupt workings all across the Winterlands, seemingly without rhyme or reason, and indeed the great mining essay office of the empire claims that these are not all connected in one great rift as legend says but are simply what the people of the Winterlands refer to whenever they find a deep crevasse that is impassable.



But the rift is real. And indeed not bottomless. The rift plunges deep into the earth all the way to the Abyss. Strange winds howl within the rift and some say they are the voices of the Demons calling out from the earth.

They are actually the voices of titanic hurricanes that spawn along the midpoint of the rift. Horrible winds that would pull a man in half, break wood into splinters and smash anything that remains into the cliff sides of the rift.

Some ancient legends of the Sages speak of these winds but none have climbed deep enough in centuries to witness them themselves.

They serve a purpose however. Created by the Dread Compact they prevent the Demons of Kartharka from using the rift to reclaim the world. For the Rift is an exception to the rules. Either formed by random happenstance of tectonic forces, or engineered by the demons themselves, the rift is an



allowable route for the demons according to the compact.

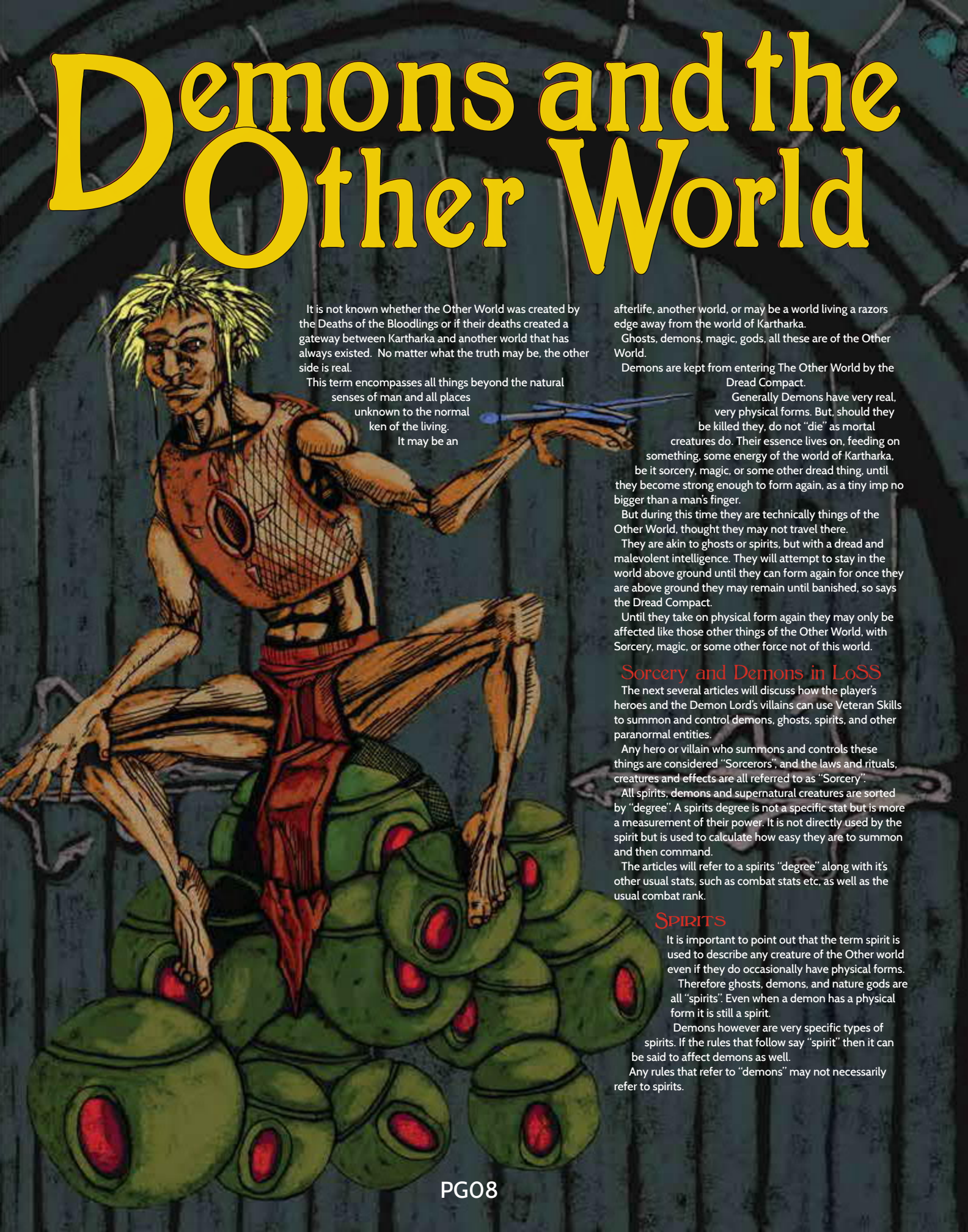
So the compact readjusted the contract and acted accordingly, creating the great whirlwinds which now block the route.

But the rift grows, changes, expands and contracts. It's smallest fissures fracturing through what were once safe mineshafts, with other parts of the rift collapsing on itself in great quakes. And every now and then a place is born where the winds have not yet formed, and something can slip through...

The abyss, a world of fire, smoke, pain and despair.



Demons and the Other World



It is not known whether the Other World was created by the Deaths of the Bloodlings or if their deaths created a gateway between Kartharka and another world that has always existed. No matter what the truth may be, the other side is real.

This term encompasses all things beyond the natural senses of man and all places unknown to the normal ken of the living. It may be an

afterlife, another world, or may be a world living a razor's edge away from the world of Kartharka.

Ghosts, demons, magic, gods, all these are of the Other World.

Demons are kept from entering The Other World by the Dread Compact.

Generally Demons have very real, very physical forms. But, should they be killed they, do not "die" as mortal creatures do. Their essence lives on, feeding on something, some energy of the world of Kartharka, be it sorcery, magic, or some other dread thing, until they become strong enough to form again, as a tiny imp no bigger than a man's finger.

But during this time they are technically things of the Other World, though they may not travel there.

They are akin to ghosts or spirits, but with a dread and malevolent intelligence. They will attempt to stay in the world above ground until they can form again for once they are above ground they may remain until banished, so says the Dread Compact.

Until they take on physical form again they may only be affected like those other things of the Other World, with Sorcery, magic, or some other force not of this world.

Sorcery and Demons in LoSS

The next several articles will discuss how the player's heroes and the Demon Lord's villains can use Veteran Skills to summon and control demons, ghosts, spirits, and other paranormal entities.

Any hero or villain who summons and controls these things are considered "Sorcerors", and the laws and rituals, creatures and effects are all referred to as "Sorcery".

All spirits, demons and supernatural creatures are sorted by "degree". A spirit's degree is not a specific stat but is more a measurement of their power. It is not directly used by the spirit but is used to calculate how easy they are to summon and then command.

The articles will refer to a spirit's "degree" along with its other usual stats, such as combat stats etc, as well as the usual combat rank.

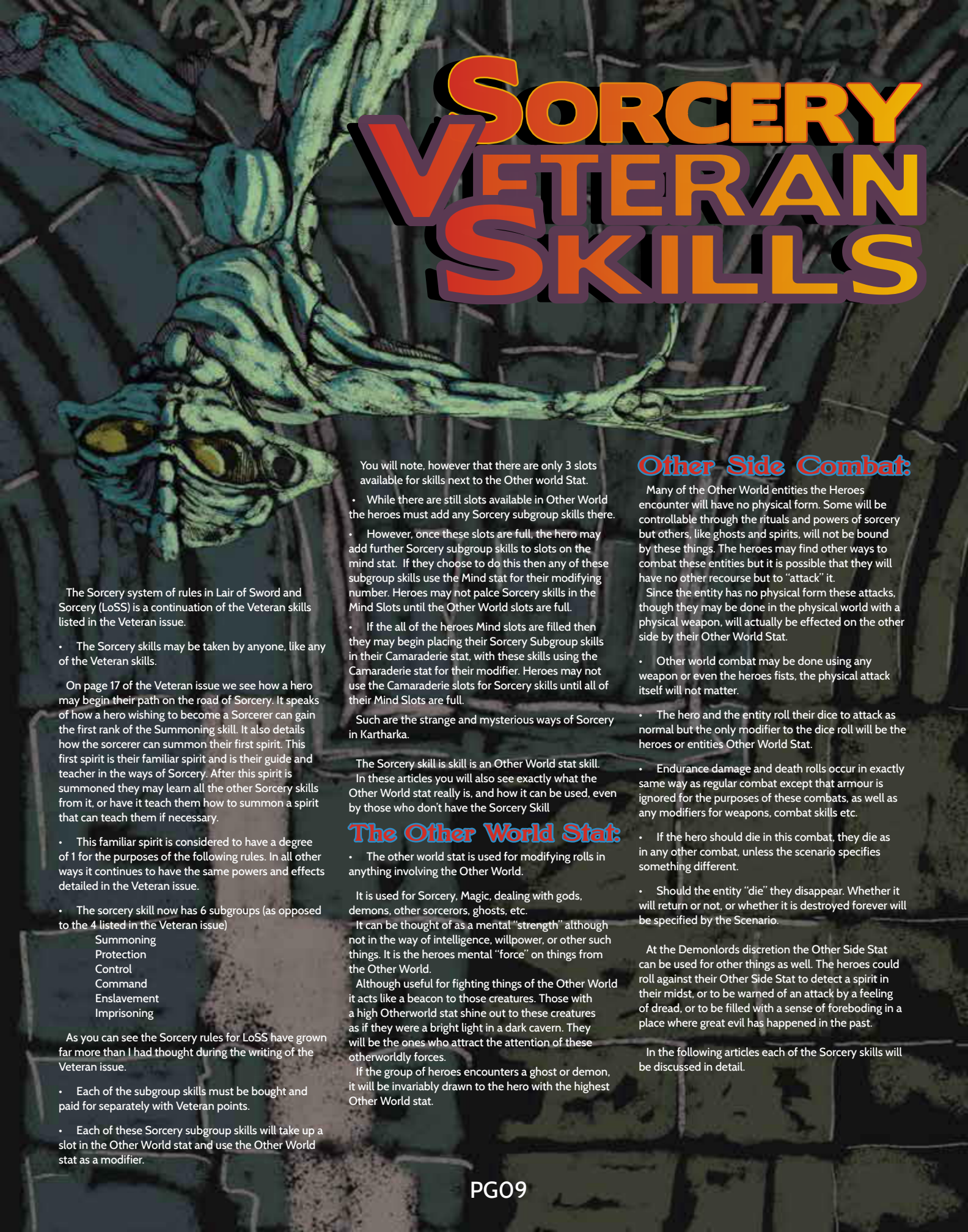
SPIRITS

It is important to point out that the term spirit is used to describe any creature of the Other world even if they do occasionally have physical forms.

Therefore ghosts, demons, and nature gods are all "spirits". Even when a demon has a physical form it is still a spirit.

Demons however are very specific types of spirits. If the rules that follow say "spirit" then it can be said to affect demons as well.

Any rules that refer to "demons" may not necessarily refer to spirits.



SORCERY VETERAN SKILLS

The Sorcery system of rules in Lair of Sword and Sorcery (LoSS) is a continuation of the Veteran skills listed in the Veteran issue.

- The Sorcery skills may be taken by anyone, like any of the Veteran skills.

On page 17 of the Veteran issue we see how a hero may begin their path on the road of Sorcery. It speaks of how a hero wishing to become a Sorcerer can gain the first rank of the Summoning skill. It also details how the sorcerer can summon their first spirit. This first spirit is their familiar spirit and is their guide and teacher in the ways of Sorcery. After this spirit is summoned they may learn all the other Sorcery skills from it, or have it teach them how to summon a spirit that can teach them if necessary.

- This familiar spirit is considered to have a degree of 1 for the purposes of the following rules. In all other ways it continues to have the same powers and effects detailed in the Veteran issue.

- The sorcery skill now has 6 subgroups (as opposed to the 4 listed in the Veteran issue)

Summoning
Protection
Control
Command
Enslavement
Imprisoning

As you can see the Sorcery rules for LoSS have grown far more than I had thought during the writing of the Veteran issue.

- Each of the subgroup skills must be bought and paid for separately with Veteran points.
- Each of these Sorcery subgroup skills will take up a slot in the Other World stat and use the Other World stat as a modifier.

You will note, however that there are only 3 slots available for skills next to the Other world Stat.

- While there are still slots available in Other World the heroes must add any Sorcery subgroup skills there.

- However, once these slots are full, the hero may add further Sorcery subgroup skills to slots on the mind stat. If they choose to do this then any of these subgroup skills use the Mind stat for their modifying number. Heroes may not place Sorcery skills in the Mind Slots until the Other World slots are full.

- If the all of the heroes Mind slots are filled then they may begin placing their Sorcery Subgroup skills in their Camaraderie stat, with these skills using the Camaraderie stat for their modifier. Heroes may not use the Camaraderie slots for Sorcery skills until all of their Mind Slots are full.

Such are the strange and mysterious ways of Sorcery in Kartharka.

The Sorcery skill is skill is an Other World stat skill. In these articles you will also see exactly what the Other World stat really is, and how it can be used, even by those who don't have the Sorcery Skill

The Other World Stat:

- The other world stat is used for modifying rolls in anything involving the Other World.

It is used for Sorcery, Magic, dealing with gods, demons, other sorcerors, ghosts, etc.

It can be thought of as a mental "strength" although not in the way of intelligence, willpower, or other such things. It is the heroes mental "force" on things from the Other World.

Although useful for fighting things of the Other World it acts like a beacon to those creatures. Those with a high Otherworld stat shine out to these creatures as if they were a bright light in a dark cavern. They will be the ones who attract the attention of these otherworldly forces.

If the group of heroes encounters a ghost or demon, it will be invariably drawn to the hero with the highest Other World stat.

Other Side Combat:

Many of the Other World entities the Heroes encounter will have no physical form. Some will be controllable through the rituals and powers of sorcery but others, like ghosts and spirits, will not be bound by these things. The heroes may find other ways to combat these entities but it is possible that they will have no other recourse but to "attack" it.

Since the entity has no physical form these attacks, though they may be done in the physical world with a physical weapon, will actually be effected on the other side by their Other World Stat.

- Other world combat may be done using any weapon or even the heroes fists, the physical attack itself will not matter.
- The hero and the entity roll their dice to attack as normal but the only modifier to the dice roll will be the heroes or entities Other World Stat.
- Endurance damage and death rolls occur in exactly same way as regular combat except that armour is ignored for the purposes of these combats, as well as any modifiers for weapons, combat skills etc.
- If the hero should die in this combat, they die as in any other combat, unless the scenario specifies something different.
- Should the entity "die" they disappear. Whether it will return or not, or whether it is destroyed forever will be specified by the Scenario.

At the Demonlords discretion the Other Side Stat can be used for other things as well. The heroes could roll against their Other Side Stat to detect a spirit in their midst, or to be warned of an attack by a feeling of dread, or to be filled with a sense of foreboding in a place where great evil has happened in the past.

In the following articles each of the Sorcery skills will be discussed in detail.

SUMMONING

the
Other World,
with intelligence
either dread or benevolent,
with thoughts and plans inscrutable
to Man.

The hero may know what his spirit is, or he may not. Evil spirits lie about their abilities and history, good spirits may choose to keep their powers a secret to the heroes lest they be misused.

The only way a hero can truly know their spirit is through use of the Control skill, once they have learned it.

A successful control roll will force the spirit to tell him it's true name and history. (Control is covered later in this book)

The First Spirit:

This first spirit, called the familiar spirit, is the most useful one in the Sorcerers arsenal. It does not require a summoning roll to summon, the Sorcerer simply calls it. As stated in the Veteran issue it has it's uses though it's powers are limited.

The first papers or teacher the sorcerer found which allow it to summon the spirit will also mention the skills of protection, control, and imprisoning, though it they not discuss how to use them.

The sorcerer's familiar spirit will know these things, however. It will be able to lead the hero in the ways of Sorcery, though it may choose to withhold certain information if it chooses.

The Summoning Skill rules:

The summoning skill is built up in ranks like any other skill. Each rank will give a bonus to the hero for the purpose of summoning spirits.

If the summoning is successful the spirit must appear, the dread compact will snatch the spirit up wherever it may be and drop it before the summoner.

If the summoner is unsuccessful, either nothing will appear, a spirit of greater power will appear, or a spirit of lower power will appear.

The Summoning Roll:

•To see if the summoning is successful use the following formula.

•Take the degree of the spirit, subtract the Sorcerers Other World stat. and subtract the sorcerers summoning skill.

•This is the number the Hero must roll above using one die.

•If the summoning is successful the spirit appears. However it is not controlled, and the summoner and any one else is not protected unless the hero has successfully used the protection and Control skills. (Covered later in this chapter)

If the hero fails the summoning

•Roll a die.

•1-4 Nothing appears.

•5 A spirit of a degree lower than the desired spirit appears. roll a die and minus that number from the desired spirits degree, that is the degree of spirit that will appear. If this is 0 then nothing appears.

•6 A spirit of a degree higher than the desired spirit appears. Roll a die and add that number to the desired spirits degree. This is the degree of spirit that will appear.

On page 17 of the Veteran issue, the players and Demonlord are introduced to the Sorcery skill, more specifically the Summoning skill.

Details of how to learn the first rank of the summoning skill are given as well as rules for summoning the Sorcerers first "spirit". Go back and reread that section now as the following rules pick up where they left off...

As stated in the Veteran issue the first rank of summoning is available to all with the right teachings or writings.

This will allow them to summon a weak "spirit".

In the world of Kartharka these spirits reside in many places.

They may be escaped demons from the abyss, still weak and waiting to reform their bodies.

Spirits can be long dead ghosts of priests, great sorcerers, or even the ghosts of the first men, trapped in this world by some evil magics, or some sense of purpose.

Some are the creations of the Demons or the Bloodlings, created in the times before man and the Dread Compact, still remaining long after their creators have moved on from the world.

Sometimes these spirits grow strong and powerful, they may choose to inhabit and defend a specific place, like a grove or cave, and may come to be worshipped in time by the Tribesmen of the Winterlands, or other groups of darker creatures slinking through the mountains.

The spirit may not have ever been alive but instead came to the world of Kartharka from

How to know what to summon:

A fledgling sorcerer will have no idea what is available for him to summon, the powers of demons and spirits, their abilities or their weaknesses.

To find these things out they must either:

Convince another Sorcerer to give him information.

Discover another sorcerer's writings.

Force another spirit to give him this information.

This final choice is the route most common to use, and luckily the hero has a spirit under his control for just this sort of thing.

However the familiar spirit will not want to give the hero this information. Usually the hero simply asks questions of their familiar and, if the familiar knows the answer, will immediately tell them. However, revealing the names, powers and degrees of its fellow spirits is taboo to spirits.

To give a sorcerer this information is a betrayal of the other spirit as it gives men more power over them. The other spirits will surely try to take their vengeance on the sorcerers familiar spirit if they ever can.

Since familiars are rarely trapped in the Abyss the demons are less likely to be able to take their vengeance but demons memories are long and if the familiar is ever forced to enter the abyss or if another demon should ever be freed near them their vengeance will be terrible.

And so the Sorcerer must force the familiar to give up this information. This is done using the Control skill (Covered Later).

A good rule of thumb is that a demon will only know the true names of demons one degree above themselves.

The mechanics of the summoning ritual

What does a hero actually do to summon a spirit?

The familiar spirit:

The familiar can be summoned at any time with no ceremony or special incantations. It is bound to the Sorcerer and cannot refuse it's summons. The Sorcerer need not roll to summon the spirit after summoning it for the first time.

To summon a spirit for the first time:

The hero will need certain things. The hero must make a suitable offering that will be pleasing to the spirit in question. A simple fire spirit can be summoned using a bonfire, but the most powerful fire demons would require the melting and burning of rare and strong metals, requiring a forge or furnace to reach high enough temperatures. The items consumed in the summoning would usually need to be acquired and may cost an amount of gold to buy or must be sought out by the hero.

Either the Demonlord will decide what is suitable or the scenario will state the requirements.

Next, incantations must be made to satisfy the Dread Compact, the specific gestures, motions, and times to summon are constantly changing due to the Compact but the familiar spirit will be able to guide the Sorcerer in these things.

The Dread Compact always has exceptions to it's usual rules which are constantly changing.

For example:

A spirit that must be summoned in the first moon of spring can be summoned in winter by turning clockwise while chanting, unless the time of day be in the morning in which case a wand of bone inscribed with the true name of the demon must be held above the summoners head.

The Veteran skill "summoning" is not a knowledge of true names of demons and their powers, but more a growing collection of knowledge concerning exceptions, replacements for offerings, ways to speed up the rituals, as well as the mental fortitude to will a spirit to appear.

As a Demonlord I would not waste too much time while playing to make up complex rituals for the Sorcerers to act out and special items for them to find. Suffice it to say that the Sorcerer will be making strange motions, speaking dread and mysterious words, and shaking or gesturing with bizarre items. The Sorcerer is clearly doing something other worldly and everyone who sees it will know this.

The actual actions of the summoning are not as important to those playing the game as the fact that they see someone doing a summoning and it has some effect.

Summoning time:

If a Sorcerer is attempting a summoning but there is no chance of being interrupted then it is not important how long it takes. If the heroes are in combat however the amount of time a summoning requires becomes very important indeed.

Summoning time can vary greatly for enemy sorcerers as the heroes cannot know how long was spent before they arrived on the summoning.

For heroes it will take one turn per degree of the spirit being called to attempt a summoning.

There are ways to speed up a summoning which will be discussed under the control section later.



PROTECTION

If a summoning is successful, the sorcerer will now have a ghost, spirit or demon in front them, and chances are, it's not too pleased.

If the spirit has never been summoned and controlled before (see control below) then the spirit will try to attack the hero that summoned it, and likely any others that are close by.

To prevent this Sorcerers protect themselves from Other World forces, using magic circles, amulets, charms and incantations.

Buying ranks of the protection skill is easy for those who have a familiar spirit. These ranks represent learning the ways of protection from their familiar spirit, how to create the charms and amulets as well as the proper invocations to the dread pact and the drawing of protective circles.

The Protection skill can be used in several ways, as is described below.

OTHER WORLDLY ARMOUR:

- Each rank of protection gives the sorcerer an armour bonus versus spirits and demons which works in exactly the same way as normal armour in regular combat.
- Any attack by a spirit or demon, whether they are in a spirit form or a physical form is modified by sorcerers protection skill. The Sorcerers Other World stat does not add a bonus to this.

*For example: a demon tries to disembowel a sorcerer with its claws. The Demon causes 4 points of damage, but the sorcerer has 2 points of protection so he only takes 2 points of damage.
The demon will appear to be attacking the sorcerer through an invisible wall of force.*

- The same is true of attacks by an incorporeal spirit such as a ghost. Their spiritual attacks are lessened in the same way by the Sorcerers protection skill.
- The drawback of the protection skill is that the sorcerer must wear their amulets, and clothes inscribed with the mighty charms of the Dread Compact they draw protective magics of the Dread Compact. Removing their amulets the attention of the Compact. Removing their amulets would mean that they have discarded the protection of

the Compact and every spirit and demon in the vicinity will be drawn to them by the terms of the Compact to exact their revenge on the Sorcerer.

Unfortunately for the Sorcerer the common folk of Kartharka have a great fear of Sorcerers and may react to Sorcerers in less than friendly ways. Having a few friends with deadly weapons helps to assuage the fear of the locals however.

PROTECTION DURING SUMMONING:

- The sorcerer can also use their protection skill to create a protective ward or circle around the area where a spirit is to be summoned. The hope of the Sorcerer is that if they are not strong enough to control the demon (see below) they will at least be protected from its power.
- The power of the protective circle is measured in degrees exactly the same as in summoning.
- The hero may create a protective circle of any degree they choose, however the actual power of the circle will vary depending on the apparently random nature of the dread compact as well as the heroes protection skill and the other world stat of the hero creating the circle.
- It takes a full turn per degree of protection to create the circle.
- The circles true power will not be known until a spirit tries to pass it, when it does, use the following rules to determine the circles power.

The hero rolls a medium SOTA check, adding any modifiers for their Other World stat.

If the roll is successful the power of the circle, in degrees, is equal to the heroes other world stat, plus their protection skill plus the score of one die roll.

If the roll is failed the power of the circle is the characters other world stat plus their protection skill minus the score of one die roll.

This roll can never bring the actual power of the circle higher than the set goal stated by the hero when creating the circle.

The circles final power in degrees is the level of spirits it will protect the heroes from. Spirits of that degree or lower may not pass the circle or harm anyone within it in any way.

- This is also the degree of spirit the circle will entrap. Once a spirit is in the circle it will not be able to leave until the hero dismisses it at which point it will return to wherever it came from. Even if the sorcerer is unable to control the spirit they are still able to control whether it leaves and may be able to extract a bargain from it to allow it to leave.

More on this in the control section.

USING THE CIRCLE FOR PROTECTION FROM OTHER SPIRITS:

The circle will protect the heroes from all otherworldly creatures so creating one and standing inside it will protect them from attacking Other World forces. Creating the circle and determining its strength is the same as when summoning a spirit.

The circle can be drawn in the dirt, on stone with chalk, carved in stone or wood, or any other form the hero wishes.



CONTROL

Once you have summoned a spirit, and it is safely behind a protective circle. What do you do next?

BARGAINING:

The simplest and "safest" (if such a thing exists) way to have a demon do your will is to make a bargain with it. To give it something it wants in return for something within its power.

Rarely will the hero have anything the demon desires but it may have a task which it cannot do itself or will require a sacrifice by the hero. Demons generally want two things, freedom, or amusement to while away the centuries until the Dread Compact crumbles to dust.

Once in our world it may ask to be freed from the circle in return for a favour. It will wish to be free in our world now that the summoner has brought it above ground. It will not be able to stay forever, the turnings of the Dread compact will eventually find the exception the summoner has created and erase it banishing the demon once again but it will cause a great deal of destruction and evil before leaving. It will not harm the ones present during the summoning but anyone else would be subject to its evil.

If the summoner chooses to allow the demon or spirit its freedom it will usually be sure to make it known to everyone exactly who summoned it and released it, earning the hero infamy as if he had perpetrated all the evil acts of the demon himself.

To some this would seem to be a fair trade.

AMUSEMENT:

All demons, if not allowed their freedom, will settle for amusement. A living human can be given to them

to take back to the underworld where they will be tormented for some time before finally dying.

To some this may also be a fair trade. Bargaining with spirits other than demons can be a simpler and less dangerous. Their motives however are more mysterious and varied depending on the spirit.

Some spirits may be well inclined towards man and may offer their help for nothing. However the heroes must be wary. There are many spirits in the land of Kartharka and not all are what they seem. A kindly forest spirit may be revealed to be a demon in disguise at the worst possible moment, or may ask the heroes for an innocent sounding favour only to find that they are doing the work of evil.

The control Skill is rarely used in these bargaining situations but the Demonlord may choose to allow the heroes a die roll to determine whether or not they are able to get a suitable "deal" from a spirit or demon, and in this case the control skill would be used to modify the roll.

The heroes should ask the Demonlord if they plan on using this skill in their games before spending veteran points on it.

OTHER USES:

In the Enslavement section you will see that the Control skill is used for determining how the sorcerers control range and control limit (see enslavement for more)



CONTROL

If the Sorcerer wishes to skip bargaining with a spirit they may force the spirit to do their bidding.

- All spirits and demons may be commanded by a Sorcerer with enough power.
- A hero may use their command skill on any spirit whether it is in a protective circle or not.

A circle is highly useful and suggested however, for if the hero fails the demon will immediately attack the hero with all of its power ignoring all other enemies and its own safety until that hero is dead.

The Sorcerer can try to control the spirit in two different ways, either commanding it to Answer Questions, or command it to do Perform a Task.

Answer Question:

- The hero adds his Other World stat to his Command skill and rolls a die to add to this total.
- The spirit takes its degree and rolls a die to get its total.
- If the hero has a higher score the Spirit must answer one question. If the spirit does not have a specific lore skill then it is assumed that its lore is equal to its Degree.

To other heroes the controlling sorcerer will appear to be chanting, gesturing, and displaying various amulets and charms to the spirit. If this is occurring during combat then the amount of time the controlling takes is equal to the roll of the demons die roll in turns.

- If the hero fails the spirit will try to attack the hero as stated before.
- Every time the hero attempts a control roll against a spirit the spirit gains +1 on the next roll to force it to answer a question or an extra die to enslave it or force it to perform a task.

The spirit is learning the strengths and weaknesses of the hero and will be more prepared for the next attempt to control it.

Perform a Task:

- The Sorcerer may attempt to force the spirit to perform a task.
- Careful thought must be given to what they are asking the spirit to do. The sorcerer may ask the spirit to do any task that

they wish but the spirit will be given permission to act in any way it wishes to perform the task. It will also be allowed to remain in the realm of man long enough to complete its task.

Demons and spirits do not eat, do not sleep, do not become tired, may sometimes fly or have other abilities so their power to accomplish their tasks can be great. But even they may not be able to complete a task that is ordered.

If the commands are being given during combat it is best to keep the command simple such as "kill that sorcerer" or "knock down that door" or other simple things.

- If the sorcerer says something like "build me a house" with no instructions as to size or where to get the materials the demon may choose to tear down the palace of a king for the stones and build the sorcerer a house so big that it may take a century to complete. Meanwhile the spirit will terrorize the countryside destroying every home for building materials all while technically following the orders of the Sorcerer.

- If the Sorcerer is clear on what must be accomplished and how, and does not assign a task to a spirit which will take more than a day the spirit will generally comply quickly and accurately to be away from the sorcerer as soon as possible.

- Once the spirit has completed its task it will return to the sorcerer. At this time the sorcerer may choose to make another control roll to have the spirit complete another task or they may dismiss the spirit sending it back from whence it came.

- The control roll to force a spirit to complete a task is similar to the one to answer a question except:

The hero rolls a number of dice equal to his other world stat and his control stat combined. The spirit rolls a number of dice equal to its degree (adding an extra die for every previous command from the same sorcerer). The one with the highest total wins.

The control roll therefore is much more random and dangerous for the sorcerer, and for every attempt whether successful or not the spirit gains an extra die for the next attempt.

ENSLAVEMENT

The most powerful skill of the Sorcerer is Enslavement. It allows the Sorcerer to summon spirits instantly, command them to do their bidding with needing to make rolls, and control more than one spirit at a time.

ENSLAVEMENT:

The most powerful of all the sorcerous abilities and the most dangerous to attempt.

An enslaved spirit or demon is at the sorcerers beck and call.

A Great Exception is written into the Dread Compact allowing the sorcerer to call up and command the spirit or demon whenever the sorcerer wishes.

- To enslave a spirit the sorcerer summons the spirit in the normal way, preferably with a protective circle if things don't go their way.

- They then must make a successful control roll to control the spirit to give them the ability to command the spirit.

- The sorcerer must then enslave the spirit.

- The sorcerer should have an appropriate item in

which to imprison the spirit. An item connected to the spirit in some way is required; a tree spirit could be enslaved with a wooden wand or staff, a fire demon with a brazier or a lamp for example.

- The sorcerer must now make the enslavement roll. It is the same as the control roll but must succeed 3 times in a row. If the sorcerer fails any of their rolls the spirit will immediately be freed from the protective circle and the control of the sorcerer. It will then try to attack the sorcerer and anyone else with them.

- If the enslavement rolls are all successful the demon is dismissed back from whence it came but will be forever bound to the enslaving item the sorcerer has chosen.

- If the item is stolen, anyone else attempting to use the item will indeed summon the spirit but it will not be under their control and free to attack the summoner.

- If the item is destroyed then the link is severed. The spirit will be immediately banished back from whence it came.

- An enslaved spirit may be summoned at any time,

even in combat (takes 1 round), by the sorcerer who enslaved the spirit using the item.

- When summoned, the spirit can be commanded in any way the sorcerer chooses. They will answer questions (using the usual lore rolls) and act as commanded.

- They may not leave the sight of the Sorcerer however and may not move out of "range" of the sorcerer, which is a number of squares equal to the Sorcerers Control skill.

- It may not perform SOTA but is able to attack, open doors, move, pick up and move items, untie ropes or any other mundane activity.

- The Sorcerers can command more than one spirit at a time. The Sorcerers Control skill is the limit of how many total degrees of spirits they can control at once.

Example: a Sorcerer has a Control skill of 5. They can command 1 demon of the 5th degree, or 2 demons of the second degree, or 5 demons of the 1st degree.



IMPRISONING

The most powerful of the Sorcerous arts, the imprisoning skill is used to trap a spirit directly in an item.

An enslaved spirit needs an Item for summoning but the item serves only as a doorway to the Other World. With imprisoning the spirit is forever imprisoned in the item itself.

In the previous chapters we saw that directly summoning and commanding a spirit is gives it more freedom and power than an enslaved spirit has. However an enslaved spirit can be summoned instantly and with no risk.

The Sorcerer is also limited in the amount of enslaved spirits they can control at a time.

But the great sorcerers of old were very clever. They found a way of imprisoning a spirit or demon directly in an item.

This is the most powerful of the sorcerous arts but the most difficult to master and use.

The concept is a simple one. A spirit is imprisoned within a specially prepared item. Once it is imprisoned it may no longer escape, its prison means it no longer needs to be summoned, protection need not be used and control is no longer necessary. Unfortunately an imprisoned spirit is of little use. It is trapped and unable to use its powers. While this may be a suitable goal if the purpose is to neutralize the spirit it is not very useful to the Sorcerer.

The power of the Prison lies in its exceptions.

All imprisoning items are created to "mostly" imprison a spirit, allowing it to escape only in certain ways.

For example: a prison could be created to trap a fire demon but still allow its fire to escape.

This would result in an item which continually pours forth fire and flame.

Heroes could certainly find a use for such a thing, but it could be dangerous to carry around with you.

- Usually Exceptions are controlled by a command word which turns the exception on and off.

For example: an item that normally appears to be a large orb with intricate carvings will, on speaking the command word, begin to pour forth fire.

- In combat terms this fire pouring forth would be equivalent to whatever attack the spirit would have made with fire but without going through the trouble of summoning, protection, controlling and enslaving. More refinements can be made to the exceptions as well.

For example: With our fire orb, the item could be used as a type of grenade, throwing the orb at your

enemy as you speak the command word. However this is not too elegant and may result in loss of the orb if the sorcerers enemies are not killed.

Another exception may be added to the prison, that the bearer of the orb be protected from the fire while forcing it to be directed away from the bearer. Now the item is truly a weapon.

Or the prison could be a sword. With the hero wielding a powerful flaming sword that burst into flame at command and could shoot fire at anyone it is pointed at.

This is the true power of the Sorcerer, the ability to create these powerful and terrible prisons. But they come at a price. They are quite difficult and dangerous to make.

Creating a Prison:

- The sorcerer must create the item to be used as a prison. It must be made for a specific spirit.

- At the time of creating it must be decided how many exceptions are being added to the item.

- The item will be very costly to create, needing many exotic ingredients, jewels, metals and other items to create.

- The cost will be equivalent to: Number of exceptions x the degree of the spirit x 100 gold coins.

- Since money can be quite hard to come by in the world of Kartharka the Demonlord could also have the heroes search for the materials themselves. Usually they will have to complete one difficult lair per Exception and Degree of the prison.

- To create the item the sorcerer rolls a number of dice equal to their Other World stat plus their Imprisoning stat. The Demonlord will then roll a number of dice equal to the number of exceptions plus the

Degree of the spirit to be imprisoned.

- If the sorcerers roll is equal to or higher than the demonlord's roll then the prison has been successfully created.

- The spirit to be placed in the prison must already be enslaved to the sorcerer. The sorcerer will summon the enslaved spirit and command it to enter the prison.

- The sorcerer will then roll to Imprison the spirit. The sorcerer rolls a number of dice equal to their Other World stat plus their Imprisoning skill. The spirit rolls a number of dice equal to its degree. If the sorcerer rolls equal to or higher than the spirit 3 times in a row the spirit is successfully imprisoned. If the sorcerer fails in any of his rolls the spirit is no longer enslaved to the sorcerer and may now take it's revenge on him.

- An item prison may be used by anyone that knows the control words.

SPIRITS & DEMONS

In the game of Lair, all entities of the other world, all supernatural beings, be they ghosts, demons, nature gods, or elemental energies, all of these are referred to as spirits.

Whether or not they are able to take on a physical form for periods of time they are still referred to as spirits for they exist, at least partially, in the Other World.

So all demons are sprits, but not all spirits are demons.

Demons are a very specific race of "spirits" that reside primarily in the great underworld beneath the world of Kartharka called the Abyss, beyond the great rift of Abalon and inaccessible for surface dwellers.

Although the most commonly referred to spirit in game mechanics is the demon there are many spirits in the world of Karharka.

Ranging from simple nature spirits, residing in an ancient tree, to great and powerful "gods" once worshipped by thousands of followers and now forgotten by time in ruins long abandoned by men.

The source of these other spirits is mysterious and lost in time, perhaps they were once men, or sorcerers, or wizards, or even just a tribal leader that chose to stay in our world instead of moving on to the other side once dead. Perhaps they are the ghosts of great leaders, or they may be another spirit that existed long before the death of those men, who have chosen to pretend to be people to gather worshippers and followers to act on their wishes.

Some may even truly be "gods", personifications of a forest, or a force of nature or of an entire nation, whether their followers or creators still exist is irrelevant to them as they continue on as they always have.

Many options are open to the Demonlord to create spirits to serve their needs in scenarios and lairs.

Most of the rules which will follow in this issue will deal with "demons" but simply replace the name with "spirit" and it becomes a force not of the netherworld but of the other world. Using the same stats and rules as a demon it may be a ghost, unnamed force, or a god. Its motives may be good, evil, or neutral and its source of power may be infernal or benevolent as the demonlord wishes.

So although many of the rules and lists which follow may refer to "demons" feel free to adapt and change anything you wish to add variety and spice to your own games.



CREATING CSPIRITS

There can be any number of spirits, demons, ghosts, gods, or elementals. To try to create a list of every possible one here would be a massive undertaking.

I think what would be more useful would be a set of guidelines for creating your own spirits, similar to the ones laid out in the Veteran issue for creatures and monsters.

Spirits have stats, like other creatures. They also have additional powers available only to spirits. They may have a physical form or they may not. They may be able to effect the physical world or they may not.

All of these things will be discussed in the following sections.

To create a spirit go through the following steps:

1. Determine spirit type:
2. Determine stats:
3. Assign additional powers:
4. Assign elemental powers if any:
5. Assign mortal interaction:
6. Determine Other World stat:
7. Determine degree:

All of these will be discussed, simply work your way through the list and you will have your dread spirit ready to terrorize your heroes.

DETERMINE SPIRIT TYPE:

This is the creative part of the process. Decide if you want your spirit to be a demon, a ghost, some kind of elemental spirit or anything else the imagination can devise. Use this decision when working your way through the next few sections. There is no limitations on any particular type of spirit, a ghost can be as powerful as a demon if the Demon lord chooses.

Typical choices would be:

- Demons from below the earth of Kartharka
- The ghost of a mortal being, be they a man, goblin, half goblin or something else. They lived for a time and then they died. On death for whatever reason they did not move on to the other side. They may have existed long ago or have died recently.
- Elemental spirit of the Wild. There are many spirits which are thought to be embodiments of great forces of nature. Be they the trees, the air, the storms in the sky, or a spirit of a specific forest or circle of stones.

It is not known truly where these spirits come from or what keeps them where they are found. Most of them have been worshipped for centuries by the various tribes of the Winterlands or elsewhere in Kartharka. They may actually be something else or something from the other side in disguise. At any rate they tend to be mostly an ethereal force with powers over plants, wind, or air, though sometimes they will manifest themselves as a physical creature made of their preferred element.

STATISTICS:

Each spirit will have all the usual stats of a monster or creatures, Defence, Attack, Endurance, Damage, and Move.

Even if they are never in our physical world or able to affect it, their stats must be determined, even if they are only zeros.

Like any creature or enemy you can make these stats whatever you want, but the higher the stats the higher their rank will be.

Assign the spirit stats for defence, attack, endurance, damage, and move. Remember an average man would have zero defence, zero attack, 4 endurance, zero damage, and move 4.

ADDITIONAL POWERS:

• Demons and other spirits are considered to either be carrying spectral ethereal weapons, or to have claws (as in demons) or due to their other world nature are

considered to be armed at all times. They will do damage as if they were carrying standard weapons causing 1 dice of damage, unless stated otherwise in another rule.

As if having all of this is not enough, spirits may have some additional powers.

Common powers which a spirit may have are:

Flight: The spirit may fly. They move at their move rate up, down, or in any direction.

Move Objects: Whether the spirit is ethereal or not, or whether they are able to take on a physical body they may still move objects as if they were a solid creature. It can be assumed that the creature can move objects in the same way as a normal man unless otherwise stated.

Sound(illusions) or create noises: The spirit may create noises whether they are ethereal or not. Note that spirits would usually not be able to make noise or make themselves understood by mortals unless they have this power. The noises are not necessarily limited to speech but may make any noises or sounds that they like.

Light(illusions) or create images: In the same way that spirits cannot be heard while they are ethereal they may also not be seen. But if they have this power they may appear to mortals. Note that they do not necessarily have to appear as they actually are, they may change their appearance in any way in the same way as creating noises.



ELEMENTAL POWERS:

- These allow the spirit to control an element or use it for an attack. The power may be given more than once. The first time it is given allows the spirit to “control” that element in a limited way. Fire for example would allow the spirit to start fires on readily combustible materials like an unlit campfire.
- It also allows the creature to have 1 armour point against that element. Additional slots of the same power can be used to add another armour point against that element.
- Another slot can be used to allow the spirit to “attack” with that element for 1d6 of damage. For example a spirit could have fiery hands which cause 1d6 of damage if they hit a hero.
- For each extra time it is taken the spirit gets to cause an additional d6 of damage using their element
- A slot can also be used to allow a spirit to “throw” a ball of the element with a range equal to their move stat.
- The elements available are: Fire, Ice, Wind, Electricity, Stone, Water, Wood (dead), Plants (Living).

MORTAL INTERACTION:

- The word “spirit” refer to the class of otherworldly beings, and not necessary to whether they have a physical form or not.
- When creating a spirit you must decide if the spirit has a physical form. If it does not, then you must decide how it interacts with the physical world, if it can at all.
- All spirits begin as an ethereal creature, having no physical substance. They are unable to affect the mortal world, to be seen, heard or felt. They can move through doors, walls, floors, etc. This does not necessarily mean they can “fly” or “float”. To do some they must have the “flight” special power above.

Spiritual attack:

- Some spirits, by growing their power, are able to affect the mortal realm without a physical body. These spirits are able to attack mortals using their other world stat as detailed in the Other World section earlier in this book.

If this is the case with the spirit you are creating then you should give them the “spiritual attack” power.

- Some spirits will have a physical form, such as most summoned demons. They may not use a “spiritual attack” while in their physical form. If they are able to change from physical back to an ethereal form then they can use spiritual attack when ethereal and regular attacking when in their physical form.

Demons prefer to remain in mortal form because if they “die” they must start all over again as a spirit with all stats being 0 and begin to build their power again.

- Some spirits can take on a mortal form only when summoned, many of the “gods” of Kartharka appear

in this way.

OTHER WORLD STAT:

Now decide what the creatures Other world stat will be, keeping in mind that this is the stat which will be used for spiritual attacks if the spirit has that power.

RANK

- Determining combat rank for spirits is very similar to the system for mortal creatures.
- First start with 1. Add the spirits defence, attack, damage, and any endurance over 4. Add any move over 4. Add 5 for every power (and every slot of every power).

Multiply the spirits other world by 2 and add this to the total.

This is the final Combat rank.

DETERMINE THE SPIRITS DEGREE:

The Spirits degree will vary greatly from spirit to spirit.

- A good rule of thumb is to divide the spirits Combat Rank by 5. A spirits power varies greatly depending on what powers it has and how many slots of any specific power it has.
- Published spirits will likely have a degree that varies from the simple, divide by 5 calculation.





Price

\$4.00



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