

SORCERY!

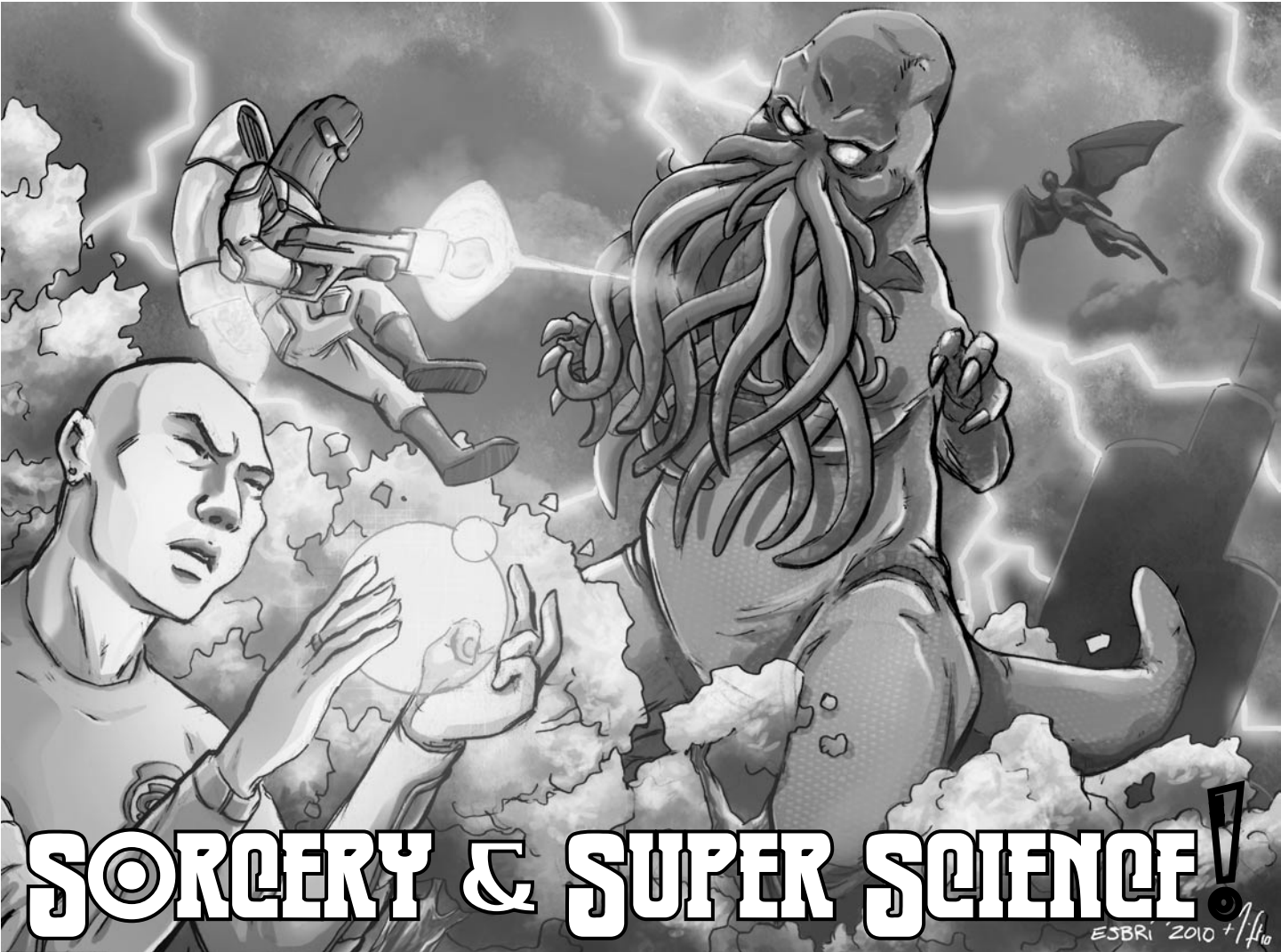
& SUPER SCIENCE



CREATURES BELOW THE SHATTERED MOON

EXPEDITIOUS RETREAT PRESS

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of



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Thanks for picking up Creatures Below the Shattered Moon (Volume One) and hope you enjoy and have fun!

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INTRODUCTION

Hola, fellow gamers! Within you'll find the first of several installments detailing the multifarious creatures found under the shattered moon. Any of these seventeen creatures can pose an interesting challenge to your players, be that challenge of a combative or discursive nature. So without further ado, let's to the creatures!

THE CREATURES

ALTERED STATE

Destructive spirit (Intermediate) 1

C1 A1 S1 F8 R-3 I1 W12: Ego 36: Health 22: Fortune 21

Movement 7/62 flying

Description & Information: Appearing as nothing more than coalesced mist in a vaguely humanoid form, an altered state is a spirit of self-destructive desire.

Intrinsic Powers

- Immune to toxic attacks.
- Altered States attack with a touch, dealing +2 cold damage per hit and a +4/ rank 4 combat condition.

Limited Use Powers

- Self Manifest (1 per week): Altered states can make themselves flesh for one day per week.
- Abuse (4 per day): An altered state releases a cloud of gas in a 30 foot area. Every living creature within the effect must succeed on a rank 30 Willpower conflict or do something self-destructive on their next turn. The type of self-destruction is dependant upon by what amount a conflict failed. If the conflict failed by 1-5 points, the victim lies down and wails at the top of his voice. If the conflict fails by 6-10 points, the victim hurts themselves with a melee weapon of the character's choice as if they had attacked themselves. A failure of 11-20 points results in the victim attacking themselves with their most powerful weapon. A failure of more than 20 points results in the victim attacking themselves with their most powerful weapon and also receiving a combat condition from such weapon.

Protection from this attack can be achieved via a gas mask or through toxic attack resistances. If wearing a gas mask (or something similar, the wearer is immune. If possessing toxic resistance or high intensity toxic resistance, a target add his resistance bonus to his conflict roll against the Abuse limited use power. If the target is immune to toxic attacks, he is immune to this attack.

BIRTH HORROR

Mutated spider (Basic)

C2 A5 S1 F1 R-2 I3 W2: Ego 8: Health 18: Fortune 12

Movement 8/70 (climb as same)

Description & Information: Birth horrors look like giant spiders (roughly 4 ft. wide) featuring a semi-human spider face. They have a crown of eyes around the top of their misshapen and lumpy head.

Birth horrors have a unique reproductive cycle and two very distinct aspects of the same species. The first type of birth horror (and not the one normally considered when the name is mentioned) is a small sickly-green spider. In this form, they spend their time hunting small insects while continually looking for a pregnant mutated human in which to lay their seed. If a pregnant mutated human is infected by a birth horror (a rank 20 Fortitude conflict, her fetus changes, becoming the second aspect in the birth horror



life cycle. This change is not noticeable until month 7 of the pregnancy, wherein the horror rips itself out of its host in a matter of minutes before fleeing into the wastelands where it grows to adulthood. Upon reaching adulthood, the birth horror moves closer towards "civilization" and small pustule-like sacs form along its head/body. When these pop, a small-sickly green spider drops to the ground, and the birth horror reproductive cycle begins anew. Birth Horrors are often found among scritch.

Intrinsic Powers

- Regenerate 2 additional Health per day.
- Possess senses greater than human, +8 on any visual sense conflicts.
- Immune to poison.
- Birth Horrors attack with a bite, dealing +2 piercing damage per hit and a +4/ rank 4 combat condition.

Limited Use Powers

- Urticating Hair (1 per day): Although mostly hairless, birth horrors can quickly release their hairs into a cloud affecting anything with 10 feet of the horror. Those in the cloud are subject to a rank 10 Fortitude conflict. Failure results in the temporary loss of 1 point of Fortitude. Protective breathing gear, even something as simple as a wet cloth over the mouth, prevents this effect.

BOLG

Mutated fungus (Basic)

C1 A1 S4 F4 R-3 I3 W1: Ego 10: Health 20: Fortune 11

Movement 1/9 (swim and clime at same)

Description & Information: One of the strangest dangers under the shattered moon, bolg appear as any type of normal bag made of fiber, leather, cloth, plastic, or some other material. A bolg lies in wait for a creature to walk upon it or pick it up and then it envelopes its prey, seeking to suffocate it to death.

Intrinsic Powers

- Possess senses greater than human, +10 on any sense conflicts and can make extraordinary sense checks.
- Immune to toxins.
- Any creature enveloped by a bolg begins suffocating. To speed the process along, bolg secrete carbon dioxide in large amounts when enveloping a foe. If not freed within a minute, a foe falls unconscious and is quickly killed by the bolg. Any attacks against a bolg during this period result in half of the damage affecting the bolg and the other half affecting the bolg's prey.

BUNNYSHARK

Mutated rabbit (Basic)

C1 A6 S-3 F1 R-3 I3 W2: Ego 4: Health 10: Fortune 6

Movement 15/132 (swim at .25)

Description & Information: A bunnyshark is a common rabbit featuring the head of a great white shark where its normal bunny head should abide. Two floppy bunny ears frame their toothy maw. They live only to hop, eat, and make more bunnysharks. Independently they are of little concern for an adult mutie, but in packs they can be deadly. They are found in any temperate environment and typically outcompete the regular small predators. They can breathe underwater for short periods of time (up to 10 minutes).

Intrinsic Powers

- Possess senses greater than human, +2 on any auditory sense conflicts.
- Bunnysharks attack with a bite, dealing +1 piercing damage per hit and a +4/ rank 2 combat condition.

Limited Use Powers

- Bun Mob (1 per day): If there are more than 10 bunnysharks in an attacking pack, they may enter a frenzied state, wherein their Combat is increased to 3 and they deal +3 piercing damage per hit.

CROCOPHANT

Mutated elephant (Intermediate)

C4 A1 S12 F12 R-1 I4 W1: Ego 32: Health 58: Fortune 33

Movement 10/88

Description & Information: A terrible predator, the crocophant is luckily quite rare. The body of an elephant topped with a fearsome crocodile head looms large in mutie legends of “things to avoid.” The crocophant is a dangerous animal as it possesses amazing bite strength coupled with the intelligence of an elephant. They are solitary creatures, coming together only to mate. Eggs are laid in large nests covered with vegetable debris and then left alone. The cooked egg of a crocophant is considered one of the most rare foods under the shattered moon, and eggs can fetch a high price because of such.

Intrinsic Powers

- Crocophants have thick skin - all Health damage is reduced by 4 points.
- Possess senses greater than human, +2 on any auditory sense conflicts.
- Crocophants attack with a terrible bite, dealing +12 piercing damage per hit and a +2/ rank 12 combat condition.

DEER WOMAN

Elemental spirit (Intermediate) 10

C6 A6 S1 F4 R3 I4 W4: Ego 30: Health 34: Fortune 28

Movement 15/132

Description & Information: A deer woman is a fairly common spirit most often found in forests and scrublands. She has four different forms; an old woman, a young woman, a deer, or a hybrid female upper body and deer lower body. Regardless what form she appears in, she always has the same statistics and abilities. The only way to properly identify a deer woman (if a Lore of Nature check fails - which they typically do, see intrinsic powers below) is to look at the footprint of a deer woman. It will always be the hoof print of a deer, but of a size more appropriate to a buffalo than a deer.

A deer woman is a fickle creature, capable of changing moods quickly. They can be trusted to a point, but only the foolish would put long-term faith in their actions.

Intrinsic Powers

- Detecting or identifying a deer woman requires a successful Lore of Nature (Advanced) 20 conflict.
- Possess senses greater than human, +2 on any sense conflicts.
- A deer woman attacks with her hoofs, dealing +8 bludgeoning damage per hit and a +4/ rank 6 combat condition.

Limited Use Powers

- Self Manifest (1 per week): A deer woman can make herself flesh for six days per week.
- Awkwardness (1 per day): A deer woman can release pheromones in a 30ft radius that only affect male humans and mutated humans. Unless a rank 10 Fortitude conflict is successful, the target's Agility is reduced by 6 points. If this results in a negative Agility, the negative is treated as a modifier to the success of any physical action, such as climbing, swimming, fighting etc. Awkwardness lasts for 6 hours minus 1 hour per every point of the victim's Fortitude, but at least 1 hour. If the victim possesses any form of toxic resistance, he is immune to this power.

DOMOVOI

Elemental spirit (Intermediate) 1

C1 A3 S2 F6 R1 I3 W6: Ego 32: Health 24: Fortune 22

Movement 5/44

Description & Information: A common household spirit, domovoi look like a tiny old man with a bushy white beard. A domovoi watches over all the members of the household, helping them avoid accidents and mishaps, but if in a mischievous mood a domovoi will sometimes create accidents or mishaps for entertainment. They favor such things as tickling, knocking on walls and floors, and moving small items from where they belong. Keeping on the good side of a domovoi is fairly easy via small gifts and presents of food or shiny items. Unlike many spirits, domovoi can act (via their telekinesis) when non-manifested and rarely self-manifest.

Intrinsic Powers

- Damaging a domovoi with non-iron weaponry is difficult - all Health damage is reduced by 4 points in such cases.
- Possess senses greater than human, +4 on any sense conflicts and they can make extraordinary sense checks.
- Domovoi have no effective physical attack and wield no weapons.

Limited Use Powers

- Self Manifest (1 per week): Domovoi can make themselves flesh for one hour per week although they rarely do.
- Telekinesis (4 per day): Telekinesis (4 per day): Domovoi possess the Telekinesis power at (Basic) level.

FROG PROTECTOR SPIRIT

Elemental spirit (Ultra) 5

C12 A8 S7 F10 R2 I5 W10: Ego 54: Health 74: Fortune 54

Movement 10/88 (climb and swim at 1/2)

Description: Frog protector spirits manifest as majestic 10-foot-tall giant frogs. Their color and unique body shape varies with each manifestation. As with all protector spirits, frog protector spirits are the spiritual guardians of their namesake animal. They are typically found where large concentrations of the animal occur, but they are sometimes found where single, petty acts of cruelty against their namesake animal occurred.

Intrinsic Powers

- Frog protector spirits have a +6 to any swimming or climbing conflicts.
- Frog protectors may secrete a waxy poison through their skin. Any bare flesh encountering this poison must succeed on a rank 15 Fortitude conflict or be poisoned by a very powerful poison in

which 6 temporary ability damage is taken at the rate of 1 per turn. Randomly determine which abilities are affected and if an ability drops below 0, the player character begins dying.

- Regenerate 10 additional Health per day and cannot suffer permanent injuries of any sort.
- Frog protector spirits slam with their sticky tongue to a range of 20 feet doing +6 bludgeoning damage and +4/ rank 10 combat condition. In addition, those hit by this attack must succeed on a rank 10 Strength conflict or be pulled into the mouth of the frog protector spirit and bitten for an additional 4 points of bludgeoning damage. Finally, after being bitten and regardless the size of the creature, the frog protector spirit swallows the target unless it succeeds on a rank 10 Willpower conflict. A swallowed creature finds itself in a swampy realm surrounded by millions of frogs that seem to be laughing at it. Unless the frog protector spirit is slain in the next 6 turns, the swallowed creature suffocates to the sound of laughing frogs, for there is no air where the frog spirits dwell.

Limited Use Powers

- Croak (1 per day): Once per day, frog protector spirits may let loose a powerful croak, affecting those within 20 feet. If a creature in this area fails a rank 10 Fortitude conflict, it begins dying. This is a sonic attack, and any type of sonic resistance renders one immune to the deadly croak.
- Self Manifest (1 per year): Frog protector spirits may manifest once a year for 1 hour.

HORC

Fairy (Basic)

C4 A1 S5 F4 R-1 I-1 W0: Ego 4: Health 28: Fortune 12

Movement 5/44

Description & Information: Horcs look like bipedal warthog men featuring the horns of an antelope. They favor primitive weaponry and are often used as shock troops for foul wizards. Horcs are perfect cannon-fodder - strong in body and weak in mind. It is speculated that they spring from the nightmares of sentient creatures as they appear devoid of reproductive ability.

Intrinsic Powers

- Regenerate 4 additional Health per day. Regenerate from any minor permanent injury in a week.
- Immune to poison.
- Possess senses greater than human, +2 on any sense conflicts.
- They fight well, +1 to damage done by melee or missile weapons.

HORNED SERPENT

Giant mutated serpent (Advanced)

C10 A6 S6 F10 R1 I6 W8: Ego 50: Health 68: Fortune 49

Movement 7/62 (swim at 1/4)

Description & Information: Deadly enemies of the thunderbird, horned serpents are horned snakes growing up to 40 feet in length. They are truly monstrous creatures and their hatred of the thunderbird is limitless. Horned serpents come in many colors, but most are generally tan or green and feature thick banding along their length. Horned Serpents are often worshipped by primitive mutie tribes as manifestations of the divine.

Intrinsic Powers

- Regenerate 6 additional Health per day. Regenerate from any permanent injury in a week.
- Horned serpents are hard to damage - all physical Health damage is reduced by 4 points
- Immune to poison and sonic attacks.
- Horned serpents attack with a bite, dealing +6 piercing damage per hit and a +4/ rank 8 combat condition.



Limited Use Powers

- Invisibility (1 per day) Horned serpents may turn invisible for 1 hour per day. Detecting them while invisible requires a rank 16 extraordinary sense check. When fighting an invisible horned serpent, all attacks are made at -4 to the roll unless circumstances indicate a different modifier.

LAKE MONSTER

Mutated dinosaur (Ultra)

C10 A10 S10 F14 R0 I8 W10: Ego 64: Health 88: Fortune 62

Movement 2/17 (swim at 15/132)

Description & Information: The ancients claimed that monsters swam beneath the surface of many different lakes throughout the world, but blurry photographs and artists' depictions were all that ever came from these claims. Under the shattered moon, however, these creatures are quiet real and pose great dangers to any venturing upon the water or near the shores of the lakes they make their home.

Most lake monsters look like pliosaurs or long snake-like monsters with prominent toothy maws. Although all lake monsters possess powerful physical abilities, it is their large numbers of powerful mutations that makes each a dangerous unknown.

Intrinsic Powers

- Regenerate 6 additional Health per day. Regenerate from any permanent injury in a week.
- Lake monsters are hard to damage - all Health damage reduced by 4 points
- Immune to poison.

- Possess senses greater than human, +2 on any sense conflicts..
- Lake monsters attack with a bite, dealing +10 piercing damage per hit and a +4/ rank 10 combat condition.

Limited Use Powers

- Lake monsters have 4 randomly determined mutations at the Ultra threshold that they may use 4 times per day if the power is not one that constantly functions.

LIOWEAR

Mutated bear (Intermediate)

C8 A2 S9 F6 R-1 I3 W2: Ego 20: Health 50: Fortune 29

Movement 10/88 (climb at .25)

Description & Information: The body of a bear with the head of a lion is one hell of a combination, but the genetic manipulator of this species didn't stop there. A few more genes were tweaked as well, genes that controlled growth, resulting in an animal 50% larger than the largest bear.

Liobears are common under the shattered moon, unsurprisingly given they are omnivorous. They adapt well to most environments and a liobear pelt is considered the height of manliness among many barely civilized bands.

Intrinsic Powers

- Regenerate 6 additional Health per day. Regenerate from any permanent injury in a week.
- Liobears are hard to damage - all Health damage is reduced by 2 points
- Immune to radiation.
- Possess senses greater than human, +4 on any sense conflicts..
- Liobears attack with a bite, dealing +8 piercing damage per hit and a +4/ rank 6 combat condition or with two claws, dealing +4 slashing damage per hit and a +4/ rank 4 combat condition.

Limited Use Powers

- Bear Hug (2 per day): The liobear may attack with its bite as well as with 2 claw attacks when bearhugging.
- Roar (1 per day): The liobear uses its roar to briefly stun prey. Any creature (other than another liobear) within 40 feet of a roaring liobear must succeed on a rank 6 Intuition check or be momentarily unable to act for a single turn. This is a sonic attack, and any type of sonic resistance renders one immune to the roar.

OCTOSAUR

Mutated tyrannosaurus (Ultra)

C10 A6 S12 F12 R4 I6 W4: Ego 52: Health 80: Fortune 54

Movement 15/132

Description & Information: The octosaur is a tyrannosaurus rex featuring a gigantic octopus head with 10 dangling tentacles down to its knees. A terrible creature indeed, the octosaur's human intelligence makes it a deadly predator, and it fights with a fury rarely seen even under the shattered moon. But it is more than just smashing and twisting tentacles for the octosaur possesses equally fearsome mental abilities. Its contagious domination ability typically results in entire villages falling under the sway of an octosaur. It can speak with a strange clicking accent.

Intrinsic Powers

- Regenerate 4 additional Health per day. Regenerate from any minor permanent injury in a week.
- Octosaurs are hard to hurt - all Health damage is reduced by 5 points.
- Possess senses greater than human, +2 on any visual sense conflicts.
- Immune to radiation.
- Octosaurs attack with 4 tentacles to a range of 20 feet, each dealing +8 bludgeoning damage per hit and a +4/ rank 8 combat condition.

Limited Use Powers

- Grab (5 per day): An Octosaur can grab and immobilize human-sized opponents. Instead of dealing damage upon a hit, it can force a target to succeed at a rank 12 Strength conflict or be grabbed and held among its writhing tentacles. The Octosaur can choose to not harm a grabbed opponent or it can inflict 6 Health damage per turn by squeezing, twisting and tearing. Most armor should not absorb this damage, but the GM is the final judgment in this matter.
- Contagious Domination (1 per week - costs 5 Fortune): When an octosaur shoots out a cloud of inky spores, any creature within 20 feet of it must succeed on a rank 4 Willpower conflict or become enthralled by the octosaur as described by the Ultra rank of Enthral. During the first 20 minutes of a victim's enthrall, any other creature touched by the victim must succeed at a rank 3 Willpower conflict or become enthralled to the Octosaur in the same manner.

ROCKADILLO

Mutated armadillo (Basic)

C4 A1 S3 F5 R-2 I3 W1: Ego 14: Health 26: Fortune 15

Movement 10/88

Description & Information: Giant, one-eyed gray armadillos with long snouts, rockadillos collect rocks in a throat pouch. Over time, these rocks are ground down to spheres which are shot out of the long snout of the beast. Rockadillos are omnivores surviving mostly on grass, but are known to occasionally take a small creature. They live in small herds, usually numbering no more than eight.



Intrinsic Powers

- Rockadillos have thick shells - all Health damage is reduced by 4 points.
- Rockadillos shoot rocks weighing about 8 lbs. to a range of 50 feet, dealing +6 bludgeoning damage per hit and a +4/rank 5 combat condition.

Limited Use Powers

- Scattershot (1 per day): When panicked, rockadillos can shoot multiple small rocks from their snout almost like a shotgun. This attacks all creatures in front of them to a 30 foot range, dealing +5 bludgeoning damage per hit and a +4/rank 4 combat condition.

RUBBLE GRUMBLER

Mutated lion (Intermediate)

C5 A4 S7 F5 R-2 I2 W2: Ego 14: Health 42: Fortune 23

Movement 10/88

Description & Information: Rubble grumblers are horribly mutated lions. The majority of their body is similar their base stock, but their heads feature bulging eyes and a gaping-toothy mouth.

Rubble grumblers are commonly found in the ruins and rubble left by the ancients, largely sustaining themselves upon rock and concrete. They supplement their diet with meat, either scavenged or hunted. They are particularly worrisome if encountered in a large pack since their grumbling increases with each added member.

Intrinsic Powers

- Rubble Grumblers are tough - all Health damage is reduced by 1 point.
- Immune to poison and radiation.
- Rubble grumblers bite with their impressive maws, dealing +6 piercing damage per hit and a +4/rank 6 combat condition.

Limited Use Powers

- Grumble (2 per day): Rubble grumblers let loose a deep rumbling sound within their body, stunning those within 20 feet for two turns if they fail on a rank 6 Fortitude conflict. Each additional rubble grumbler that grumbles adds 1 to the rank of the conflict. For example, a grumble of 3 would result in a rank 8 conflict, while 6 grumbling would result in a rank 11 conflict.

SCEADEARG

Necromantic spirit (Advanced) 5

C6 A6 S0 F2 R2 I6 W5: Ego 30: Health 28: Fortune 27

Movement 7/62

Description & Information: Dark shades among misty shadows, sceadearg (pronounced as skydarg) are the spirits of cowards slain when fleeing battle. They have found no rest in death, but they have found courage, for sceadearg attack anything without hesitancy. They are constantly surrounded by mist, and their eyes are a heart-wrenchingly beautiful emerald.

Intrinsic Powers

- Only artifacts, spells, or mutations can affect sceadearg. They are immune to all damage from sources other than these.
- Sceadearg only appear in misty locations from sundown to sunset. As they move, mists proceed and follow them. These mists appear in no way unnatural, but coupled with the creature's shadowy nature, they do make spotting a sceadearg a rank 10 sense check.
- Possess senses greater than human +2 on any sense conflicts, and they can make extraordinary sense checks.
- Sceadearg attack with a touch, dealing +4 cold damage per hit and a +4/rank 6 combat condition.

Limited Use Powers

- Sorrow of Knowledge (1 per creature per day): The first time any creature sees a sceadearg's eyes, he must succeed on a rank 15 Willpower conflict or enter a moody state, realizing that all is futile and that hope is false. Creatures suffering from the sorrow of knowledge are -4 to all rolls, move at half speed and generally take action reluctantly. The state lasts until the next sun-rise.

SPIRITWALKER

Mutated wizard (Intermediate)

C5 A2 S2 F6 R4 I2 W6: Ego 36: Health 30: Fortune 27

Movement 5/44

Description & Information: A few power-hungry and foul wizards are unsatisfied with being able to use both sorcery and super science with equal facility. They long for even more power and use their knowledge to further experiment upon themselves in the search for ultimate power. Those few foul wizards who do not kill themselves in their search become monstrosities called spiritwalkers when they die. Instead of moving beyond the boundary to whisper their whispers to eventually return to the realm of the living, spiritwalkers become spirits themselves, spirits that, if they harvest enough sorcerer souls will be fully reincarnated as an immortal wizard of the greatest prowess!

Spiritwalkers look exactly as they did in life, except that they have glowing green pinpoints of light where their eyes should be. They lose all of their earthy abilities and gain the below instead. When they have captured enough Sorcerer souls, they are reborn as they were in their prime, with all of their old abilities as well as the abilities they possessed as a spiritwalker (excepting the ability to steal souls)

Intrinsic Powers

- Spiritwalkers are very durable - all Health damage is reduced by 3 points.
- Immune to all toxins.
- Spiritwalkers are treated as Ultra sprits for purposes of interacting with sorcerers. However, spiritwalkers cannot be used to create artifacts. A sorcerer will immediately recognize a spiritwalker for what it is and know what it does.
- Self Manifest: Spiritwalkers are spirits, albeit spirits that fall outside the realm of the normal. They can make themselves flesh as many times per day as they wish providing they are within 100 yards of a sorcerer. If not, they can self manifest 1 time per day
- Spiritwalkers can detect any sorcerers within 1 mile.
- The merest touch of a Spiritwalker deals +10 Ego damage per hit and a +4/rank 8 combat condition.

Limited Use Powers

- Soul Steal (2 per day): If a spiritwalker brings a sorcerer down to 0 Ego, it can drain the sorcerer's soul as an attack. The sorcerer must succeed at a rank 20 Willpower conflict or be dead forever. For every point of Fortune spent by the sorcerer on this conflict, there is a 10% chance of receiving a permanent injury on one of the sorcerer's mental abilities.

