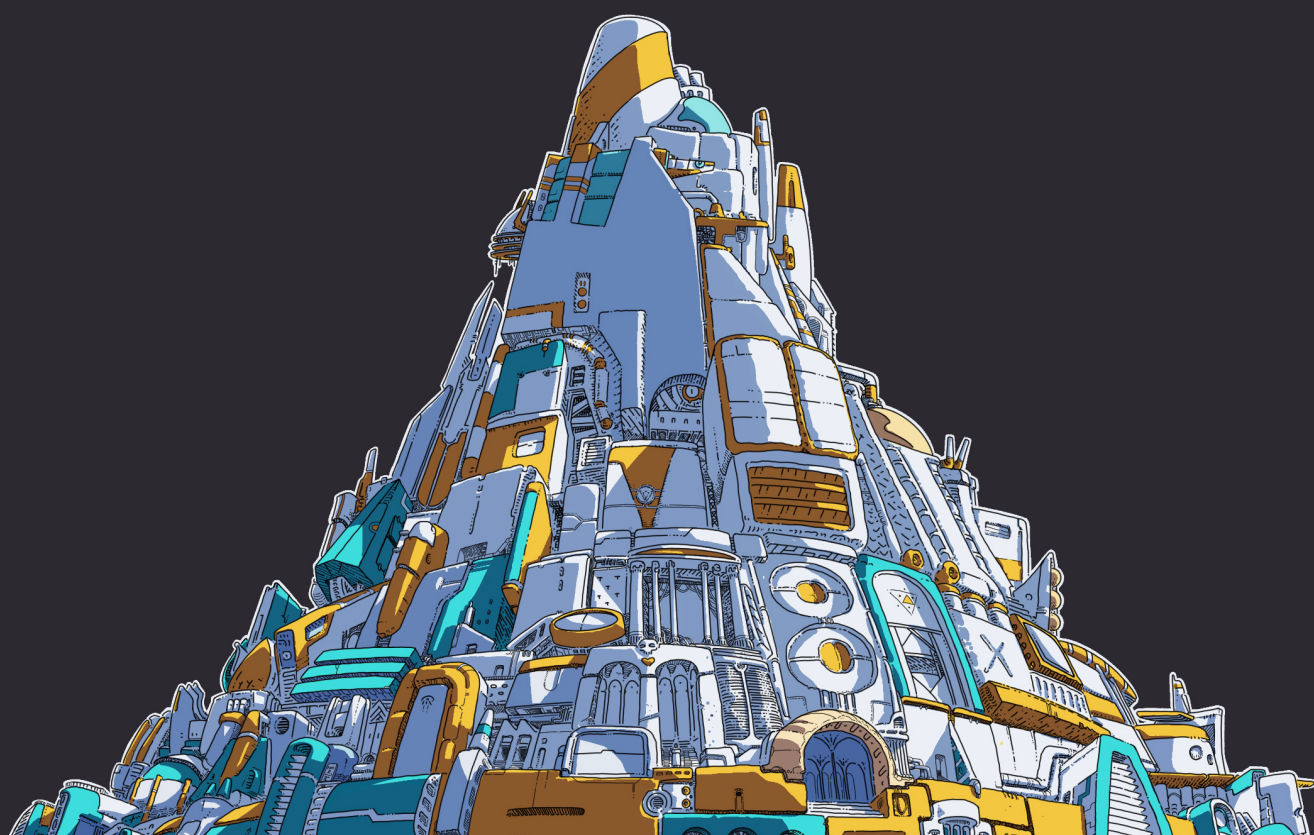


L u k a R e j e c

P S Y C H E D E L I C M E T A L R P G

SEACAT

T H I N G S





for ULTRAVIOLET heroes

ART AND WRITING ©2020 LUKA REJEC

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Sincere thanks to all the heroes who made this booklet possible.

THINGS

/ 'thɪŋ /

Objects or entities not precisely designated. Object. Quality. Fact. Idea. Entity. Individual. A matter of concern. Possessions. Effects. Deed. Act. Accomplishment. Forte. Specialty. A mild obsession or phobia. Detail. Point. Idea. Notion.

The proper or fashionable way of behaving, talking, or dressing.

Source: "Thing." Merriam-Webster.com Dictionary, Merriam-Webster, <https://www.merriam-webster.com/dictionary/zoo> Accessed 18.04.2020.

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WHAT IS THIS BOOK?

This box of bits and pieces for games of imagination.

■ Glossaries. Spell albums. Corruptions. Magics. Pets. Gear. Abilities. Skills.

This book is one third of the Seacat toy-box for friends [role]playing games of heroes wandering the edges of realities. Each of the books is for every player. This one covers the stuff heroes can use to interact with their imaginary world.

This whole book is a reference for all the players, but they need not read through it. Rather, it is to serve as a random generator, a font of inspiration that lets dice, serendipity, and idiosyncrasy settle how a table's world works.

DESIGN GOALS

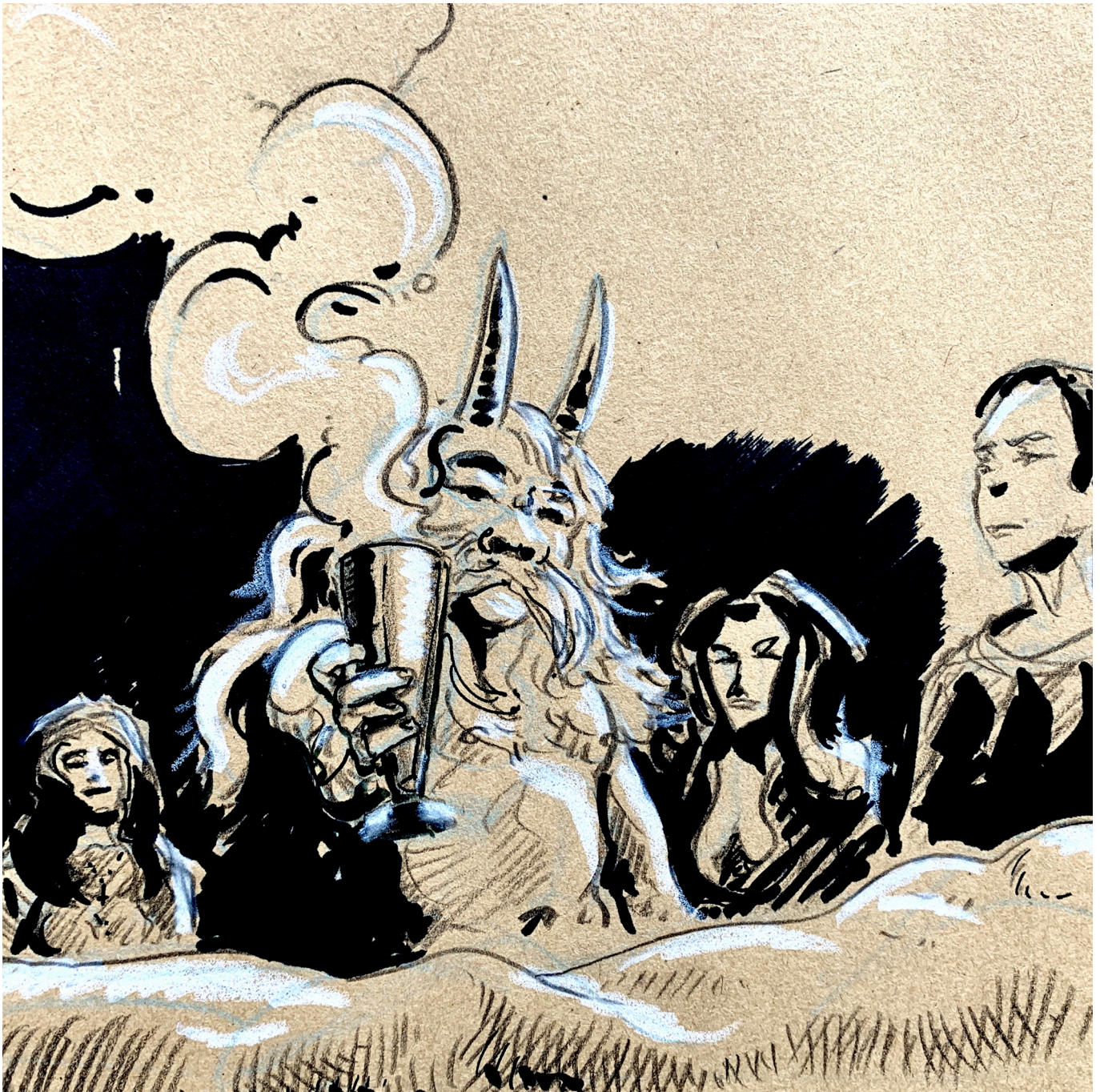
1. Easy to reference.
2. Simple enough to use with other systems besides Seacat.
3. Fantascientific.

Seacat tosses players into a psychedelic metal RPG world of extravagant heroes and reckless science fantasies. With histories layered upon one another like mouldering stacks of books and pancakes and VHS tapes and gelatinous membranes, how does it all fit together? With worlds older and newer than expected, how to bring back actual stories? As heroes explore forgotten times, become vagabonds of alien dimensions, and befriend cultists of half-imagined sentences, how does the center hold?

Simple. There is no center. It's wheels and turtles all the way down.

The implied worlds of the *Ultraviolet Grasslands* and *Witchburner* and other modules written for Seacat are purposefully incomplete and incompleteable. They are anti-canonic. Both the in-fiction knowledge of "how it all fits together" and player knowledge of "what it's really about," are flawed. Individual facts disagree. It is in play, through dice and player decisions, that truth-at-the-table is found.

There is no encyclopedia or gazetteer to memorize. There is a profusion of parts and toys to assemble into the world of the players' devise. Sure, there are some construction guides available, but like with branded plastic bricks, those guides do not describe one true way to play and build.



SKILLS

“Wealth was an inferior object, but what glory would attend the discovery if I could banish disease from the human frame and render man invulnerable to any but a violent death!”

— Dr. Frankenstein describes his search for the philosopher's stone and the elixir of life. Mary Shelley's *Frankenstein* (1818)

Skills are descriptive bundle of learning, practice, and experience that represents what a hero is good at. A hero can always try to do something, but if they are skilled, they are good enough to make a living with their know-how (they're a pro), while as an expert is good enough to teach that profession.

There is no mechanical difference between what other games might call professions, proficiencies, tools, and saves. This is a little fuzzy on purpose! There is overlap in the daily tasks of an accountant and a plumber, and there is difference. The same holds for a warrior and a whaler, a tinker and a tailor.

HOW SKILLS WORK

A hero can have one or more ranks in a skill. Some skills provide special modifiers at higher ranks. All skills change the way a hero interacts with the game world mechanically and narratively. A hero will usually find themselves in one of three possible situations when testing their skill.

1. An amateur or beginner with **no relevant skill**.
If the hero has no relevant skill, they do not add their proficiency to the test and make the d20 roll with disadvantage [-].
2. A skilled **professional** with one rank in a skill.
If the hero is skilled in a relevant skill, they add their proficiency to the d20 roll when they make a test.
3. An **expert** with two or more ranks in a skill.
If the hero is an expert in a relevant skill, they add double their proficiency to the d20 roll when they make a test.

The reason heroes test with disadvantage when they have no relevant skill is because the skills are designed to be broad and encourage creative interpretation. When even that fails, the hero must truly be in quite a pickle.

Imagine a hero who is a skilled *office worker*. They certainly know how to drive, commuting for hours every day on the red roads. Under normal circumstances they manage perfectly well. But ask them to execute even a simple wasteland ramming maneuver and they'll be in trouble.

Unless, of course, they have an exceptionally good vehicle which compensates for their ineptitude. This is the second reason for the default disadvantage: it allows both professionals and rank amateurs to benefit from high quality gear.

ANATOMY OF A SKILL

Street Magician (title)

#thief #trickster #performer (tags)

The sound of strange pipes wafting. (fluff)

Bring joy to children. Perform magic tricks and sleight of hand. Use cold reading and cunning to dupe marks. (three sentences)

The **title** gives a first impression, a cliché to start roleplaying from.

The **tags** are useful for searching and categorization.

The **fluff** sets a bit of mood and setting. It's optional, to be honest.

The **three sentences** give a practical outline for using the skill in play.

GIFTED AMATEUR (OPTIONAL)

The players may agree that a hero has dabbled enough in a certain field related to their normal pursuits that while they don't add their proficiency to their test, they also do not roll with disadvantage. It is simplest to adjudicate this situation ad hoc.

PERFECT MATCH (OPTIONAL)

When a hero's skill **perfectly** matches the specific circumstances, the runner may allow the player to roll with advantage. For example, a plumber trying unblock a trash compactor's outlet before it crushes the party, or a soldier trying to figure out if their personal weapon has been tampered with.

This is a subjective matter and players should communicate clearly and be ready to compromise on whether a skill set is a perfect match or not.

SKILL TAGS

The grand list of skills is organized alphabetically, but each skill is also accompanied by a series of tags. The majority of tags have no particular function, aside from making it easier to search the document for other related skills, abilities, spells, and items.

There are, however, a few tags of particular relevance to many players because they correlate directly to three dominant hero tropes. All these skills are presented in more detail on the subsequent pages, but they are listed here to help players browse through them more easily.

#COMBAT SKILLS [D12]

The #combat tag marks out skills designed to be useful in combat-heavy games or to ensure a hero is a warrior. All #Combat skills provide additional mechanical benefits at higher ranks.

1. Archer (bows)
2. Chain Flailer (chains and chainsaws)
3. Energy Warrior (lasers)
4. Gunner (artillery)
5. Hammeraxe Hero (axes and hammers)
6. Knife Skiver (daggers)
7. Pole Disciple (polearms and staves)
8. Sword Ace (swords)
9. Riflehuman (long guns)
10. Rod Whirler (maces and clubs)
11. Unarmed Battle Artist (kung fu)
12. Wanderful Pistolier (handguns)

#MAGIC SKILLS [D6]

Many skills unlock access to individual spell albums and spells, but the strange jumbles of half-forgotten ritual and science decayed to lore that are the #magic skills are focused almost exclusively on parting the veil and unlocking secrets humans were not made to know. Besides unlocking a spell album, a hero pursuing a #magic skill also automatically gains a new spell with each new rank unlocked.

1. Acolyte of M. Electricity (electro-magic)
2. Automata Developer or Golemmafex (golem making)
3. Biomancer (bio-wizardry)
4. Crystal Healer
5. Daimonologist (oracles and summoning)
6. Musician or Heavy Metal Magus
7. Necromancer Lawyer (necromancy)
8. Oldtech Scientist (technomancy)
9. Phytomancer (plant wizard)
10. Soul Juicer or Ka-Subversive (soul wizard)

#TRICKERY SKILLS [D12]

The skills marked with the #trickster tag are traditionally the purview of mythical characters like Anansi the Spider or Loki. Heroes with these skills help social reality adapt, flex, and twist like a flapping flag. Good or ill, it is for the player to decide.

1. Bounty Hunter
2. Burglar
3. Coffee Maker or Barroom Barrister
4. Contortionist or Acrobat
5. Gangster or Corpocrat
6. Hallucinator or Dream Traveler
7. Investigator
8. Negotiator
9. Profit Extractor or Profiteer
10. Rhetor
11. Street Magician
12. Thespian

GRAND LIST OF SKILLS

This is an alphabetical list of skills. Players can choose skills for their heroes here or use these as inspiration for skills of their own invention. When creating or advancing their heroes, players may randomly generate skills here or with the book of archetypes. Players can decide to use only a subset of possible skills to create a certain style or tone of play.

D85

1. Acolyte of Mother Electricity

#engineer #magic #priest #wizard

All creation hums the song Electric.

Practice the old rites of electric equipment maintenance and repair. Use heavy energy weapons and ka batteries. Cast electric spells with blueprint scrolls.

2. Apothecary

#engineer #medicine #wizard

Prayers to the many-winged serpent.

Mix poisons, potions, and medicines.

Entreaty the tiny machines that swim in all living things. Harvest herbs that heal and herbs that ill. Wield knives, pestles, and mortars when needs must.

3. Apparatchik or Project Manager

#aristocrat #bureaucrat #trickster

The highly trained bureaucrat reproduces the bureaucracy.

Navigate arcane institutions and access secret locations. Pass the buck and avoid blame. Organize time sheets and set key performance indicators. Use office supplies as improvised weapons.

4. Archaeologist

#adventurer #explorer #thief

Behold, the golden idol!

Discover lost artifacts, climbing and jumping, dodging boulders. Detect traps and hidden doors. Crack a neural whip and handle small weapons.

5. Archer

#combat #skirmisher

Shoot an arrow, split a tree.

Loose storms and sharpshoot with bows and crossbows. Make and break bows and arrows, keep them fighting trim.

Rank 1: Also increase critical multiplier by one step.

Rank 2: [+] to close attacks.

Rank 3: Attack twice per action.

6. Artist

#aesthete #social #thief

The idea not manifested is worthless.

Create new treasures out of aether, dreams, and labor. Paint and sculpt and draw and dance and sing. Wield a brush and chisel, sell broken trinkets as avant-garde art to hungry social climbers.

7. Athlete

#adventurer #sports

Run, rabbit, run.

Run the extra mile, stretch reserves further, go faster. Climbing walls, jumping ditches, doing a triathlon. All of that.

8. Automata Developer or Golemafex

#magic #mechanic #thief

Robotist to the initiated.

Heal and maintain the ancient autonomous machines. Follow the preserved manuals of ritual assembly to build copies of the platonic golems. Communicate with machines using the ancient art of coding. Use integrated energy weapons and void screwdrivers.

9. Auxiliary Captain

#fighter #soldier

They led the cannon fodder.

Lead the forces of civilization to victories over monsters of the wild. Understand soldiers' bellies and boots, morale and logistics. Handle reconnaissance and field fortifications. Wield standard issue weapons and navigate the military bureaucracy.

10. Big Game Hunter or Safari Tourist

#aristocrat #tourist #wilderness

It's a fair chase, honest.

Shoot big guns and ride a large burden beast or armored golem. Blithely order servants around and overlook the lower classes. Chomp cigars, swill overpriced firewater and talk turkey.

11. Biomechanic

#bio #green #magic #wizard

Skin-deep poems carved in flesh.

Play the living spirit of flesh and bough. Dam injuries and diseases, modify biological processes, sculpt angels and monsters. Wield knives and saws, needles and probes. Unofficially dabble in mad science body horror. Cast biomantic spells.

12. Bounty Hunter

#detective #thief #trickery

It's just like hunting hogs.

Track down humans and figure out what they're thinking. Use concealed weapons and non-lethal weapons. Navigate the grey areas between the law and the underworld.

13. Burglar

#thief #trickery

Door, window, wall. Same thing.

Breaking into and out of places. Disarm locks and traps. Move very, very quietly. Appraise treasures.

14. [Butcher] Banker

#aristocrat #thief #wealth

Blood and money. Both must flow.

Lending money and charging interests and extracting profits. Nobbing with fine folk and intimidating with wealth. Crunching numbers and analysing trends.

15. Chain Flailer

#combat #engineer #fighter

Against the army of the dead.

Wield flails, chains, saws and chainsaws in the savior style from the Last Zombie Necroicide. Also put on a great show of being a lumberjill or lumberjack.

Rank 1: Also gain #reach.

Rank 2: Increase critical range one step.

Rank 3: Increase critical range one more step and decapitate undead on critical.

16. Chemist

#engineer #wizard

It's supposed to explode.

Understand chemical processes and equipment. Make explosives, cook drugs. Transmute worthless garbage (like urine) into valuable goods (like gunpowder).

17. Coffee Maker or Barroom Barrister

#servant #social #trickery

The development of mind-altering coffee varieties changed advocacy and litigation.

Run a plantation or a bar, roast and brew flavorful beans. Put minds at ease or aflame with mildly intoxicating brews. Settle disputes and help grievances be forgot. Wield a gavel or an axe when need presses.

18. Comedian

#artist #social

For my next joke.

Speak truth to power and potted plants. Play audiences and sway masses. Make others laugh and cry, both at once. Shift opinions, fast talk, and dodge blame.

19. Contortionist or Acrobat

#social #thief #trickery

Make no bones about it.

Squeeze into small places. Put on circus shows. Get out of ropes and restraints. Get into and out of armor very quickly. Show an amazing knowledge of pressure points. Evade enemies with surprising grace.

20. Crystal Healer

#charlatan #magic #wizard

It would work if you just believed.

Use placebo and nocebo effects to great effect. Store and retrieve information using living crystals. Focus and refract magics through oldtech crystals. Create plays of light and shadow. Wield crystal wands.

21. Daimonologist or Summoner

#daimon #magic #wizard

It wants to serve us. Trust me.

Find the multitudes inhabiting the realms beyond the aether veils and in this dark material reality bind them. Bend them, break them, force them to serve. Make them give up their secrets. Pretend to their trust and loyalty.

22. Doctor Surgeon

#bio #medic #wizard

Doctor what?

Fix damaged humans, diagnose injuries and diseases. Use medical equipment, scalpels and knives. Recognize poisons and potions, even curses and charms.

23. Driver esp. Safe Driver

#adventurer #mechanic

Speed in the sign of yellow.

Handle land vehicles, manoeuvring at speed and over obstacles. Repair and keep them running. Pack them surprisingly well. Carefully master little details like rally racing, drifting, stunts, and crashing safely.

24. Energy Warrior

#fighter #electric #energy #combat

An elite order of laser monks?

Use and maintain ancient energy weapons in the field. Master wands, lasers, and death orbs. Peruse the holy manuals and recite the operation mantras.

Rank 1: Also use on minimum setting to use as tools for cutting or setting objects on fire, while dealing minimum damage.

Rank 2: Also adjust settings to gain [+] against force and energy defences.

Rank 3: Also full power modulation: choose damage dice results instead of rolling.

25. Engineer Electrical

#engineer #wizard

Not magic, technology! Abrakazzam!

Use an actual oldtech education to build, maintain, and fix complex electrical artifacts. Apply technology, construction and physics without relying on dusty rituals. Improvise weapons from electrical and electrician tools.

26. Epic Knight

#aristocrat #fighter #socialite

A beacon of chivalry.

Makes suitors swoon and social adversaries grind their teeth with masterful etiquette. Wields lance and sword and noble pin blaster from horse and hover-back. Rules subhuman peons with the iron fist of justice and extracts taxes without fault or fail.

27. Fisher

#explorer #water

Gentle and atmospheric.

Understand rivers and lakes and shores.

Know fish, boats and hooks, lines and poles, nets and yarns. Handle a harpoon and some basic navigation.

28. Forager

#explorer #folk #wilderness

Food wriggles everywhere!

Find berries and nuts and mushrooms and grubs. Trap a rabbit, tickle a trout, start a fire. Keep dry and warm in the wilds.

29. Gangster or Corporocrat

#adventurer #social #thief #trickery

The business.

Help run the corporations, banks, and self-help associations that lubricate the world. Sign forms and documents. Toady up to superiors. Shake up recalcitrants, sidestep legislations and red tape, change facts on the ground, break knees. Wield concealed weapons, broken bottles, and pistols.

30. Gladiator

#fighter #performer

Let blood soothe the decadent fools.

Thrive in arenas, put on shows. Impress crowds and intimidate opponents. Master showy weapons and gladiatorial mainstays. And dirty tricks, those too.

31. Golem Pilot

#fighter #mecha #oldtech

This might be an unbalanced fight.

Become one with their mobile golem armor. Understand them and their void-energy needs. Speak their language of flashing lights and keep them loyal.

32. Groom of Superior Species

#bio #servant #social

All for the love of master.

Comprehend the superiority of the masters and understand their empathic emanations. Make the masters happy and receive their love and affections. Groom, brush, style, curl, trim, cut, perm, and pamper. Follow and sometimes make fashion. Master may be a:

1. Telepathic Cat
2. Sapientized Dog
3. Cosmic Gerbil
4. Higher-dimensional White Mouse
5. Noösphere-linked Snake
6. Quantum Ant Colony

7. Three-eyed Grey Parrot
8. Chronoclastic Potted Plant
9. Awakened Galliform Dinosaur
10. Hypnotic Toad
11. Pharaoh Fish
12. Talking Horse

Note: the groom's player may decide to immediately create a secondary pet character that the groom treats as their master. The player may also decide to reverse roles, and treat the animal as the primary hero.

33. Gunner

#fighter #soldier #combat

Take care of the general's big toys.

Use and maintain really big ranged weapons, like cannons, catapults, and null walkers. Pretty good at ballistics too.

Rank 1: Also reload faster.

Rank 2: Also [+] on long-range fire.

Rank 3: Also all damage dice explode.

34. Gun Runner or Merchant of Death

#adventurer #mercenary #thief

Somebody would have sold them the Hand of God, might as well have been me!

Buy cheap and sell dear. Assess, refurbish, and trade weapons. Make useful contacts in places low and high. Hire guards and fire guns. Sell illegal goods in moderate safety.

35. Hallucinator or Dream Traveler

#adventurer #tourist #trickster

If the vizier dies while I dream, am I at fault?

Travel in dreams. Talk to spirits and chairs. Converse with other dreamers. Visit the moon and other far places. Trade in secrets, fears, and desires. Handle psychedelics like a virtuoso.

36. Hammeraxe Hero or Dwarven

Disciplinarian

#combat #fighter #wilderness

Has buttered scones for tea.

Chop down trees. Hammer down nails. Uphold the local 606 dictats of the dwarven worker-aristocracy. Slay with axes, hammers, axe-hammers, dagger-axes, mattocks, ice axes, and more. Play traditional percussion instruments.

Rank 1: Also increase critical multiplier one step.

Rank 2: Increase damage dice one step.

Rank 3: Increase critical multiplier one more step.

37. Heavy Infantry

#fighter #soldier

Break on through to the other side.

Master heavy weapons, armors, and shields. Fight in formation, resist charges, and endure long periods in armor. Storm enemy lines and fortifications, and more.

38. Housekeeper

#folk #wealth

Keeping the core socioeconomic unit running.

Run household. Manage accounts. Maintain schedules. Ensure supplies and logistics suffice. Pack and prepare. Settle disputes. Collect rents. Pay allowances. Provide first aid and preventative medical care. Wield a rolling pin or pan if worst comes to worst.

39. Hunter

#adventurer #explorer #folk #wilderness

It doesn't know it, but it's already food.

Think like animals and hunt them. Track them, set traps, and hide in ambush. Skin them, prepare furs, and the rest. Use hunting weapons.

40. Investigator

#detective #thief #trickery

Elementary, my dear sidekick.

Gather clues and piece together answers. Discreetly interrogate people. Fold origami unicorns or other monsters. Use a couple of small, easily concealed weapons.

41. Knife Skiver

#street #fighter #combat

The shark has such teeth, dear.

Chop open coconuts and cut paths through jungle. Hide and throw and twirl knives. And kill with them, too.

Rank 1: Also knife damage dice explode.

Rank 2: Also ignore armor on attacks.

Rank 3: Also double damage with knives.

42. Legume Farmer

#folk #peasant

Thought we were an autonomous collective.

Grow beans. Wake up early. Till greenhouses. Work long hours. Pay onerous taxes. Sell legumes. Join the levies. Avoid attention very, very well. Wield farmerly

implements and light long arms. May also farm other valuable food stuffs:

1. Squashes
2. Breadfruit
3. Tart Mangoes
4. Saucy Tangerines
5. Giant Peaches
6. Turnips
7. Hybrid Oats
8. Uplifted MonoculturalRice
9. Mushrooms of Power
10. Industrial Grade Pumpkins
11. Land Coral
12. Kelp

43. Marketing Wizard

#servant #trickster #wizard

They're magic beans.

Research who wants what and how much they're willing to pay. Make rough guesses and drive data. Write adventuring campaigns. Handle public relations. Wield confusion and obfuscation.

44. Mason

#builder #engineer #folk #magic

We don't have a secret club.

Build buildings. Shape stones. Understand dungeons. Form mystery cults. Tread the boundary between life and death. Play with magic gates. Wield hammers and chisels.

45. Mechanic or Adept of the Cogs

#adventurer #engineer #machine

Did you try plugging it in?

Understand machines and listen to their woes. Care for them, lubricate them, and fix them. Given time, even bring them back from the grave. Wield a mean blow torch and throw a sharp spanner.

46. Modern Soldier

#fighter #soldier

Once there were many like them.

Polish the rituals and skills and badges of the warriors from before those wasted years when the Vustlands swallowed the Free Imperial Republics. Wield pistols and rifles, grenades and knives. Drive half-brainless machines. Endure mind-numbing ceaseless physical activity and drill.

47. Monastic War Historian

#fighter #sage #wizard

The war. The war never changes.

Safeguard the history of the ancient dead places and radiation wastelands. Use ancient war machines. Learn the old rituals of technology. Assassinate dangerous sages and politicians. Preserve humanity from itself. Build remote fortified abbeys full of traps. Treasure books. Wield oldtech weapons, knives, spears, and pistols. Possibly even practice the lost martial art of gun-boxing.

48. Mule Whisperer

#folk #herder #servant

It's not talking to animals per se.

Literally talk to animals. Get pack animals to get along. Have animal friends and keep them happy. Find water and food, treat injured animals, encourage recalcitrant steeds, calm panicked beasts. Besides mules, animals might include:

1. Biomanced burdenbeasts
2. Hairy Unicorns
3. Horses
4. Meta-Elephants
5. Quadrodonts
6. Biocycles
7. Runbirds
8. Gore Yaks
9. Secondary Donkeys
10. Struthiform Dinosaurs
11. Lope Possums
12. Fastfoots

49. Musician or Heavy Metal Magus

#artist #magic #music #social

The spheres of the given world are listening.

Use music to unite and divide, to share and preserve. Make a band and tour the vast lands. Ignore ingested poisons and shatter objects with instrumentals alone. Wreck inns and taverns, leave heartbreak behind. Cast the spells of the vibrating spheres.

50. Narco-herbalist

#bio #magic #thief #wizard

This is the good stuff.

Know and find, smoke and preserve, the finest, least appropriate herbs. Create medicinal and toxic inhalations and tinctures and teas and jams. Unblock mental channels and commune with the minds coursing through the base matter of creation. Put enemies to sleep with magic

powders.

51. Navigator

#explorer #professional

When the seven signs align.

Master maps and telescopes and cartography. Avoid getting lost and track down lost treasures and new discoveries. Find way by stars and winds and waypoints. Fold the gateways and bend space.

52. Negotiator

#explorer #thief #trickery

They think they got the better deal.

Read people and listen to them. Figure out what they want, and how to get it for them. Generate win-win outcomes along the jargon-strewn way to the key outcome. Do a bit of discrete espionage. Handle organizations and bureaucracies.

53. Necromancer Lawyer

#magic #social #wizard

Life and death are legal matters.

Talk to the dead and interpret their wishes. Mediate between the living and the dead. Consult the wisdom of long-dead ages. Sometimes bring things back from the long sleep of ages, making them walk and talk once more.

54. Nomad Raider or Skirmisher

#nomad #fighter #thief #wilderness

Go, go, guerrilla.

Irregular tactics and guerrilla combat. Sniping, ambushes, and shooting on the run. Riding like lightning. Wearing large hats. Stealing cattle. Hiding and deception. And running away for long periods.

55. Packing

#explorer #servant #wizard

You don't need a magic bag, you just need a system.

Pack gear and cargo and supplies very, very effectively. Pack fragile equipment safely. Avoid bruising fruit. Not breaking eggs. Finding space for the caravan pet.

Rank 1: Gain one bonus inventory slot.

Rank 2: Gain one more bonus slot.

Rank 3: Two more bonus slots. Continue with the fibonacci sequence for higher ranks.

56. Phytomancer or Botanist

#bio #magic #wizard

Just because the trees talk, doesn't mean they're crazy.

Talking to plants and hearing what they have to say. Encouraging verdant growth and opulent fruition. Promoting mobility and advancement for the plant kingdom. Wielding sickles and axes, clubs and blunts.

57. Pilot [in the Void]

#explorer #navy

Listen, the ship knows where to go.

Pilot really big vehicles and machines. Understand them and their maintenance needs. Keep their synthetic personality constructs happy.

58. Pole Disciple

#combat #fighter #wizard

Poke with the pointy end, please.

Wield polearms in formation or alone. Unleash fire and brimstone with the staves of elder power. Fight with spear and shield like a hero of the old days.

Rank 1: Also increase defense by 2 when using a polearm.

Rank 2: Increase critical multiplier one step.

Rank 3: [+] to tricks, trips, pushes, and other maneuvers.

59. Priest

#daimon #thief #wizard

The will of the world is written in the wind and the seed.

Read the omens of wind and sky and water and grass. Divine the desires of the gods and their immutable laws. Adjust those laws to help others (and themselves). Deities and belief systems might include:

1. Hedonic Flesh-firstism
2. Opiate Stasis
3. Mystery Objectivism
4. Pan-noöspherical Gratitude
5. Builder Beatification
6. Sociotheism
7. Cogflower Growth Gospel
8. Ur-rationalism
9. Ancestral Apotheosis
10. Pre-singularity Nostalgism
11. Rainbow Panoply Polytheism
12. Machine Idolatry

60. Reserve Army Laborer

#folk #servant #urban

Got nothing left to lose but their chains.

Survive in latter-day urban environments.

Forage for food and work. Build shelters, maintain infrastructure, clean palaces. Forge bonds and unions away from the gaze of the corpocrats and aristocrats. Wield hammers, sickles, fists, and sometimes improvised guns. Treasure paper titles such as:

1. Food Delivery Professional
2. Community Sanitation Tech
3. Streetbuilder Corps Member
4. Rubble Picker Battalion
5. Urbancore Gardener
6. Houselaborer
7. Machine Polisher
8. Senior Janitor
9. Biological Watch Unit
10. Conspicuous Servitor
11. Day-and-Night Laborer
12. Power Delivery Specialist

61. Rhetor

#charlatan #priest #thief #trickery

A voice to soothe the savage beasts.

Teach and use the art of oratory. Divine the hidden structures of languages and use them to nuanced effect. Use glittering wit and honed logic to skewer opponents.

62. Rider

#explorer #fighter

I name this steed Fleetfoot the Ninth.

Ride animals and riding machines. Wield light ranged weapons and lances. Take care keeping steeds happy and working nicely.

63. Riflehuman

#combat #fighter

The longest arm.

Repair, maintain, and use long wands and guns, rifles and shotguns. Snipe from a distance and clear rooms with a prayer and a sprayer. Full-auto hunting.

Rank 1: Also [+] to hit when sniping.

Rank 2: Reload as a free action.

Rank 3: Increase critical range by one step.

64. Rod Whirler

#combat #fighter #wizard

Spare the rod, spoil the fight.

Whirl rods, maces, clubs, and sticks in combat. Use the spell-rods of the battle wizards of old and crush bones with nuclearlithic uranium-head maces.

Rank 1: Also increase critical damage multiplier one step.

Rank 2: Also increase damage dice by one step.

Rank 3: Also ignore armor.

65. Oldtech Scientist

#magic #researcher #sage #wizard

It's how they did things Long Ago.

Understand the fantascience of Oldtech.

Activate or deactivate nearly anything.

Reverse-engineer how to use ancient technomagical artifacts. Jury rig a feeble emulation of the glories of the Long Ago.

66. Professional Revolutionary

#adventurer #fighter #thief

Change is always coming.

Organize the disaffected and downtrodden.

Write tracts and give impassioned speeches.

Steal from the rich and powerful. Rob banks and blow up treasure caravans. Accumulate wealth and power. Wield explosives, pistols, pens, and knives.

67. Professor of Panhumanities

#academic #sage #wizard

Practical applications coming soon.

Expound theories and histories. Navigate cloisters and libraries. Fight academic battles, and browbeat foolish opponents.

Memorize one narrow field of lore. Popular fields include:

1. Art Rehistorian
2. Constructivist Linguist
3. Evolved Theologist
4. Historian of the Long Long Ago
5. Lamarckian Bioethicist
6. Metascientific Philosopher
7. Neogeographer
8. Parapolitical Economist
9. Postconceptual Metatherapist
10. Psychosocial Engineer
11. Ruinland Semiotician
12. Theoretical Anthropologist

68. Profit Extractor or Profiteer

#aristocrat #thief #trickery

The shareholders must be pleased, the economy must be appeased.

Administer guilds and corporations.

Manipulate numbers and massage returns.

Extract wealth and promote endless viral growth. Multiply investments. Wield

checkbooks and mercenaries.

69. Protocollier

#servant #thief #trickery

Once we mined coal, now we make protocol.

Hold coffee ceremonies and build sacrificial wicker humans. Determine modes of address and titles, paint heraldries and write genealogies. Adjudicate seating, including the shotgun seat. Wield a pick and shovel.

70. Singer of Lost Songs or Storyteller

#fighter #mystic #poet

The Old-World will never die.

Memorize the heroic songs of the desperate land and perform them to please a crowd.

Navigate the mythic wilderness of forgotten times by the landmarks of ancient days.

Soothe wild beasts and rouse the blood rage in the breasts of humans. Tell good stories with satisfying endings.

71. Soul Juicer or Ka-Subversive

#magic #thief #wizard

Did I dream I was a human, or was I a human dreaming I was a spark of infinity?

Read people's intentions and desires. Intuit strength of character and weakness of desire. Twist plans and dreams. Subvert the mind and steal the body with the terrifying spells of the ultras.

72. Spelunker or Cave Explorer

#adventurer #explorer #wilderness

Deeper! Heaven is down. Always down.

Venture into deep places. Climb, rappel, dive. Camp. Forage. Mark and map. Crawl and squeeze. Survive in the dark, ageless places, where the eyes of the builders see not.

73. Steppe Survivor

#nomad #fighter #wilderness

Slept in the belly of a dead bear.

Survive and thrive in the endless steppe. Fish and hunt, track and hide, move quiet as the long-stripe cat. Shoot from horse and autowagon like a true child of the riding lands.

74. Street Magician

#performer #thief #trickery

Joy of the many, coin of the few.

Bring joy to children. Perform magic tricks and sleight of hand. Use cold reading and

cunning to dupe marks. Wield hidden daggers and pistol-wands. Variants:

1. Illusionist
2. Puppeteer
3. Jongleur
4. Vome Charmer
5. Fortune Teller
6. Ventriloquist

75. Sword Ace

#fighter #soldier #combat

Double stake or split, the ace of spades.

Twirl and polish a sword, poke and chop and pommel bash. Parade march and dead man's hand card games.

Rank 1: Also increase critical range one step.

Rank 2: Increase damage dice one step.

Rank 3: Increase critical range one more step.

76. Tactician

#aesthete #warrior #wizard

There is an art to war.

Find and use strategic advantages for war or business. Paint grand canvases with the blood of lesser mortals. Narrate new chapters in the endless cycles of history. Repeat past mistakes and avoid censure. Spin defeats into victories.

77. Thespian

#aesthete #social #trickery

The gods were merely actors.

Put on plays and swap out faces. Change personalities and wardrobes. Move hearts and souls with word and gesture. Get invited to the belle soirees. Survive on fame alone, no food required, honest. Variants:

1. Politician
2. Clown
3. Mummer
4. Tragedian
5. Farceur
6. Leading Person

78. Toymaker or Dice Carver

#aesthete #engineer

Toys are people too.

Carve and sculpt fine toys, balanced dice, and detailed mechanical automata. Use delicate tools. Repair and beautify golems and machine humans. Cheat at dice with languid elegance.

79. Transcendence Ecologist

#bio #green #priest #wizard

Listen, the grass is talking. It is hungry.

Study and adapt natural systems. Read leaves and listen to churning microbes. Use biological equipment and handle hunting weapons.

80. Unarmed Battle Artist or Ur-War Programming

#fighter #supersoldier #created #combat

They made champions to win the eternal war.

Understand battle and struggle at an almost instinctual, cellular level. Utilize body and environment as weapons (a vase might deal d4, a table d8, a decorative stone pillar d12). Endure stress, hardship, and fatigue as though designed for it.

Rank 1: Also unarmed attacks deal d6 damage.

Rank 2: Unarmed also deals d8.

Rank 3: Unarmed d12.

81. Veteran [of the Psychic Wars]

#fighter #trickster

They've seen a fire of unknown origin take their friends away.

Use psychic and oldtech weapons. Maintain archaic and golem armors. Close the mind to incomprehensible alien intruders. Stave off boredom. Survive and recognize strange nootropics developed by long lost corporate kingdoms.

82. Vome Technician

#adventurer #engineer #wizard

Once these machines were our servants.

Study and repair vomes. Adapt and use vomish implants. Managing their side-effects. Take control of vome drones and independent units. Use vometech weapons.

83. Wanderful Pistolier

#duel #aristocrat #combat

Wands with pistol grips, gunslingers with archaemagic cloaks.

Wield fantascientific pistols and magitechnic wands like a gun baron of the now-defunct Powder Feudalism. Fast draw, trick shoot, duel and more.

Rank 1: Also reload as a free action.

Rank 2: [+] to close attacks.

Rank 3: Attack twice per action.

84. Wilderness Explorer

#adventurer #wilderness

Over seven rivers and seven hills.

Organize expeditions into the unknown and survive in the wild. Navigate by stars and landmarks, hack way through jungles and cross deserts. Negotiate with strange cultures and write popular travel literature. Wield rifles and machetes.

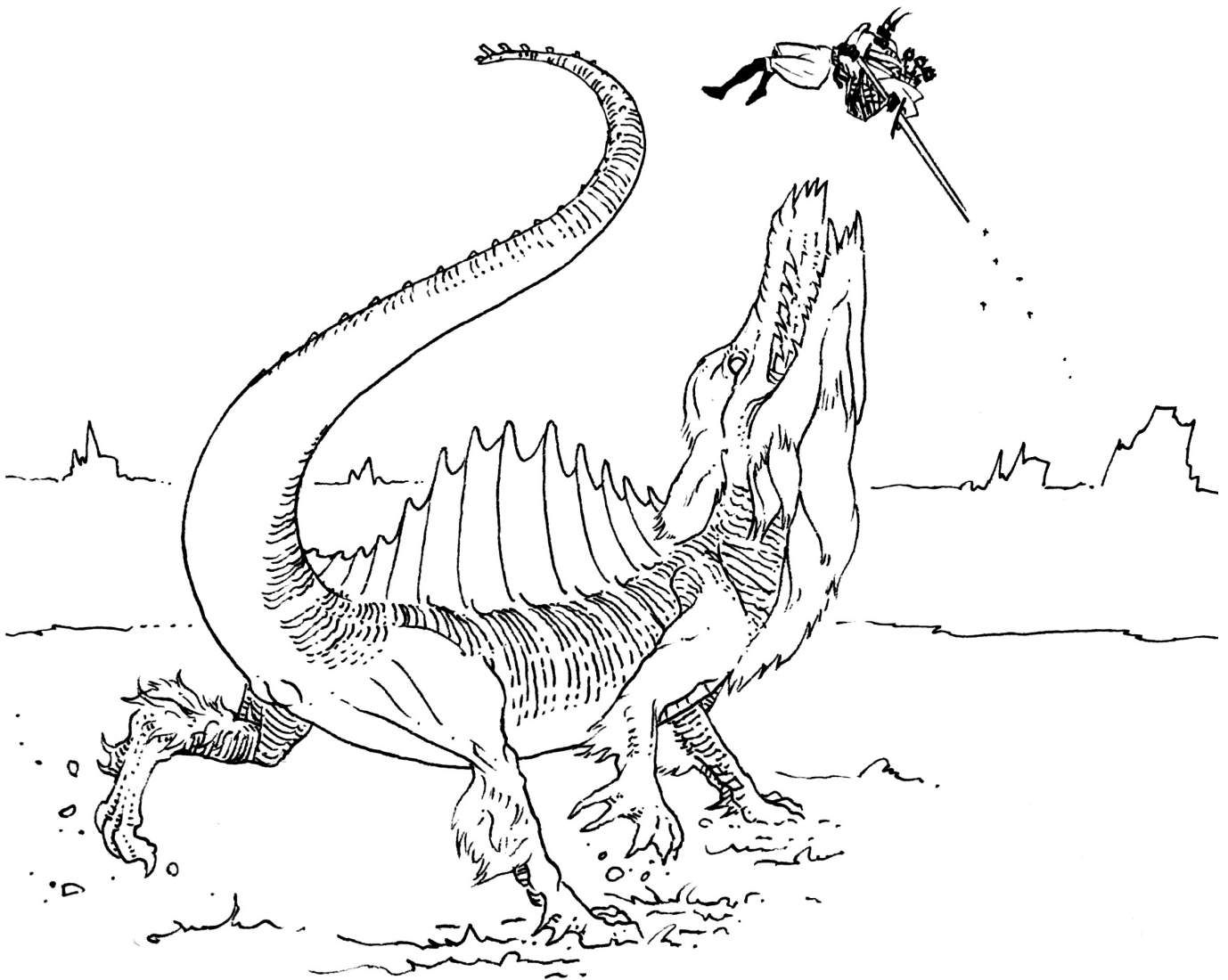
85. Writer of Beautiful Letters

#adventurer #poet #thief

Calligraphy and purple prose.

Make a living as a scribe using the three traditional scripts. Write stories, fictions, and forgeries. Inscribe ritual code scrolls with fluid ease. Wield a pen that wishes it were sharper than a sword. Genres include:

1. Belle Epoque Novel
2. Postconstructivist Poetry
3. Oldtech Fiction
4. Generative Stories
5. Epistolary Tales
6. Subtextual Plays



ABILITIES

Remember, thou hast made me more powerful than thyself; my height is superior to thine, my joints more supple.

— The creature vainly appeals to its creator. Mary Shelley's *Frankenstein* (1818)

Perks, traits, mutations, divine gifts. The fire resistance of a salamander. An urpland-derived ability to feed on sunlight. Cyber-telekinetic augmentation. Folk hero celebrity status. A parasitic symbiote that grants superhuman strength.

Abilities can get weird and are a bit of a catch-all category. Still, whatever they are and however they are acquired, **they allow a hero to function outside the human norm** and are beyond the skills an ordinary human could acquire through theory and practice. They are all treated the same way and go in the same section of the hero sheet.

HOW ABILITIES WORK

Abilities are thematically narrower than skills, but mechanically more powerful. Many are passive and beneficial, while others combine benefits and penalties. They change how a hero interacts with the rules and usually don't require tests, sacrifices, ammunition or other equipment. Indeed, each ability is fundamentally a small exception to the core rules of the game.

The most common types are:

1. Direct **augmentations** to a hero, for example increased stats or the ability to go without food.
2. Situational **modifiers or actions**, for example increased damage when cornered or advantage to tests when using cold iron items.
3. Social **status** that gives access to resources, sidekicks, and extras.
4. Miscellaneous **bonuses and resources** available to a hero at certain times or locations. For example, weapon drops or internal fabricators.
5. And **things that just sounded cool**, but might be a bit useless actually.

Some abilities have ranks. If a hero randomly generates the same ability multiple times, or chooses it again, they gain higher rank effects.

Social abilities increase a hero's resources and ability to influence the world around them, but these are not super powers. They are subject to a referee's soft veto, which demands dialogue and trust between referees and runners. Approached in good faith they are great fun.

ANATOMY OF AN ABILITY

Death Hunger (title)

#fighter #demon (tags)

Death awakens the blood demon within.

(poetic description)

Rank 1: Tracks enemies taken out of the fight (or killed) in a battle scene. Each enemy the hero takes out grants them a cumulative +1 to attacks until scene end. (rank and effect)

Rank 2: Also gains a cumulative +1 to damage for every enemy taken out. (rank and effect)

The **title** gives a colourful first impression of the ability.

The **tags** are, again, mostly for searching and categorization.

The **poetic description** gives a thematic idea of how the ability manifests in play. It can go into a bit of world-building and background, giving more hooks for roleplay.

The **rank and effect** give the mechanical effect of the ability at each rank. Abilities can have different numbers of ranks.

#PINNACLE ABILITIES

A few abilities are marked with the **#pinnacle** tag. These abilities usually represent the culmination of a certain archetypal hero's journey. Unlike all other abilities, players cannot choose them for their heroes when they have an opportunity to choose a new ability.

The #pinnacle abilities can only be unlocked through random rolls on the grand list of abilities or with specific advancements.

#HORROR ABILITIES

Some abilities are marked with the **#horror** tag. Characters with these abilities will have a hard time passing for more-or-less normal in most human worlds. Indeed, many will turn heroes into outright monsters.

All the players should agree if they want a hero in play with such an ability. Players who randomly roll such an ability and prefer something different, should roll again..

THE VAST LIST OF ABILITIES

This alphabetical list of abilities includes all the abilities listed in the archetypes book and more. It also includes #pinnacle abilities, which represent the culmination of many heroes' journeys, and #horror abilities, which turn heroes into monsters.

Players can choose may also use these abilities as inspiration for designing their own abilities. When creating or advancing their heroes, players may randomly generate abilities or use the book of archetypes. Players can decide to exclude some abilities to encourage a certain style or tone of play.

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1. Action Boosted

#fighter #speed

Speed overwhelming.

Rank 1: Once per turn the hero can spend 1 life to gain one additional action. This boost is not an action.

Rank 2: Or they can spend 3 life to gain two additional actions.

2. Activate Everything

#thief #adventurer

The red button will be pushed.

Rank 1: Ignore all restrictions (level, stat, species, etc.) on all magic and ancient devices. Somehow activate all of them. Does the hero understand what they do? Unlikely.

Rank 2: Once per day, when the hero touches a dead machine or artifact, it sparks to life and gives off one last gasp of utility. A dead autowagon rolls forward a last few meters. A visual calculator's last output glows dimly on its cathode sphere for a few minutes. An electronic lock reactivates and bolts a door.

3. Artificial Organism

#machine #strange

The unborn. The made.

Rank 1: Hero is not actually alive. They do not need to eat, breathe, drink, or sleep.

They gain energy from the sun, or from magical batteries.

4. Biomancer

#bio #wizard #flesh

Codes of creation singing in the flesh of the mortal and the damned.

Rank 1: The hero is creepily well acquainted with biology, gaining [+] to all biological research tests. Additionally, when they touch flesh, it sings to them and tells them what it has experienced. After a few minutes of physical contact, they can ask or answer one

question about the medical history and condition of a living creature.

Rank 2: [+] to all biology tests, including when casting biomancer spells. Can also answer questions about the medical history of dead organisms.

5. Blood Is Armor

#fighter #rage

Action hero style.

Rank 1: When below half life, the hero only takes half damage. They're tougher when covered in their own shiny blood!

Rank 2: When below half life, the hero can shrug off one attack every round (announced before the enemy's die roll).

6. Bodiless

#ghost #strange

"I have no eyes, yet I must weep"

The hero is a disembodied spirit-personality (ka-ba). Their direct interaction with the physical world is limited. They have no physical stats (str, end, agi) and cannot exert a force stronger than a gentle breeze or a slight temperature differential. However, they can manifest themselves inside physical forms to make their will manifest.

Rank 1: the hero can manifest within a stone-sized object, perhaps a potted plant or a rat, and use its physical form to "talk" by directly vibrating its atoms. This kind of manifestation costs 1 life per hour or so.

Rank 2: the hero can manifest within a pig-sized object, perhaps a chest or a skeleton. This manifestation costs 2 life per hour or so.

Rank 3: the hero can manifest within a boulder-sized object, perhaps a house or dinosaur. This manifestation costs 4 life per hour or so.

NOTE: Manifesting in a sentient form usually causes a more-or-less violent

struggle between the hero and the form (aura conflict).

7. Bones Alone Remain

#horror #necro #skeleton

If these bones could speak.

Rank 1: The hero is an undead skeleton. They require neither food nor water nor air nor sleep, for some dread force has restored them to this world, to this unliving body of bones. Somehow they can speak, despite having no soft tissues.

Note: They are a skeleton and that frightens people who see them unprepared, causing difficulties in most social interactions.

8. Break The Weak

#fighter #destroyer

Cut them down like wheat.

Rank 1: When the hero strikes an opponent of lower level than themselves, the opponent is out of the fight (and probably dead).

Rank 2: When the hero knocks an opponent out of the fight they get a free attack.

9. Cannibal Ghoul

#ghoul #horror #skeleton #undead

You are what you eat.

There is a hunger within the hero, a dread hunger, a hunger for life that will not let them rest.

Rank 1: Their jaws ache, their teeth grow sharp, they long to feel the sweet burst of life within once again. Whether they repress this urge or not, the player draws a cannibal dice section on their hero sheet. The hero can store one cannibal die (d6) per level.

Rank 2: The hero becomes a sallow horror with secondary mouths on their hands. Their cannibal dice become d10s.

Using cannibal dice: The hero gains cannibal

dice from eating the (roll d6): (1) brain, (2) heart, (3) liver, (4) lungs, (5) intestines, or (6) unmentionables of a dead creature similar to themselves. They can use their cannibal dice at any time to increase any other natural roll. The player can declare they're using the cannibal dice at any time, before or after the main roll, and they can use as many as they want at once. Each die is spent after one use.

10. Chosen of the God Factory

#trickster #archaeologist #pinnacle

The great giving mother machine.

Rank 1: Charisma increases by 1 point.

Additionally, once per day hero can ask the god factory for guidance and receive a true answer or [+] on their next test (often, the player may simply narrate something they "know", subject to the referee's soft veto).

Once per week, they can receive a mysterious package, no larger than a small coffin, containing a non-magical machine or item of their choice.

11. Cold New Skin

#ghoul #skeleton #undead #vampire

Beyond the veil of mortality.

Smooth, cold, durable skin covers the hero's thews. Like polished semi-precious stone, their body is a sculpture of death. No heart beats within.

Rank 1: The marmoreal skin grants a natural +1 to defense, in addition to armor, agility, and all other sources. Hero also increases their charisma, strength or endurance by 1. This ability can hide many terrifying corruptions and mutations. If the hero is a ghoul or skeleton, they are no longer disadvantaged in social interactions and can now eat cooked food.

12. Combat Monster

#fighter #rage

Fight alone. Fight dirty.

Rank 1: When hero fights an opponent alone they have advantage to attacks and tests to trip, trick, or otherwise hinder their enemy. But they never benefit from flanking.

Rank 2: When the hero fights alone their opponents never gain advantage from flanking them.

13. Critical Mastery

#fighter #killer

Know where to hurt them.

Rank 1: Hero's critical hit damage multiplier is now equal to their proficiency or x3, whichever is higher.

Rank 2: The hero's critical hit damage multiplier is now equal to their level or their proficiency or x4, whichever is higher (maximum x6).

14. Death Hunger

#fighter #demon

Death awakens the blood demon within.

Rank 1: Track enemies the hero takes out of the fight (or kills) in a battle scene. Each enemy taken out grants a cumulative +1 to attacks until the end of the scene.

Rank 2: Also gains cumulative +1 to damage for every enemy taken out.

15. Devastator

#fighter #destroyer

Damage is everything.

Rank 1: Hero's attacks always deal extra damage equal to their proficiency or +3, whichever is higher.

Rank 2: Hero's extra damage is now equal to their level or their proficiency or +4, whichever is higher.

16. Doomed Steed

#skeleton #social #undead

From the dust of doom it springs.

Hero gains an undying companion, a steed of bone, all polished ivory and sterling silver barding. If destroyed, the steed reforms from dust in 2d4 weeks.

Rank 1: Gain a boney horse (L3, devoted). It feels neither thirst nor hunger. It never tires and is proof against sharp missiles and blades.

Rank 2: The boney horse gains 2 levels. Its eye sockets burn with funereal flames. Its hooves leave smoking tracks.

17. Dosemaster

#medic #bio #wizard

Measured in all things.

Rank 1: Hero knows their doses. They don't roll dice when healing with potions and meds, or when applying a poison. Instead they treat the maximum result as the number of charges. So a potion that normally restores 1d8 life, always restores 8 life in the dosemaster's capable hands.

18. Duke of the Dead

#fighter #skeleton #undead

The knight of night, so to speak.

The dread force created the hero to lead the hordes of doom in battle. Each of the hero's bones is mineralized, forged, hardened, and enhanced.

Rank 1: Resistant to all physical damage.

However, hero now barely recovers without magic or other abilities, regaining only 1 life per long rest.

Rank 2: Hero gains [+] to all damage dealt with heavy metal melee attacks.

19. Echolocator

#biomech #strange

Voices paint pictures.

Rank 1: Hero can use echolocation. Gain 1 Agility.

20. Empty Shell

#machine #strange #ka

No hell or heaven awaits.

Rank 1: Hero has no soul or ka. All fear or charm spells always fail against them. They are resistant against all other mind-affecting attacks. They can never be restored to life if they die.

21. Electromagic Hacker

#electric #focus #wizard

Talk long enough into the machine and it will talk back.

Rank 1: Hack adjacent oldtech creatures and equipment. In combat, hacking is one action, each command is another action.

Rank 2: Advantage to oldtech hacking when touching target.

Rank 3: Give hacked target one free command per turn.

22. Eternal Champion

#warrior #time #pinnacle

Carrying the torch of purpose beyond the gates of life and death, time and hate.

Rank 1: Hero bonds with an eternal weapon (L3, sidekick), sometimes as its master, sometimes as its slave. The hero develops expertise in one kind of weapon (applying double their proficiency to tests)—usually the same kind as their eternal weapon.

While holding the weapon, their life increases by 1 point for each of their levels. They can also use their eternal weapon's life for spell-

casting. But their magic cost is increased by one. Additionally, This ability is not compatible with abilities that decrease a hero's magic cost.

Rank 2: When wielding the eternal weapon, the hero's defense and critical hit damage multiplier in combat are always increased by their proficiency. So, a hero with an proficiency of +3 might increase their multiplier from x2 to x5 and their unarmored defense from 10 to 13.

23. Expert Sidekicks

#gang #thief #leader

Friends are the best.

Rank 1: A number of sidekicks equal to the hero's proficiency can be experts. This means they add the hero's proficiency to their sum when testing their skills.

Rank 2: The number of possible expert sidekicks increases to the hero's level or proficiency or 4, whichever is highest.

24. Famed Explorer

#social #adventurer

A name synonymous with the federal geographic society.

Rank 1: Advantage in some social situations. Impress people with credentials. Open social doors. Raise private contributions. But, the hero is easily recognized, making subterfuge difficult.

Rank 2: A member in good standing of an Official Association. Advantage raising official funding and equipment for expeditions.

25. Feared Technomancer

#social #wizard #thief #oldtech

Their careless experiments have seen them called 'mad' for good reason.

Rank 1: Gain a creepy assistant (L1, callous) sidekick. Cast technical spells with terrifying proficiency [+], but careless with corruption tests [-].

Rank 2: Hero has built a network of scavengers and informers, keeping them informed of new technical discoveries. They also gain an ancient sentient machine (L3, ominous) sidekick.

26. Fire Friend

#fire #burner

Accept the love of the Firebringer.

Rank 1: Hero makes all fire attacks with advantage.

Rank 2: All fire-related die-rolls with advantage, including damage.

27. Firehands

#fire #wizard

Be the flame.

Rank 1: Hero's bare hands can light up with fire. They can't throw it, but they can set things alight. Also, their unarmed attacks deal fire damage.

Rank 2: They increase their unarmed fire damage die two steps (e.g. 1d4 to 1d8).

28. First Among Skeletons

#necromancer #skeleton #wizard

The hero was never meant to be alone, the dread force whispers, they need fellows, companions.

Rank 1: Keep one fellow skeleton (L1, loyal) per level animate indefinitely. Hero needs a relatively intact skeleton or corpse and animating a fellow skeleton takes a few hours.

Additionally they can spend 1 charisma and a few hours to animate a skeleton for a night and a day.

Rank 2: Keep two fellow skeletons per level. Animating a skeleton takes just a quarter of an hour or so.

Rank 3: Keep four fellow skeletons per level. Animating a skeleton takes a few minutes.

29. Fluid Anatomy

#biomech #strange #liquid

They have organs they shouldn't have in places they shouldn't be.

Rank 1: Hero's insides rearrange and rebuild themselves to keep them going despite dreadful trauma. Spend 1 stat point to turn a critical hit into a normal hit.

Rank 2: Spend 1 stat point to regain life equal to the hero's level.

30. Friend of the Machine

#golem #mech #thief

Soothe the savage robot.

Rank 1: Talking machines naturally like the hero. [+] to social tests with machines.

Rank 2: All complicated machines always try to comply with the hero. Complicated locks try to unlock when whispered too, audio-visual orbs try to fix themselves when banged vigorously.

31. From Dust I Always Return

#lich #skeleton #undead #vampire

The stuff of legends and B movies.

Hero's link to the mortal world is stronger than even it was in life, for the dread doom drives them and they see they are its avatar.

Rank 1: Even if shattered to pieces, even if crushed to dust, when some of the hero's remains are sprinkled with (roll d6): (1) holy water, (2) blood, (3) wine, (4) tomato soup, (5) milk, or (6) nectar, their material form begins to reconstitute itself.

From broken, battered bones they are restored in a day. From shattered pieces they are restored in a week. From ground dust they are restored in a month. From the last speck preserved in their reliquary in the heart of their bone castle they are restored in a year.

Note: This ability requires a minion or henchperson or friend willing to revive the undead hero, of course.

32. Gastrointestinal Upgrade

#augmented #biomech #eco #strange

Everything should be fuel.

Rank 1: The hero's gut is a marvel of technomagic. They are immune to food poisoning, have advantage against all other ingested toxins, and can digest anything organic, from wood to bone to petroleum.

Rank 1: Hero has a matter converter installed in their body and derives sustenance from inorganic material.

33. Gelatinous Symbiont

#horror #ooze #weird

Blob's sibling?

The hero looks quite disturbing, coated in an acidic gelatinous symbiont that calls itself 'buddy'. It might be sentient. It is certainly alien. It corrodes ordinary clothing. If the hero dies, the sad symbiont slithers away looking for a new friend. The symbiont itself cannot die.

Rank 1: A third of the hero by volume is the symbiotic organism. When the hero spends 1d6 life the symbiont heals itself and the hero with shocking speed, restoring 1d4 stat points or temporarily increasing one stat by two points (to a maximum of +5).

Rank 2: Two thirds of the hero are now replaced by the symbiont. It now provides acid resistance. The hero can take a gobbet

of their acidic buddy (spending 1d6 life) and use it as a kind of acidic grenade, dealing 2d6* damage in small radius.

34. Horrible Skeleton

#horror #skeleton #undead

Run! It is the hooked horror!

Truly, this hero was made to bring fear and pain to the world. Their bones twist and gnarl, growing hooks and blades. It's almost like they have an aura of bone blades. They look like an actual, factual monster.

Rank 1: Close combat attackers against the hero take 1d6 damage from the hooks and blades. When the hero grapples or fights hand-to-hand their target takes 1d6 damage every time they attack, regardless of whether their attack roll succeeds or not. However, hero cannot wear armor since their blades and hooks tear, shred, and cut it.

Rank 2: Damage increases to 1d10.

Rank 3: 2d8 damage.

35. Incorruptible

#golden #hero #luck

Their body is a temple of purity.

Rank 1: Their body's source code has been enhanced by chance or ancient germline intervention. The hero cannot suffer mutations through corruption. Instead they take a point of harm (fatigue). The ill hero requires a week's rest to recover.

36. Influential Academic

#social #academic

An esteemed, learned person in the community. And very much aware of that esteem.

Rank 1: If the hero's research 'helps' the community, they gain access to detailed information and basic supplies. Also gains a protege (L1, eager) sidekick to do research, make coffee, and runs errands.

Rank 2: Hero has built up a network of dedicated seekers after ancient truths. Gain two additional sidekicks: money (L2, noble backer) to fund research and guns (L2, ex-mercenary) to keep hero safe from evil goons after their divine knowledge.

37. Infraoptics

#machine #strange

Redline machine microbes swirl in the hero's eyes.

Rank 1: Hero sees heat signatures and traces. Gains advantage on survival and

investigation tests.

38. Inspiring Commander

#gang #fighter #leader

For great glory!

The intangible quality of a great leader makes their underlings fight harder.

Rank 1: A number sidekicks equal to the hero's proficiency fight with unmatched ferocity, adding the hero's proficiency to all their attacks and in-combat tests.

Rank 2: The number of possible inspired sidekicks increases to the hero's level or proficiency or 4, whichever is highest.

39. Lightning Rider

#electric #metal

Stormbrother he knows me.

Rank 1: The hero crackles with the Stormbrother's power and has advantage to all electric damage.

Rank 2: Hero also makes all electric attacks with advantage.

40. Machine Breeder

#mech #golem #trickster #pinnacle

I am become mother father of new life!

Golems can only become people when they experience birth and death as all life should.

Rank 1: Hero's ability to develop and breed new golems grows. Crawling symbiote machines increase their life by 1 point for each of their levels (current and future). The hero learns a new spell recipe for creating a random kind of golem. Additionally, the hero's magic cost when imbuing machines is reduced by 1. This ability is not compatible with abilities that increase a hero's magic cost.

Note: magic costs can never be reduced below 1.

Rank 2: Hero's golem upgrades expand and grow more powerful. Their life increases by 1 more point for each of their levels (current and future).

41. Master Blaster

#explosive #burner

This Blaster! Only them leave!

Rank 1: The hero rolls all exploding damage dice (e.g. 1d6*) with advantage.

Rank 2: They have advantage to all explosive tests, including attacks and spells. They feel the energy trapped in matter yearning to be

free like a phoenix.

Rank 3: Oops. They blew up. Time for a new hero.

42. Memories of the Void Darkness

#memory #wizard

The spells are eating my mind! My mind!

This wizard's mind is riddled with wormholes to voids where old magics are wont to hide.

Rank 1: Hero learns a void spell. Additionally, hero gains memory points equal to their highest mental stat. These are used to cast memorized spells as if they were life points.

Rank 2: Hero's memory point total from this ability is doubled.

43. Memory Palace

#memory #wizard

A prison of dreams to trap the unwary.

A wizard's mind is like a scary old palace, full of dark holes where magical parasites hide.

Rank 1: The hero squirrels away extra spell burdens in their mind as magic memories. The memory palace has a number of magic rooms equal to their level.

Rank 2: Hero also gains memory points equal to their level. These are used to cast memorized spells as if they were life points.

Rank 3: Hero's memory point total from this ability is doubled.

Note: Players can invent their hero's memory palace. The more fanciful, the better.

44. Meticulous Ritualist

#ritual #wizard

Accurate ritual records must be kept if one is to have a meaningful summoning!

Rank 1: The hero tests with advantage when casting a ritual spell (usually, spells that take more than a dozen minutes or so to cast).

Rank 2: The effects of a hero's ritual spells are always rolled with advantage.

45. My Bones I Engrave

#priest #skeleton #wizard

They have dream-spoken to the keeper of thoughts, and the keeper has given them a magic chisel with which to engrave spells upon their bones.

Rank 1: Gain up to five additional inventory slots for spells on the arm bones, leg bones,

and skull. Engraving a spell takes about a day. Replacing an engraved spell permanently reduces endurance by 1 unless the hero finds a compatible bone and ritually replaces their current one during a 2d4 week off-screen solo dream quest.

Note: This ability works better if the hero's bones are exposed. If their bones are covered in flesh, surgery is required for each engraving. The hero spends 2d6 life to begin the surgical engraving ritual, then they (or their surgeon) attempt a hard thought test. If the test fails, the hero permanently reduces their life by 1d3.

46. Neural Machine Symbiote

#mech #golem #oldtech

Silver ships slip through my veins.

Tiny silver animalcules flow through the hero's bloodstream, glittering golden wires thread their neural networks.

Rank 1: Hero can pilot golems and other thinking machines hands free. The symbiote accelerates their minds (gain 1 thought).

Rank 2: The symbiotes accelerate all reflexes (gain 1 agility) and let the hero talk with machines and other neurally enhanced humans at great distances.

47. No Vital Tissues

#golem #horror #skeleton #undead

Stiff as a board?

Rank 1: The hero has no vulnerable soft tissues. Arrows and sharp projectiles deal minimum damage. Slashing blows deal half damage. But blunt impacts deal double damage to the hero's brittle body.

Rank 2: A regimen of molecular hardening and ceramo-metallic implants has left the hero immune to critical hits.

48. Omnimolecular Sensorium

#bio #biomech #thief

They can hear the songs of the oceans.

Read stories in wind and stream.

Rank 1: The hero's sensorium is expanded with new cutaneous and olfactory organs that let them read trace molecular remains. Their sense of smell is as acute as a blood hound's and they can 'taste' with their fingertips. Advantage when tracking, testing food for poison, sampling fuel for impurities, and other similar tests.

Rank 2: Hero can literally smell emotions.

They have advantage to discerning interlocutors' intentions, picking up lies, and ferreting out tricks.

49. Pheromone Panoply

#bio #biomech #thief

A smell is worth a hundred memories.

Write poetry with biochemistry.

Rank 1: The hero has modified biological chemo-factories in their body. These provide communication molecules on demand. They have advantage to charming or intimidating others, and can scare away or 'blind' creatures like ants and termites that rely on chemical signals for communication.

Rank 2: The hero can use their pheromone panoply to communicate with and try to command insects and other creatures that depend on pheromones.

50. Pistolero

#fighter #thief #guns #specialist

Only good guys wield pistols.

Rank 1: The hero always adds their proficiency to pistol and wand damage.

Rank 2: As a single action, the hero can take two shots with a pistol or wand.

51. Porcelain Skin

#biomech #oldtech

They made people prettier once upon a time.

Rank 1: Hero's uncannily smooth skin is resistant to diseases and scarring. Gain 1 charisma.

Rank 2: Hero's skin is resistant to acid, chemicals and fire. Gain 1 more charisma.

52. Position of Power

#social #aristocrat

Do you not know who I am?

Important, and everyone had better know it.

Rank 1: If the hero can argue they are acting in the common good they gain access to basic information and extensive supplies. Also gain a flunkie (L1, specialist) sidekick for secretarial duties and personal assistance.

Rank 2: Hero has built up a shadowy power network beyond their official capacity. Gain two additional sidekicks: muscle (L2, scary) to enforce their will and brains (L2, spy) to keep them informed.

53. Protector of Innocents

#social #fighter

Despite the gore, a noble cause.

Rank 1: Hero gains advantage to attacks and tests when they are fighting to protect an unarmed or helpless innocent.

Rank 2: Word gets around. Downtrodden communities offer meager resources and hero gains a naive apprentice (L1, fanatical) who won't leave them alone. The apprentice is good at cooking, cleaning, laundering, carrying things, and learning.

54. Racer of Renown

#social #sport #vehicle

The grand velocity trophy proves life has meaning.

Rank 1: Fame grants the hero advantage (and notoriety) in many social interactions. Also, they gain advantage during vehicular chases.

Rank 2: Some of them were death races.

Gain advantage when manoeuvring to attack or defend with a vehicle.

55. Radiant Sensorium

#machine #strange

The inverse of colour blindness.

Rank 1: Hero can "see" in full darkness using a panoply of electromagnetic sense organs.

Rank 2: Hero's senses can probe through several layers of base matter, giving them [+] when searching for hidden objects or trying to figure out if there is somebody standing behind the draperies eavesdropping.

56. Radioactive Skeleton

#energy #horror #oldtech #skeleton

Grim reminder of the dark atomic age.

The hero's bones have absorbed so much radiation that they have a healthy blue glow, bright enough to read by if one squints (and the bones are exposed).

Rank 1: Hero is immune to radiation damage. Nearby living creatures lose 1 life every hour while the hero glows. A hazmat suit damps the glow enough to stop poisoning everyone in the vicinity.

Rank 2: The glow is stronger and brighter, the doses more brutal. Nearby creatures lose 1 life every few minutes.

Rank 3: The glow is overwhelming, visible through flesh and cloth. Nearby creatures lose 1 life every few seconds (or every round in close combat).

57. Returned Hero

#skeleton #pinnacle

They were already a hero once.

Now they remember that they were a (roll d6): (1) wise ruler, (2) cruel warlord, (3) damned wanderer, (4) glorious saviour, (5) holy miscreant, or (6) notorious musician.

Rank 1: Once upon a time, in that forgotten age, people were better. Hero's aura and proficiency increase by 1. Every ruin has a chance of sparking a memory of older times in the hero.

Rank 2: Once upon a time, in that forgotten age, their skill was greater. Hero gains a rank in two of their skills. Additionally, they can spend 1 life to temporarily return a stone-sized object from the past to full function. A corroded blade becomes sharp a gain, a wristwatch works again.

58. Rubberskin

#electric #resistance

Nemesis of the thunder demons.

Skin laced with symbiotic insulating cauchofungoid.

Rank 1: The hero is resistant to electromagical and energy attacks (halving all damage).

Rank 2: The cauchofungoid is interwoven with whole body. Immune to electromagical and energy attacks.

Rank 3: No longer fully human but an evolved cauchofungoid chimera.

Electromagical and energy attacks heal the hero.

Note: they don't repair broken bones or open wounds. Those still need surgery.

59. Secured Flesh

#bio #flesh #adventurer

I am that I am.

Rank 1: The hero knows how their body works, keeping it strong and stable. They have advantage to all tests against mutations, dangerous spells, or anything else that might corrupt their body (e.g. disease).

Rank 2: The hero is resistant to toxins, venoms, poisons, and diseases. They only take half damage from such sources.

60. Sinews of the Hungry Ghoul

#ghoul #horror #skeleton #undead

A strange new flesh.

Abnormal flesh, sinewy and harsh, but flesh nonetheless, coats the hero's bones. They look like a ghoul.

Rank 1: Advantage on all smell tests and rapidly restore lost life by gorging on the flesh of creatures with souls. The creature can be dead at the time. After eating the (roll d6): (1) spleen, (2) pancreas, (3) stomach, (4) kidneys, (5) hands, or (6) face of a suitable creature the hero regains 1d8 life over the next hour. Eating more creatures restores more life over more hours.

Rank 2: Regains 1d10 life or 1 stat point over the next several minutes.

Note: The ghoul hero can only eat raw food. Cooked food makes their inhuman flesh convulse and retch and twist. Further, this ability is incompatible with the No Vital Tissues ability.

61. Sparklefingers

#electric #unarmed

Conducting the ambient electromagical of the world.

Rank 1: The hero's unarmed attacks can deal 1d4 electric damage instead of 1d3 physical damage. Conducting materials extend the attack range.

Rank 2: Electric touch increases to 1d6 damage. Spend a few hours to recharge dead batteries.

Rank 3: Increases to 1d8 damage. In a medical setting hero's touch can give [+] or [-] restarting stopped hearts, etc.

62. Spell Detonator

#magic #wizard #explosive

Things must boom.

Rank 1: All the hero's spell damage dice become explosive. E.g., a magic bullet (1d4) becomes 1d4*.

Rank 2: The hero's spell damage dice explode on their highest and second-highest rolls.

63. Stargazer

#fighter #poet

Through madness, enlightenment.

Gazed upon Mother Star and saw through the Veil of Ignorance cast upon humanity by the Dark Sorcerer at the top of the false heaven. Saw through their whips and chains, and now they are as gossamer.

Rank 1: Hero rolls all tests against magic

with advantage.

Rank 2: So many died to build the barbarian empire of the Dark Sorcerer with their flesh and bones. The moon-tide roars within the hero. They always deal double damage to magic-corrupted monsters and abominations. And dark wizards, of course.

64. Swift Recovery

#fighter #adventurer

Deep breaths, action hero, deep breaths.

Rank 1: Hero recovers twice as much life when spending a hero die.

Rank 2: Thrice as much life.

65. Teeth Like Knives

#ghoul #horror #skeleton #undead

Words should cut as sharp.

Rank 1: Hero's teeth are monstrous. True weapons. They grow longer and deadlier the more powerful the hero becomes.

Level 1: 1d4 damage

Level 2: 1d6 damage

Level 3: 1d8 damage

Level 4: 1d10 damage

Level 5: 1d12 damage

Level 6–9: (roll d6): (1) teeth pierce wood like butter, (2) teeth regrow, can be broken off to use as actual knives, (3) teeth turn into tusks, (4) teeth inject poison as long as venom vesicles are refilled, (5) teeth suck blood or memories, restoring 1 life per bite, (6) teeth can retract, hiding from view.

Rank 2: Jaws hinge wider, teeth reach deeper, giving [+] to bite attacks.

Note: This ability is horrific and makes the hero look like a monster.

66. True Warrior

#fighter #pinnacle

Beyond the gates of this reality there is only war. Prepare.

Rank 1: Hero's connection with the essential nature of struggle increases their life by 2 points for each of their levels (current and future). But their magic cost is increased by one. Additionally, the hero learns to wield a new weapon. This ability is not compatible with abilities that decrease a hero's magic cost.

Rank 2: Hero's damage in combat is always increased by their proficiency.

67. True Wizard

#wizard #pinnacle

Welcome to the universe.

Rank 1: Hero's magic cost is reduced by one. But the connection with the void of wizardry reduces hero's life by 2 points for each of their levels (current and future).

Additionally, the hero learns a new spell.

This ability is not compatible with abilities that increase a hero's magic cost.

Note: magic costs can never be reduced below 1.

Rank 2: Hero reduces all spell prices by one.

68. Trust Me, I'm a Symbologist

#trickster #academic

That's... that's not really a thing.

There are patterns everywhere, and they all hold meaning.

Rank 1: The hero knows what every symbol means, or says they do. At least, they always know when a symbol is broadly positive or negative.

Rank 2: Cast or nullify spells that use symbols (e.g. magic circles of protection or magical exploding symbol traps) with advantage.

69. Unblinking

#bio #strange

An inhuman stare.

Rank 1: The hero never needs to blink. They gain advantage whenever undivided attention would be useful. They are harder to surprise. Also, they can creep people out.

70. Undying Parasite Heart

#bio #strange #horror

Have a little piece of their heart.

Rank 1: The hero's heart is a ba-symbiote that stores their memory-patterns and cannot die naturally. If the heart is placed in a suitable excavated body cavity, it will sprout tendrils and a crystalline neural web, taking over the host in a matter of days. Every time the hero is 'reborn' this way they lose a mental stat point, coming closer to their final end as a twitching madness of pulsing, tentacled flesh.

Rank 2: The hero's monstrous heart grows larger and stronger. The hero permanently gains 1 endurance and [+] to long-distance running and other endurance sports.

71. Vacuum Hardened

#machine #strange

When did they forget Old World?

Rank 1: Hero can survive a full day in hard vacuum due to significant nano-magical modification. Gain 1 endurance.

Rank 2: Survive a full month in hard vacuum. Hero can derive sustenance from radiothermal batteries or other such devices.

72. Vome Optics

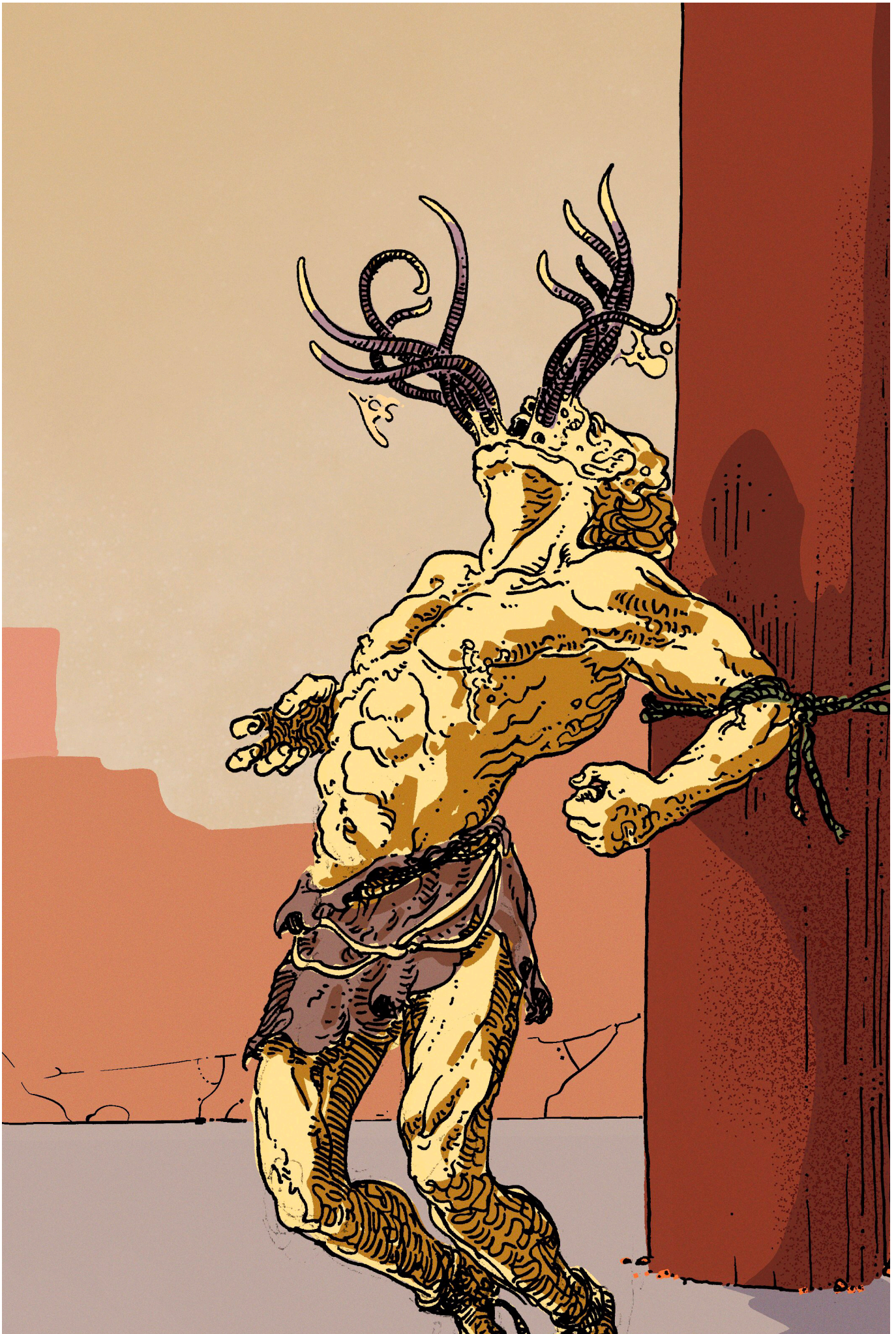
#machine #strange #horror

Now you see them looking into you.

Rank 1: Technomagical machines swirl in the hero's eyes, whirring and clicking, focusing and demanding. Hero's eyes provide low-light vision, sure, but their eyes are also ridiculously sharp and come with built-in filters. Yes. They can stare into the sun-line safely.

Rank 2: The optics provide [+] to all long-distance ranged attacks. Sniping.

Rank 3: The massive optical enhancements can convert the hero's own life force into a precise ray attack (1d12 damage, long range, costs 1 life per ray).



CORRUPTION

The other side of magic's coin.

But soon the world
had its evil way
my heart was blinded
love went astray

I'm going through changes
I'm going through changes

— Black Sabbath, *Changes* (1972)

Exposure to dangerous magic, radiation ghosts, mutagenic blights, source corruption, biomancers, vomes, or other weird leftovers of the Long Long Ago can produce mutations or corruptions.

RANDOM CORRUPTION

When a hero is exposed to corruption their player first figures out how bad things are by making a simple d20 roll on the table below. A suitable 'luck' skill or ability may apply subject to circumstances and referee discretion. Every mutation through random exposure is *likely* to have deleterious effects. Positive mutations are hard to plan and usually require actual biomantic skills.

D20	CORRUPTION THROUGH RANDOM EXPOSURE
1–3	It's visibly bad. They suffer a deleterious and a cosmetic mutation.
4–10	It's just plain bad. They suffer a deleterious mutation.
11–12	Ups and downs. They gain a deleterious and a beneficial mutation.
13	Chaos. They gain three mutations, one of each kind.
14–16	Visible but not bad. A cosmetic mutation.
17–19	A cosmetic and a beneficial mutation.
20	The biomagical lottery favors the hero! They gain a beneficial mutation.

A player doesn't have to accept mutations. Maybe they simply don't want strange, twisted heroes. Players should figure out other options together. For example, a hero struck by corruption could instead choose to gain the **Incorruptible** ability, meaning that they get sick and require a week's bed rest and medical attention rather than suffering bodily corruption.

Some mutations have ranks. These can occur by chance (if a player rolls the same mutation twice or thrice) or choice (the player decides to deepen their hero's mutation when they gain corruption again).

CORRUPTION OR MUTATION?

In game terms there is no difference between source corruption and mutation. They're just different words describing how strange forces beyond mortal ken modify the original body, soul, and personality of a game character. Corruption has a lovely pseudo-sacral note to it, while mutation feels more clinical.

The main reason to sometimes prefer the term mutation over corruption is that it sounds a little weird to talk about 'cosmetic corruption' or 'beneficial corruption'. That said, in the context of the game, the term 'mutation' is also inaccurate because it suggests the changes characters undergo are entirely physical, when they can also affect their personalities and spirits.

With no simple answer it's best to accept the ambiguity and play along.

MUTATION EFFECTS

Not every mechanical effect is specified in the mutation lists. **Every mutation takes up space on the hero sheet**; usually ability or inventory slots. Many mutations also bring social and physical disadvantages.

VISIBLE MUTATIONS & SOCIAL STIGMA

A corrupted hero faces prejudice and stigma in most social situations. Initially, when a hero has one or two such mutations, they might test with disadvantage when negotiating with a merchant, convincing a princess-abbess to finance their expedition, or hunting a ticket to a ball. With more mutations they will be shunned by polite society, become convenient scape goats for unexplained crimes, and often chased out of communities for the smallest infractions. Bandages, masks, and voluminous robes will be useful for hiding.

On the other hand, such heroes will often be at an advantage when trying to scare or intimidate baseline humans.

Finally, in certain outcast mage-blighted communities the social disadvantages may be nullified or even reversed.

DELETERIOUS MUTATIONS & ILL HEALTH

Deleterious mutations always have negative consequences. Whenever a hero acquires a deleterious mutation, they reduce a relevant stat by one.

Further, they will usually suffer specific disadvantages depending on the mutation. A hero without teeth will have trouble eating and talking. A hero with modified arms will have trouble with many motor tasks (including combat), while modified legs will disadvantage their movement.

COMMON SENSE SIDE EFFECTS

The list of mutations doesn't take into account all the possible side effects. Players should use common sense when their heroes face unusual circumstances and edge cases and apply advantages or disadvantages on a case by case basis.

For example, a hero covered in fur will handle cold temperatures better while another covered in scales would lose less water in dry environments, though without perspiration they might also suffer more from heat stress and should consider carrying a parasol in the open.

DELETERIOUS MUTATIONS

The dark corruptions of the void poison the source and can affect the *ha* and *ka* and *ba* of a character. Whenever a hero acquires a deleterious mutation they reduce a relevant stat by one.

D22

1. Curse of the Eater

Its hunger shall consume the cosmos.

Rank 1: Teeth fall out. Chewing is difficult.

Rank 2: Needle-sharp fangs, translucent like those of a deep-sea fish, grow profusely from the softened gums. Chewing is impossible.

Rank 3: Fangs turn hard and black, mouth grows unnaturally wide, jaw develops hinges. Hero gains bite attack (1d4).

Rank 4: Entire head unfolds into biting, grinding maw. Bite attack (1d8).

2. Skin of Radiance

The fires of the celestial truths were not made to reside within the skin of man.

Rank 1: Skin becomes flaky, pale, and colorless. It is usually cold to the touch.

Rank 2: Suppurating boils weep around the edges of hardened, chitinous growths. Hero gains natural leathery armor (+1 armor).

Rank 3: Skin continually rots and sloughs off in translucent, malodorous sheets. Hero escape bonds and restrictions more easily.

Rank 4: Skin is entirely replaced with a ghostly radiant aura that leaves faint burns and bruises on organic materials. The aura-skin gives off a greenish light, strong enough to read by if one squints.

3. Listening to the Void

There are songs in the lines of creation.

Rank 1: Ears wither away to nubs. Hearing is somewhat impaired.

Rank 2: Strange organs spread and grow across the sides of the hero's head from the ruined nubs of their ears. Hearing is very impaired. Hero gains the ability to detect (roll d4): (1) magnetic fields, (2) electric currents, (3) radio waves, or (4) magitechnic emanations.

Rank 3: Lacy, antennae-like horns erupt from the hero's head, letting them understand the strange radiations they could previously only detect.

4. Claws of the Idle One

The predator does not work, it takes.

Rank 1: Random hand withers and weakens.

Using tools with that hand becomes difficult.

Rank 2: Hand locks into a deformed claw.

Using tools is impossible.

Rank 3: Bones and gristle flow and reform into a trefoil ripping, cutting claw array. Hero gains unarmed attack (1d6).

Rank 4: The claws bleed void stuff into this near world. The merest scratch from them can cause (roll d4): (1) paralysis, (2) acute formication, (3) hyperalgesia, or (4) muscle spasms.

5. Digits of the Other Side

Reality will conform to revelation.

Rank 1: Vestigial fingers or toes protrude from the flesh on the hero's (roll d4): (1) flanks, (2) arms, (3) legs, or (4) back.

Rank 2: The digits elongate and become as strong as those on the hero's hands.

Rank 3: The digits grow even longer, more powerful and with more joints. Like a cross between fingers and sinewy spider legs.

Rank 4: The digits are so many and so powerful they can unfold like a fan, letting them easily trap or catch anything trying to get past them.

6. Waterdrinker's Raiment

From void sea come, to void sea return.

Rank 1: Vestigial gills and cutaneous gas bladders form on the neck and abdomen of the hero. They can hold their breath quite a bit longer than before.

Rank 2: An array of functional gills and gas-exchange organs effectively turns the hero into an amphibian.

Rank 3: Webbing increases the hero's swimming speed.

Rank 4: Eerily glowing biological chemical factories pockmark the hero's body, letting them breathe in the strangest of gaseous and liquid environments. A bucket's worth of pure water provides the hero with enough oxygen for an hour.

7. Curse of the Sky Brought

They sailed on wings among the galaxies.

Rank 1: Vestigial wings or flagellae bulge and flail on the hero's back. Wearing ordinary clothes is uncomfortable.

Rank 2: The primitive wings erupt in a tangle of membranes, struts, and tines. The hero can slow their fall or boost their jump. Ordinary clothes do not fit.

Rank 3: The wings look like nothing thisworldly, but they let the hero glide convincingly. The hero's entire body structure adapts to support the odd structures. Falls are no longer deadly.

Rank 4: The massive powered wings drain bone and gristle and flesh from the rest of the hero, leaving them stick thin but capable of flight.

8. Lament of the Waking Bones

There is no life eternal but death.

Rank 1: Hero becomes unnaturally thin. Flesh becomes sinewy. Hands become bony and raw. Skin becomes papery. Digestion becomes uneven and slow.

Rank 2: Only sinew and gristle remains beneath skin like parchment. Joints click and rattle. The skeletal hero can only digest blended soups.

Rank 3: The hero's internal organs atrophy away, leaving them a mumified, ambulatory undead abomination. They can only digest raw blood purée.

Rank 4: The hero's bones absorb their flesh, leaving a sparkling skeleton that looks like (roll d4): (1) jade, (2) bronze, (3) ebony, or (4) porcelain. They no longer eat, directly leeching the life force of nearby creatures to stay alive instead (1 Life per day).

9. Warp of the Loom Within

The body is a delicate plaything of bones.

Rank 1: The hero's joints become grotesquely hypermobile. Movement becomes slower and more deliberate.

Rank 2: Limbs become strangely flexible.

Additional joints appear. Though more agile, the hero is weaker. Clothes fit awkwardly. They can rotate their head like an owl.

Rank 3: Shoulder girdle and hips can rotate freely, each vertebrae can dislocate, each rib can waggle.

Rank 4: Hero can rearrange their bone structure almost at will. Bones travel within their flesh, creating alien forms reminiscent of the *vatula-vyakula* of the Restless Madcap of Second Creation.

10. Bonds of the Living Mountain

Motion is waste.

Rank 1: The body grows heavy, beset by a chronic fatigue. Hairs become thorn-like, nails thicken and curl.

Rank 2: Follicles grow oversized and masses of keratinous fibers replace normal hair, covering the body in a spongy layer.

Movement becomes clumsy, but blows are cushioned (+1 armor).

Rank 3: Prolific, heavy ropes of keratin grow from the body constantly (1 stone's worth per day). Appetite increases. Unless the ropes are cut regularly, they quickly overwhelm the hero's ability to move.

Rank 4: The keratin growth diversifies, covering the unrecognizable hero in swift-growing (roll d4): (1) scales, (2) spines, (3) fur, or (4) luxurious feathers.

11. Curse of the Astral Eye

The world you see is a veil hiding the deeper beauty of the fields of ka.

Rank 1: Eyes turn (roll d4): (1) milky, (2) pitch black, (3) translucent, or (4) like amber orbs. Vision is impaired.

Rank 2: Eyes evaporate and collapse out of the eye sockets. Hero is blind.

Rank 3: A heavy, misty gas leaks out of the hero's eye sockets. They perceive auras with new crystalline organs growing where their eyes once rolled in fear and terror.

Rank 4: Faceted crystalline growths spread to the edges of the empty sockets, like queer jewelry. Hero can directly perceive the ka of living creatures.

12. Patterns of the Ineffable Void

ERROR: Reality compile failed. There is no abort, there is only retry.

Rank 1: Intelligence is reduced. Hero's twitching mind cannot avoid alien things lurking in the corners of reality.

Rank 2: Personality becomes alien. Hero no longer feels some human emotions, while acquiring other stranger ones.

Rank 3: Mind becomes temporally scattered. Hero gains mild precognition, avoiding immediate threats with unnatural speed and precision. At the same time, they can no longer focus on the here and now.

Rank 4: Hero's *ba* or personality is smeared out completely, replaced by something alien. Hero becomes immune to all mental attacks and acquires an ineffable goal, perhaps to (roll d4): (1) create odd patterns at energy interstices, (2) collect words and memories from key individuals, (3) paint alien murals on symbolic objects, (4) sing horrifying chants in the ruins of an elder time.

13. Progressive Chimerism

No beast shall need to dominate another beast in the chimereal time.

Rank 1: Feet become deformed and oddly turned. Walking is impaired.

Rank 2: Legs change form and angle, becoming bestial. Wearing shoes becomes impossible.

Rank 3: Legs and feet clearly resemble (roll d4): (1) the hooved limbs of an ungulate, (2) the paws of a predator, (3) the talon-tipped feet of a bird, (4) nothing so much as the many-jointed limbs of an endoskeletal insect.

Rank 4: The hero pupates and in a grotesque transformation their abdomen, hips, and lower limbs are duplicated. With four legs, their movement is faster or more sure, but they are less maneuverable. Chairs and tight spaces become uncomfortable.

14. Sign of the Third Hand

New hands reach new truths.

Rank 1: A vestigial (roll d2): (1) tail or (2) arm grows on the body. It dangles, uselessly. If cut off, it grows back.

Rank 2: It grows stronger. Capable of picking up light objects. Clothes no longer fit.

Rank 3: The new appendage grows larger and stronger than the original limbs. The whole hero can lift themselves by their tail or third arm. Additional vestigial limb buds form.

Rank 4: Another appendage, just as powerful, bursts forth. Limb buds continue to form, studding the body.

15. Mold of the Protean Eternity

Fixity of form was a mistake.

Rank 1: Bones become brittle and prone to breaking. Hero becomes more vulnerable to physical damage.

Rank 2: Bones soften, while fluid organs strengthen to provide stability.

Rank 3: Bones dissolve entirely. Only sinew and cartilage support the now alien musculature. Staying bipedal and vaguely humanoid is an immense effort. The face tends to collapse and smear. An enclosing armor can help with mobility.

Rank 4: Hero becomes a protean thing of strange organelles and fluid body plan.

16. High Crab's Mark

The world is hard and full of hate. Harder yet must man become.

Rank 1: Back becomes hunched and bulky. Ribs stand out against skin.

Rank 2: Spine and back fuse into a bony cage. Mobility is reduced, but internal organs are better protected.

Rank 3: A shell-like carapace forms out of the hero's back (+2 armor).

Rank 4: Hero can retract within their armored shell for defense or to ride out hostile environmental conditions.

17. Armor of a Hostile Heaven

In the heavens there is only war.

Rank 1: Strange bones erupt from the skin.

Wearing clothes is difficult.

Rank 2: Bones grow into jutting spikes, blades, and ridges. Wearing armor becomes next to impossible. Attackers may be injured (1d4 damage).

Rank 3: Elaborate spines, hooks, and plates cover the hero, defending them from attack (+2 armor) and increasing their threat (1d6 natural damage).

Rank 4: The bony structures develop into a terrifying suit of biological armor (+5).

18. Curse of the Second Face

Hypocrisy stripped reveals a new visage.

Rank 1: An additional eye and teeth develop on the (roll d4): (1) hand or arm, (2) leg or foot, (3) back or shoulder, or (4) chest or groin. They are non-functional. If removed, they grow back.

Rank 2: The eye becomes functional. Additional buds form. Cartilage and gums form around the teeth.

Rank 3: A second eye joins the first. A nose-bud forms. A functional mouth forms around the teeth. The hero can ingest sustenance and speak with the second mouth.

Rank 4: A complete face forms. Its distorted features can part to reveal a (roll d4): (1) venomous bite, (2) fearsome gaze, (3) blood-sucking fangs, (4) voice like an angelic choir.

19. Tongue of the Iron Cuttlefish

They drip venom when they speak.

Rank 1: Tongue is covered in sharp radulae. Speech becomes strange.

Rank 2: Radular membrane bifurcates. Tongue grows freakishly long.

Rank 3: Tongue base fuses to jaw for additional leverage, prehensile radular pseudopods become veritable tentacles.

Rank 4: Radular tentacles become modular, each splitting into five sub-tentacles, each with hooked, proboscid parts. The tongue tentacles are as strong as a pair of human hands. Hero can now drink nectar or blood with their tongue. Human speech is basically impossible.

20. Second Thoughts of the New

The seed of truth grows within.

Rank 1: Hard, cyst-like nodule develops on the (roll d4): (1) throat, (2) stomach, (3) lumbar spine, (4) upper back.

Rank 2: The nodule grows larger and bonier, a secondary brain begins to develop within. Reflexes are accelerated. Clothing has to be adjusted. Hero becomes more vulnerable to critical hits.

Rank 3: The secondary brain grows larger and faster. The hero's perception and analytical abilities increase. The disfigurement is more obvious.

Rank 4: The secondary brain achieves a semblance of independent thought and develops unusual mental abilities, such as (roll d4): (1) pyrokinesis, (2) telekinesis, (3) electrokinesis, or (4) tele-empathetic manipulation. Sometimes it takes over the hero's body.

21. Curse of the Blue God

From rot comes purification and health.

Rank 1: The filth of chaos oozes from the hero's pores. They become resilient to disease, but the smell is pestilential.

Rank 2: Fresh orifices open up on the skin and ooze a blood-like serum. Wounds do not fully heal and release a similar fluid.

Rank 3: Skin becomes a cratered, heaving, supurating mess covered in wriggling symbiotes that resemble grave worms. Nose, ears, eyelids, and other thin cutaneous areas may rot away.

Rank 4: A whiteish substance with the consistency of clotted yoghurt continually drips from the symbiotes. This milk of the Blue God has strong analgesic and numbing properties. The hero becomes entirely resistant to diseases and poisons.

22. Mark of the Void Spawned

Beyond radiance, the light of the void.

Rank 1: A barely perceptible darkness cloaks the hero, like diaphanous wreathes of pure nothingness. They become sensitive to bright lights.

Rank 2: The dark between stars now obviously wreathes the hero. They walk in shadow even on the brightest of days. Bright radiation or sanctified memory waters cause physical pain.

Rank 3: The void seeps into the hero, making them colourless and darkly-shaded. Smoke curls within their eyes and even in darkest night a faint ur-hue lets them find their way.

Rank 4: The hero is no longer quite there, appearing as somehow translucent and absent. They have a harder time interacting with the physical world and carrying heavy loads is right out, but at the same time the world also has a harder time affecting them.

COSMETIC MUTATIONS

Oftentimes the vibrations of the deep void make their victim appear strange and unearthly, even if they bestow no unusual powers and abilities. Many times a hero will be able to hide their inhuman looks, hiding void eyes with lenses or concealing their odd skull shape with a large hat. Successful camouflage takes up space on the hero's sheet, but it should eliminate prejudice and stigma in most social situations. Bath houses are likely to remain challenging, however. Remember common sense side effects in play.

Some cosmetic mutations do not have ranks, but random tables. For example, if corruption changes the color of a hero's skin a second time, the new result may leave them variegated or simply a new color, depending on player preference.

D20

1. Follicular Transformation [d6]

Astonishing changes to the hair.

1. All their follicles vanish. They become completely hairless.
2. Follicles go into overdrive, hair grows at twenty times normal speed.
3. Facial hair grows long and incredibly impressive. Massive incredibly bushy eyebrows, full beard and moustache.
4. Head hair turns into massive, full mane, like a lion's.
5. All hair grows stronger. Fine fur covers entire body.
6. True fur-ball. Entire body is covered in thick fur with a downy, insulating undercoat.

2. Repigmentation [d6]

Hero's skin and hair colour change.

1. Hair becomes semi-transparent, skin becomes translucent revealing veins and tendons beneath.
2. Hair and skin become creepily monochrome. Perfectly white, pitch black, or 50% grey.
3. Rock, earth, or plant hues.
4. Skin becomes vivid yellow or red. Hair turns a complementary color.
5. Skin becomes cool blue or green. Hair turns a contrasting color.
6. Blazing colors. Neon or day-glo.

3. Fantastic Ears [d6]

Ears like in a fantasy novel.

1. Ears become perfectly rounded, like whorled snail shells.
2. Flat membranes, like a lizard.
3. Pointed ears.
4. Mobile ears, like a fox or hyena.
5. Floppy ears, like a bunny or basset hound.
6. Elaborate frond-like or branching structures, like the antennae of a silkworm moth.

4. Labial Translation [d6]

Fancy words for the mouth parts.

1. Lips disappear entirely.
2. Lips become scaly and hard.
3. Lips grow large and fleshy
4. Heavy cheek pouches develop.
5. Sensitive tentacles, antennae, or whiskers adorn sides of mouth.
6. Lips become a muscular extensible tube for sucking and sponging.

5. Nasal Modification [d6]

That nose.

1. Nose disappears entirely. Only mouth-breathing from now on.
2. It recedes into muscular slits.
3. Becomes tiny and sculpted.
4. Grows large and bulbous.
5. Becomes canine or feline
6. Grows into a prehensile proboscis.

6. Ocular Permutation [d6]

The eyes are the windows of the ka.

1. Iris becomes a strange, vivid color.
2. Iris and sclera both change color radically.
3. Size and color of iris change. Pupil becomes cat- or goat-like.
4. Eyeball changes size, color, and shape, becoming lizard- or cuttlefish-like. A nictating membrane forms.
5. Entire structure of eyes changes, becoming insectile or arachnid
6. Eyes become alien structure of metallic crystal and flickering light.

7. Gravity Resistance Conversion [d4]

The body adjusts to alien gravities.

1. Body becomes massive and boulder-shaped, suited to heavy gravities.
2. Becomes squat and heavy.
3. Becomes tall and slender.
4. Very tall and stick-like.

8. Oral Modulation [d6]

Mouths modified for strange meals.

1. Mouth disappears, replaced by mastication-orifice on stomach.
2. Becomes a puckered hole with a siphoning tongue.
3. Narrows to a vertical slit concealing an insectile siphoning apparatus.
4. Jaw and lips reduce to a cartoonishly gracile rosebud.
5. Widens and number of teeth multiply, producing a cheshire grin.
6. Grows into a vulpine muzzle.

9. Cornute Evolution [d6]

Horn-like structures develop.

1. Bony plates cover head like a helmet.
2. Small conical horns.
3. Curving caprid horns.
4. Spiral horns, like on an impala.
5. Delicately ramified antlers.
6. Elaborate palmate antlers.

10. Dermal Variegation

Skin patterns tell celestial tales.

Rank 1: Delicate three-tone patterns cover every inch of the hero's skin. They look almost like yet unlike writing.

Rank 2: The patterns gently shift and move without rhythm.

Rank 3: The hero becomes able to minutely control the shifting of the patterns, making three-tone skin art.

11. Vocal Tempering [d6]

The breath manifests the ba.

1. Voice becomes harsh clattering rasp.
2. It becomes metallic and syncopated.
3. It becomes polyphonic.
4. It carries elevated, inhuman notes.
5. Voice becomes a cascade of colors.
6. It becomes a flutter of sensations.

12. Haemomorphism [d6]

Blood codes their post-humanity.

1. It becomes pitch black.
2. Nanomachinated grey.
3. Haemocyanitic green.
4. Vitriolic blue.
5. Translucent like liquid infinity.
6. Glowing and glittering golden ichor.

13. Lucent Postmaterialism [d6]

Light is the destination of all flesh.

1. Skin becomes smooth and waxy.
2. Skin becomes translucent.
3. Flesh becomes translucent.
4. Organs become translucent.
5. Bones become translucent.
6. Neural network glitters with the light of the thousand thousand once-settled suns of the Higher Way.

14. Anatomical Devolution [d6]

Gaze upon your ancestors.

1. Facial features devolve 500,000 generations-worth.
2. Features devolve 50,000 generations.
3. Jaws enlarge to accommodate a diet of raw flesh and fibrous vegetables.
4. Body becomes bulky and robust.
5. It becomes gracile and adapted for climbing or brachiation.
6. A furry, prehensile tail returns.

15. Cranial Polymorphism [d6]

Phrenology is now useless.

1. Skull develops flaring sagittal crest.
2. Develops shelf-like brow ridges.
3. It becomes perfectly spherical.
4. It becomes boxy and angular.
5. It becomes exquisitely elongated.
6. Becomes delicately articulated.

16. Refined Therianthropy

Embrace their inner animals.

Rank 1: Features take a disconcertingly animal cast (roll d6): (1) vaguely piscine, (2) somewhat amphibian, (3) mildly reptilian, (4) curiously avian, (5) rather bovine, or (6) impishly feline.

Rank 2: Features are clearly bestial, with whiskers, odd ears, and other horrifically uncanny valley alterations.

Rank 3: The hero has an animal head.

17. Orbital Differentiation [d6]

Eyes and eye-sockets alike change.

1. Eyes and eye-sockets disappear completely, replaced by photo-receptive pits dotted across the face.
2. Eyes leave sockets and become free-floating orbs.
3. Eyes reduce to a single optical organ.
4. Eyes enveloped in muscular sheaths capable of independent tracking, like a chameleon's.
5. Eyes shrink and multiply across face.
6. Eyes grow incredibly large and acute. The better to see things with.

18. Digital Hypermanipulation [d4]

Fingers and toes specialize further.

1. Digits become short and stubby, like small hammers or mallets.
2. They grow broader and stronger, the tendons adapt to let them grip with no muscular effort.
3. Longer and more flexible, for playing musical instruments a breeze.
4. They split into delicate multi-tool-like assemblages of chitin and bone.

19. Advanced Sexual Selection [d6]

Hypertrophy to signal mating fitness.

1. Abdominal cysts simulate a six-pack.
2. Benign pectoral tumors create the appearance of an attractive chest.
3. Metabolic mutation makes adipogenesis impossible, ensuring that sought-after starved waif look.
4. Gluteal hypertrophy.
5. Novel adipose structures add contour to facial features.
6. Muscular water retention increases to give the impression of fitness.

20. Omnicommunication Conversion [d6]

Develop a signaling panoply.

1. Skin becomes cuttlefish-like, changing colour with the flickering of thought and emotion.
2. Ornate display plumage to attract attention and signal fitness.
3. Bright red inflatable throat sac for conveying dominance and putting out deep bass croaks.
4. Hypermobile ears to indicate nuances of emotion.
5. Augmented musk glands share emotions through pheromones.
6. Light-emitting organelles in the eyes. They really do flash now.

BENEFICIAL MUTATIONS

Rarely the cosmic lottery, the chaos of creation, smiles upon their victim. The fates bestow unearned power, the gods fail to punish and harm.

Beneficial mutations are unusual as the hero is not left visibly marked. Some break the normal limitations on stats and other attributes, but players should keep in mind that the maximum modifier to d20 rolls remains +13.

D20

1. Strength of the Solitary Sun

As though the hero is powered by the nuclear furnaces of the cosmos itself.

Rank 1: +1 strength and maximum strength increased to 6.

Rank 2: +1 strength and max increased to 7.

Rank 3: +2 strength *or* max increased to 9.

2. Endurance of Ecstasy

Through the joy of shared existence all things are easier to suffer.

Rank 1: +1 endurance and maximum endurance increased to 6.

Rank 2: +1 endurance, max increased to 7.

Rank 3: +2 endurance *or* hero gains two boxes on their hurt track.

3. Agility of the Arbitrary Autarch

As the daimons follow no earth-bound command, so should the hero be unbound.

Rank 1: +1 agility and maximum agility increased to 6.

Rank 2: +1 agility, max increased to 7.

Rank 3: +2 agility *or* hero gains an additional action.

4. Thoughtful as Thoth Trueseer

With progressive insight human constraints and fears fade away.

Rank 1: +1 thought and maximum thought increased to 6.

Rank 2: +1 thought, max increased to 7.

Rank 3: +2 thought *or* hero becomes immune to enchantments and other mind controlling technologies.

5. Psionic Eruption.

Inhuman mental abilities. Fear awakens in the hearts of ordinary baseliners.

Rank 1: Hero acquires a spell as an innate ability. When using this spell their magic cost is always 1.

Rank 2: Hero acquires a second spell as an innate ability.

Rank 3: Hero gains +1 warding.

6. Lifebound Gift

The hero's being is bound more tightly to the given world, their life forces burns brighter.

Rank 1: Hero gains +1 life for every current and future level.

Rank 2: +1 more life.

Rank 3: Hero gains a second, mystical heart, which holds 2 life for every current and future level. The hero can only use these life points to pay spell prices or as gifts to other living creatures.

7. Oldtech Immunity Ghost

Hero gains a semi-sentient distributed immune system.

Rank 1: They gain advantage to all tests against diseases, poisons, radiations, or other environmental effects.

Rank 2: Their resistance turns to complete immunity and they gain resistance to a second effect.

Rank 3: Their second resistance also becomes immunity and their immune system becomes a fully sentient hive-symbiote (L3, caustic) that communicates with them via a direct brain link. The symbiote can perform molecular-level analyses of substances. It also has an acerbic sense of humour.

8. Deep Skill Augmentation

A protein machine ghost infects the hero's brain, feeding them memories and skills from someone long dead.

Rank 1: Hero gains advantage to all tests with one of their skills.

Rank 2: Hero gains advantage with a second skill. One mental stat increases by 1, another decreases by the same amount.

Rank 3: Rewiring is completed. Hero becomes tetrachromatic, seeing a wider spectrum of colors. They gain +1 charisma. The ghost of a dead personality becomes a lodger in their brain.

9. Transhuman Reflexes

Neural rewiring and fast-twitch nodes lifted from the dark sky supersoldier programs.

Rank 1: Hero gains advantage on initiative tests and always gets one action during any surprise round.

Rank 2: Hero gains advantage whenever they test to dodge or otherwise avoid incoming danger.

Rank 3: Hero gains an additional action *or* mild precognition (+2 defense in all circumstances).

10. Action Mimicry

Uplifted monkey see, uplifted monkey do.

Rank 1: Hero always gains advantage to tests when they are copying an action they have previously seen successfully performed (e.g., after seeing somebody climb the wall of the Red Tower, they gain [+] on their test).

Rank 2: Hero can repeat their own actions flawlessly. If they have already succeeded at a task, they can duplicate it precisely.

Rank 3: Hero gains advantage to copying other creature's behaviors and mannerisms.

11. Cosmic Channeling

All magic comes from the same void.

Rank 1: When the hero sees a spell cast they may make a moderate Aura test to see if they grab an echo of the spell in their ego-matrix (inventory). Each echo can be cast once. The spell price must still be paid.

Rank 2: The price of spell echoes is halved.

Rank 3: It is now an easy test for the hero to capture spell echoes.

12. Magic Mule

Such broad shoulders, such strong back.

Rank 1: The hero can carry twice as much as a normal human: two sacks without encumbrance, plus one cumbersome sack.

Rank 2: The hero can carry two additional cumbersome sacks.

Rank 3: The hero can carry five additional cumbersome sacks, for a total of ten sacks. That's about a ton.

13. Metabolic Hyperdrive

Difference under the skin.

Rank 1: The hero can derive sustenance from anything organic and their stomach is immune to organic poisons. Unfortunately, alcohol barely works on them anymore.

Rank 2: Hero can slow down or accelerate their metabolism, either hibernating without food for months or spending 1 life to gain an additional action.

Rank 3: Abmortality engines in the hero's body keep their genetic source code in perfect condition and breakdown all toxins and drugs that might interfere with their successful functioning. The hero can also shutdown, going into a week-long debugging mode, which purges all harmful viruses and organisms from their body.

14. Optic Upgrade

Eyes like the star gods.

Rank 1: Hero's eyes become as sharp as those of a hawk.

Rank 2: Hero's eyes gain the ability to see into the ultraviolet and infrared spectra.

Rank 3: Hero gains the ability to remove their eyes and use them as remote sensing drones. Each eye can survive for up to a day outside of its socket. It costs the hero 1 life and 1 hour to grow a new eye. They can grow as many eyes at a time as they have sockets.

15. Sensory Expansion [d6]

The hero develops eerie new senses.

1. Vibration senses to 'read' space through solid or liquid matter.
2. Echolocation to navigate by sound.
3. Electro-detection to hear electromagnetic fields.
4. Radiosense to 'taste' radioactivity.
5. Lifesense to feel nearby living creatures.
6. Void-reception to detect magic and corruption by their own horripilation.

16. Avatar Infection

They have been chosen by fate to bear witness to creation.

Rank 1: When the hero's body is killed or otherwise shut down it secretes an ichor cocoon and reassembles itself at a rate of 1 life per day. Each reassembly reduces Endurance by 1. This may accidentally duplicate the hero if their *ka-ba* was otherwise engaged or preserved at the time.

Rank 2: When the hero's body is killed or otherwise shut down, the hero's *ka-ba* is instantly translated into a nearby phylactery-analogue (a stone, nut, or jewel). Over a few minutes it exudes an ectoplasmic body, which then reassembles the slain body at a rate of 1 life per day. As an ectoplasmic body the hero may barely interact with the physical world. Each reassembly reduces Endurance by 1.

Rank 3: When the hero's body is killed or shut down it immediately breaks down into a luminous body that radiates peace and freedom. Over a few days it then knits back into a physical body. Each reassembly increases one stat by 1 and reduces another stat by 1, and imposes an additional burden of witnessing (1 stone) on the hero. After bearing seven burdens, the hero is jaded and gains no more burdens. They might also have no further desire to adventure.

17. Plastic Bone Structures

Flexibility at all costs.

Rank 1: The hero can slowly adjust the shape and size of their bones, squeezing through small spaces, growing taller or shorter, or mimicking other people's faces.

Rank 2: The hero's bones heal and set in mere hours. They might expand their bones into a crash cage, throw themselves off a cliff, and then reknit them back into something functional. This would hurt.

Rank 3: The hero can swiftly adjust the shape of their bones, fast enough to benefit in combat.

18. Predatory Assimilator

Almost a ghoul.

Rank 1: The hero heals by eating biomatter close to their own basic body pattern. Recover 1 life for every stone of flesh consumed (adult humanoid is about 10 stone). For humans: chimps and lemurs are good, pigs less so. In a healing-frenzy the hero consumes a stone of flesh per action.

Rank 2: Recover 2 life for every stone.

Rank 3: Recover 4 life for every stone.

19. Extraordinary Precognition

Feel the pain of the future.

Rank 1: Hero can glimpse the future. It hurts, but it works. Spend 1 life to gain advantage on a test to avoid damage.

Rank 2: Subconscious bundle. Hero can bundle up an item no larger than one stone and take it with them. At an opportune moment it turns out to have been something mundane but useful for them.

Rank 3: Dooms were always written. When disaster befalls the hero and their companions, the hero can spend 7 life and one prized possession. All along, they were not there. They had even warned their companions, but they chose not to listen. The hero makes their escape, aware that there was truly nothing they could do to save anybody else but themselves.

20. Secret Weapon [d6]

The hero was the weapon all along.

1. Claws hidden in the hero's fingers (1d4).
2. Blades in their arms (1d6).
3. Fangs in their mouth (1d3, poison).
4. Blades in their feet (1d6).
5. Blue god blaster in their belly (3d6).
6. Void-hook tipped barbed third set of limbs in their shoulder blades (1d8).



MAGICS

■ “Any technology distinguishable from magic is insufficiently advanced.”

—Gehm's Corollary

Magic is a beautiful word. A useful word. A word that explains all and naught. For, after all, events must have some reasonable cause, must they not?

When the prelapsarian building housing the Chathouse of Seven Dreams collapsed, killing forty-two revellers, there must be some reason that it collapsed at precisely that moment on precisely those people. It cannot have been mere happenstance! After all, what human mind could tolerate a world of random chance and mere mechanics? No, magic was done, grim magic to slay the forty-two martyrs of the Orange God.

Or at least that is what the downfallen and the uplifted, the degenerate and the savage, the barbarian and the decadent would think. It is better to let them keep their folly dreams, their silly words.

The wizard knows better. The laws of the universe. The technologies of rewriting reality. Those and more are within the grasp of the cunning student.

SPELL TAGS

All spells are labelled with tags to help with categorization. Some tags also denote mechanical quirks which change how those spells function. Mechanical tags to keep an eye on include:

#ANCHOR

The spell creates a physical anchor which the hero stores in their inventory to keep the spell active and controlled. Destroying or losing the anchor ends the spell (or worse).

#ATTACK

The spell is cast as an attack action. A hero uses their relevant magical skill to test against their foe's defense and affect them.

If a spell targets other attributes than defense, this is usually spelled out.

#DANGEROUS

The spell forces a test to avoid magical corruption every time it is cast.

Applying this tag to more spells is an easy way for the players to restrict certain kinds of magic within a setting.

#FOCUS

The spell require focus to stay active. A hero must spend an action every turn, or the spell ends.

A hero can always pay double the spell price to imbue the spell with their vital essence, keeping it active without focus. This is usually dangerous and requires a test against magical corruption.

#IMBUE

A spell that is kept active as long a hero imbues it with their vital essence (life or stat points). The imbued points are reserved, reducing the hero's maximum life or stat total, and cannot be recovered until the spell ends.

#ITEM

When a hero creates a magic item they use the spell to lock their life force (life or stat points) within a physical object. They can only recover the locked attributes when the magic item is disenchanting or destroyed. This is similar to the imbue tag, except a hero cannot simply end the spell at will.

Simple examples of magic items are magic swords, rings, and wicker fetishes.

SPELLS GO IN THE INVENTORY

Each spell a hero can cast goes in their inventory. This is the **spell burden** and is usually equal to 1 stone.

Most spells are not just recipes and bundles of words a hero carries in their head. They are a burden that weighs them down. This might be ritual equipment and manuals, warding charms and protective clothes, ancient tools and body paints. Maybe even creepy skulls and newt juice. Maybe just the weight of malign knowledge or the pain of an ontogenic nanite injection.

The burden isn't used up during casting. It can be stored elsewhere, for example in a library, but a hero can't cast a spell that is not in their inventory. Some rare tomes are valuable simply because they let a hero carry multiple spells in a single inventory slot.

SPELL BURDEN FORMATS [D12]

Some wizards possess a palace of memories in their mind, which provides extradimensional space for spells in their own heads. If a hero is not using the palace of memories, they need some other way to carry spells.

1. A **demon-haunted computer**. It beeps and howls with repressed rage at its slow connection to the underworld.
2. Synthskin **cyber-fiche** that fits in a pocket and comes with a handy-dandy micro-lens reader. It's very portable, but fiddly to read. Not good for reading in the heat of battle.
3. Vials of **memory fluid**. Need to be refilled with cognitive juices regularly, or it might run dry. Requires a syringe or potion flask for every 'reading'. Reading it is a real rush.
4. Baked **clay tablets**, man. Better have a little wagon ready.
5. Upon their skin, **vivid tattoos** inked in iridescent hues. Going to need a couple of mirrors to read the high level spells. Or a very intimate apprentice.
6. A bundle of **bone scales** of the gimlet dragon. Epic and shiny, and some stupid barbarian might think it's just 500 cash worth of gem flakes. It's not. It's an archive of ancient lore!
7. Parchment bound in a **codex** bound in silver chain locked with three arcane seals. What kind of silly demon is bound inside?
8. Brass and crystal **clockwork** that hides the spells in combinations of gears and levers, reproducing them in the sweet tones of the spheres.
9. Just like the **regular book** one imagines. Oh, well.
10. Shoddy **paperback**, barely held by its poorly-glued spine, like the individual spells just want to break free.
11. A repurposed **biocomputer** developed from a preserved head in a jar. Once a famous poet politician professor, now a spell slave.
12. Semi-precious **stone slab** laced with memory crystals. They glint with a fae abandon.

LIST OF SPELL ALBUMS

Mad science wizards, arcane abbots, and dabbling dilettantes alike are fond of devising tabular diagrams of spells and inventing grand unified theories. Do these collections approximate a deeper truth, or is it all correlation masquerading as causation?

It hardly matters. It's best to think of spells as songs and the various collections, canons, and catalogs as albums compiled by celebrity wizards. Some pretend to tell a coherent story, others are ripoffs in disguise, yet others compilations of greatest hits.

A hero can learn spells from different albums, or stick to just one. The only thing an album really provides is a semblance of thematic consistency for a wizard. Wizards are encouraged to remake and remix their own canons. And, of course, the greatest heroes write and compile their own spell albums to become true rockstar wizards in their turn.

ANASTASIYA'S CANON, ELECTROMAGIC

Spells of life and electricity. Some raw power and a lot of mad science experimentation.

BIOMECHANICUM, FLESH SCULPTURE

Spells that modify the flesh of living creatures, creating horrors and wonders.

DAIMONOLOGIA, THE BRAZEN TABLETS

Spells and methodologies that break the veil between this world and other, stranger places, bringing the bodiless daimons into our space and time.

DISENCYPHERAE, WATCHER'S PRACTICUM

Academic and investigative magics that probe at the structure of meaning and understanding in this world.

GOLEM MYSTERIES

Spell technologies that create and maintain the soulless automata known as golems.

THE NECROLEXICON

Spells to talk to the dead, and move spirits between one world and the next.

VOIDWALKER MAGICS

Terrifying magics that pick and tear at the edges of existence itself. Existential horror.

THE FRAGMENTARY ALBUMS

Single spells, incomplete works, remnants of older magics or studies just begin. A miscellany in all but name.

ANASTASIYA'S CANON

• ELECTROMAGIC

"The secrets of the all-magnificent, all-giving Electric *Ka* come down to us in an unbroken line of truth and symbiosis from the great Vivifex Anastasiya. They revealed that it is the contact of dissimilar primordial elements, in closes agreement with the principles of the static universe electric, that creates the radiation of motion and change and life."

—Nusa the Skydread

More than mere electricians, electrowizards use the diverse radiations of the given world to create and destroy life, to revive ancient machines and shut down malfunctioning abominations.

Unless specified otherwise, all the spells in *Anastasiya's Canon* take mere moments, just a single action, to cast. The key tag is #electric.

CORE SPELL (FREE)

Anastasiya's Charged Hand

#electric

The wizard rubs their hands together without rhythm and builds up an electromagical charge. Their hands stay charged for several minutes or until they touch an object that conducts electricity.

Power 1: The hero's next touch or unarmed attack deals 1d10 electric damage.

Power 2: Their touch also stuns the target for 1d4 rounds or knocks it back.

Power 3: Their touch also sets the target on fire, dealing 1d6 damage per round until put out (stop, drop, and roll).

OH-MEGA RODS

The traditional spell burden (1 stone) of the electric wizard are two acrylic rods engraved with the runes of the Oh-Mega. The electric wizard can spend a few to use the seven-folded inversion and translate a set of rods from one spell they know to another, letting them use a single set of rods to cast different known spells.

Most well-off wizards will carry bundles of oh-mega rods, so they can avoid inverting and translating rods in the field.

ELECTROMAGICAL SPELLS

1. Anastasiya's Arc Light

#electric #focus

The wizard focuses. A small aura of shooting, crackling electric arcs surrounds them. Painfully bright blue light floods a middling area. Hair stands on end and the smell of ozone assails the nostrils.

Power 1: All adjacent creatures suffer 1d3 damage per round.

Power 2: 1d4 damage per round.

Power 3: 1d6 damage/rd.

Power 4: The aura expands and all creatures near the hero suffer 1d6 damage per round.

Power 6: 1d8 damage per round.

Power 7: 1d10 damage/rd.

Power 8: 1d12 dmg/rd.

Power 9: ... and every time any creature touches the hero it must pass a hard test or be knocked back and stunned for one round.

2. Anastasiya's Electrifying Projection

#electric #travel

The wizard collapses into an electromagnificent wave-particle singularity and travels like lightning to a nearby target (about 12m away) where they reappear in a sudden shower of sparks.

Power 3: Each creature in the hero's path takes 2d6 damage. Every creature close to the target takes 4d6 damage. If the hero re-coalesces within a solid target, they and the target both take double damage (8d6).

Power 5: Hero transmits themself to a far-off target (about 43m away).

Power 7: Hero deals 3d6 damage in their path and 6d6 to creatures close to their target.

3. Kovinov's Twitching Puppet

#attack #electric #focus #mind

The wizard raises their hands high and a crackling gush of electromagical bolts unerringly strikes a nearby target, dealing 1d6 electric damage.

Power 1: Every turn test against the target's Aura. If the hero succeeds, they gain poor control of its movements for that round and make it take an action (its action has disadvantage). The target takes 1 point of electric damage per round, whether controlled or not. The spell ends if the hero stops focusing, if the target touches the hero, or if it dies.

Power 3: Hero's control is satisfactory, target's actions do not have disadvantage. Target takes 2 points of electric damage per round.

Power 6: Hero's control is ka-enhanced and all target's actions are advantaged. Target takes 3 points of electric damage per round.

4. Kovinov's Ride the Lightning

#electric #sky #travel

When an electrical storm is imminent, or in progress, the wizard raises their arms to the sky and a bolt of lightning strikes them.

Power 6: All creatures adjacent to the hero take 4d6 damage and they ride the current into the cloud. The next round they return to ground up to a few kilometres away on a second bolt of lightning from the same cloud. The landing deals 4d6 damage to all creatures next to the second point of impact. Both impact points should be visible from the cloud.

Power 13: The lightning deals 9d6 damage at both strikes.

5. Selbstein's E-Vivification or Galbani's Electric Parody of Life

#creation #dangerous #electric #imbue

Creating a new, different kind of life!

The wizard jams their oh-mega rods into the yielding flesh of a corpse or bound creature and, over several agonizing minutes, forces an electric *Ka* elemental into the flesh prison. This creates an electric abomination under the wizard's command. Giving an order to the electric abomination takes an action. The spell price is imbued in the flesh prison of the abomination until it is destroyed or the wizard unlocks it with a touch of both oh-mega rods.

Using a living creature: bound to a non-conductive slab with solid straps, the target will experience a very painful and eventually deadly procedure. The target loses 1 life per minute for 2d6 minutes, until the electro-possession is complete. The victim is compelled to follow orders, even if they are still alive. If the victim dies, their life total is set to the e-vivified abomination's normal maximum.

Power 1: The hero e-vivifies a cat or dog-sized body, creating a Level 1 electric abomination.

Power 2: The hero e-vivifies a pig- or human-sized body, creating an L2 abomination

Power 4: A cow- or horse-sized body, for an L3 abomination.

Power 8: A rhino- or hippo-sized body, for an L5 abomination.

Note: Most inquisitors agree this use of the spell is a vile offense against life and the sapient universe.

Selbsteinian or Galbanic Abominations (L1–5, electric nightmares)

#electric #horror #ka #undead

Monsters brought to life by mad wizards!

Left to their own devices these imbued oh-mega monsters can follow simple orders ("Kill everyone who enters!" or "Let no one pass" or "Attack anyone who touches the Seven-Sided Cube of Ineffability"). The wizard must take an action to give more precise orders ("Attack the orange goblin!").

Level: 1–5 (L depends on spell power and modifies subsequent abilities)

Def: 9+L

Life: 5 × L

Sum: +3+L

Attack: Amplified natural attacks (1d4* × L electric and physical damage)

Ability: Any creature that touches an abomination suffers L electric damage equal to the monster's level and is stunned for a round if it fails a test (target 6 + L).

Varietals: Each is abominable in its own special way [d6].

1. **Bowel-Loosening Hum:** Nearby creatures test endurance every round or their muscles involuntarily relax, disadvantaging all physical activity (target 6 + L).
2. **Explosive Overcharge:** When struck by a critical blow the abomination explodes in a shower of sparks setting nearby objects aflame and dealing Ld6 damage to nearby creatures.
3. **Not Life As We Knew It:** The abomination is immune to critical hits and other special combat maneuvers.
4. **Parasympathetic Shutdown:** On a critical hit, the abomination's target suffers a heart attack.
5. **Stunning Touch:** Its touch stuns for 1d4 rounds (target 6 + L).
6. **Terror Radiation:** Nearby creatures test Aura every round or begin hallucinating their deepest subconscious fears, causing them to cower or flee in terror (target 2 + L).

6. Wired Life or Danse of the Flesh

Electric

#anchor #creation #electric

It is a truth universally acknowledged, that a wizard in possession of a sack of good electrical supplies, must be in want of a corpse.

What is a wizard in possession of a sack of electrical supplies and a fresh corpse to do? With this week-long ritual they can create a living, electric child of Mother Electricity. Just like in the heroic blueprint scrolls!

Power 2: The hero brings a dead body to life as a **wire ghoul** (L2). They also create a **module** of amber and wood, silver and song, to control the ghoul (1 stone anchor).

Uncontrolled wire ghouls descend into a mad, dangerous rage.

Power 4: Hero creates the wire ghoul in just a few hours or using just a stone's worth of supplies.

Power 6: Hero crafts actual, proper personalities for the dead bodies they jolt to life, creating sentient **wirefolk** (L2). These can become sidekicks without control module anchors if educated over their first 2d6 weeks of new life. In the early days they absorb learning at a prodigious rate, so a hero with a sack of educational supplies should be able to convince their new wired sidekick that they are a good, kindly friend, not a terrifying dark master.

Wire Ghoul (L2, electric zombie)

#electric #ka #undead

It lives! (terms and conditions apply)

Dead bodies, reassembled and returned to life with wires and the power of Mother Electricity. Their metal-threaded bodies crackle with a mockery of life, their movement provided by the Ka batteries embedded in their bellies. Finely crafted control modules direct their actions. If their creator doesn't have the control module about their person the wire ghoul becomes undirected. The minds of undirected ghouls collapse into mad rage within days. Creating a wire ghoul usually takes a week and a sack of electrical supplies (worth about €200).

Def: 8

Life: 13

Sum: +4

Attack: fists (1d6* electric damage)

Ability: touch stuns for 1d4 rounds (target 8)

Varietals: Wire ghouls have been reported with other unusual abilities [d4].

1. **Explosive Batteries:** When struck a critical blow, the wire ghoul explodes dealing 3d6 damage to all nearby creatures. This usually kills the ghoul.
2. **Parasympathetic Shutdown:** When the ghoul rolls a critical strike, the target's parasympathetic nervous system overloads. Breathing stops. The heart stops. Death often follows.
3. **Short Circuit Ghoul:** Whenever the ghoul rolls a natural 6 with any die, whatever it touches (or the surface it is standing on) catches fire.
4. **Vocal Ghosts:** Echoes of the ghoul's *ba* remain trapped in its circuitry. Every time it is ordered to perform a task, it responds with a rasping incongruous phrase like, "Yes dear, stick of bread, pint of milk, and a punnet of berries. I'll be right back," or "don't worry, it's just card night, not a cage fight!"

Wirefolk (L2, blank slate)

#electric #ka #relife

It lives! (for real this time)

New, living person created from dead bodies by an electric wizard. Their bioelectric parts make them stronger than a normal person, but also grotesque and terrifying. When first created, they are innocent blank slates, recalling nothing of their previous life. With their super-charged brain they learn at prodigious speed.

Creating a wire person usually takes a week and requires suitable organic parts harvested from fresh 'donors', a sack of electrical supplies, and a sack of educational supplies (worth roughly €500 to €1000). An additional 2d6 weeks of education is common. They do not require control modules, but may be kept as mind-controlled slaves if such modules are used.

Def: 13

Life: 13

Sum: +5

Quirk: An individual wirefolk might be very fond of (roll d6): (1) poetry, (2) wood-carving, (3) philosophy, (4) games of chance, (5) monastic solitude, (6) the natural sciences.

Flaw: The flawed nature of their creator is always manifest in their appearance, which is (roll d6): (1) lopsided, (2) red as burnt flesh, (3) apparently skinless, (4) bloated and suppurating, (5) hard like rubber or plastic, (6) threaded with wires and metal.

Varietals: Wirefolk have been reported with a variety of abilities [d6]

1. **Electrical Healing:** Regain 1 life point per minute when a powerful voltage is applied.
2. **Electric Immunity:** Take no damage from electrical attacks.
3. **Electrographic Memory:** Almost flawless recall for electromagnetic information.
4. **Hardcoded Morality:** Cannot cause harm through actions or inaction.
5. **Redundant Organs:** Unless they have been severely mutilated or dismembered, they may reanimate a couple of hours after death (easy test).
6. **Resilient Physique:** Advantage to tests against hot or cold environments that would harm most humans.

7. Zu Hamet's Electromagnificent

Discordion

#electric #entropy #focus

All ends in a single note. An endless blare.

The electric wizard waves their oh mega rods in strange designs over a diagram of wires and crystals (many wizards prepare this diagram in advance, sewing it onto a cloth or parchment). When they touch the rods together, they amplify into existence a vibrant field of disruption.

Power 1: Adjacent electromagical communications are impossible. Electric creatures are nauseated [-].

Power 2: The field expands, encompassing a diameter of about ten to twenty metres. Adjacent electrical creatures take 1 point of mental stat damage per round.

Power 4: The field expands, encompassing a large area. Adjacent electrical creatures take 2 points of stat damage per round. Nearby golems and *ka* spirits are also nauseated.

Power 8: Electricals take 4 stat damage. Golems and *ka* spirits take 1 stat damage.

Power 16: Damage double further.

ARS BIOMECHANICUM • BLOOD SONGS OF THE BIOMANCERS

“We were promised paradise. Instead the rate-edited corpogeneratives (likely an intermediate servitor daimon—ed.) woke us on a rattling Figaro Mk III (possibly a metaphor for the ark-egg of gods—ed.) in orbit around a class four cinder (a poetic term for the unsprouted seed of the given world?—ed.). What did they expect? That’d we’d blindly stick to their protocols? The ministry was on the other side of the gate’s throat. Of course we improvised! And yes, sometimes the results were a little ... unexpected (here the mythological Usha refers to the events known as the Bringing of Fire and Tool to Humanity—ed.)”

—*Apocrypha of the Elder Oral Historian*, the Usha Papers 3:42 *The Apologia* (Bazili 4-chrysogenes, editor).

WARNING

Biomancer spells involve body horror, the modification of creatures living and unborn, and other matters biological. These topics are unpleasant for many people and are not suitable for every game table. Players should discuss how (and whether) to use them.

Biomancers whisper and listen for the creative essence of the world, sometimes called the world soul, that source that is within all life which lets certain creatures exceed the parameters of their physical existence. This source they call the ‘blood of magic.’

Fools and foes call them blood wizards, but truly they are so much more. They are sculptors and potters, blood and bone and flesh their clay. In days of old the divine biomancers created the 65,536 forms of humanity, and even in these later, dwindled times the biomancers know that if they just listen hard enough, study well enough, they may ascend that creative ladder once more.

Or, perhaps the foes are right, and they are mad scientists creating horrors and monstrosities for the benefit of no-one.

Or, possibly, these spells are just a bundle of half-understood fantascientific keys used to unlock oldtech and communicate with it. In fact, that seems quite likely according to the millennarian post-academics of the Church Supervivic.

Unless specified otherwise, all the biomantic spells take mere moments, just a single action, to cast. Further, unless otherwise specified, unwilling creatures can resist any biomantic spell if they make a moderate endurance test. Their core biological integrity simply refuses to be corrupted.

The key tags for biomantic spells are #biomancer #doctor and #phytomancer.

CORE SPELL (FREE)

Usha's Wild Mutation

#biomancer #horror

Change, damnit!

The caster speaks to a creature's source code, provoking a sudden mutation. An unwilling creature can resist the spell if it succeeds at a moderate endurance test. Of course, plants—having little in the way of sentience—have a hard time resisting.

Power 3: The mutation takes 1d4 rounds to complete and deals 1d6* damage per round. A player rolls on the corruption tables to find a precise effect. The mutation occupies an ability slot.

Power 6: The caster chooses the mutation.

BEAST EGG MASS

The protean *bém* is the most sought after component of biomantic spells. Fleishy, squishy, and fickle, it resembles a bubbling mass of frogspawn cocooned in a translucent, leathery skin. *Bém* should be kept in cooled vats to stop it going bad. Spoiled *bém* can be rather dangerous. A vat (or sack) of *bém* usually fetches around €500.

The Uses of *Bém*

There are several traditional uses for *bém*:

1. Using a whole vat, the biomancer tests with advantage when vat-growing new servitor creatures.
2. A flask's worth of *bém* (1 stone) gives advantage to die rolls when healing or otherwise mending damaged tissue.
3. A flask's worth also provides advantage to tests to avoid the dangerous side effects of biomantic spells.
4. A cup of *bém*, diluted with water, revives nearly any wilting house plant.
5. A cup of *bém*, cooked with starch, grains, and fats, is a potent meal, giving advantage to endurance tests for a day.
6. A cup of raw *bém* mixed with a person's blood and set to rest for an hour creates a dangerous restorative. If that person drinks it, they regain 1d10 life but must also pass a trivial test to avoid mutation. Anybody else drinking the restorative regains 1d8 life and must pass an easy test.

BIOMANTIC SPELLS [D12]

1. Nunka's Combat Adaptation

#biomancer #dangerous #warrior

Nature's teeth and claws hide within all life.

The caster grows claws, horns, venom glands, clubs, spines, or fangs on creatures. **Note:** this spell is dangerous for the affected organism, not the caster. The adaptation occupies an inventory slot.

Power 1: Over a day the caster coaxes natural weaponry suitable to the size of the creature out of its flesh. A rabbit grows dagger-like biting teeth that deal 1d4 damage, while an elephant grows a muscular tail with a thagomizer that deals 1d12 damage. If a creature already has natural weaponry, the caster increases the damage die by one step. **Power 3:** The natural weaponry bursts out of the creature in seconds, dealing 1d6* damage as its flesh ruptures.

2. Nunka's Skin Reweaving

#biomancer #dangerous #warrior

This leopard changes its spots.

The caster transforms the skin of a creature, growing new structures and changing how it can function.

Note: this spell is dangerous for the affected organism, not the caster. The transformation occupies an inventory slot.

Power 1: Over a day the caster turns a creature's skin into leather (armor +2), covers it in warm fur, feathers, scales, or even rejuvenates it, making it appear a decade younger.

Power 2: The caster makes skin as tough as chain (armor +5), but agility is reduced by 1.

Power 3: The caster creates vesicles in the skin that can hold gases or liquids, grows webbing between fingers and limbs, or even gliding structures, but agility is reduced by 2.

Power 4: The wizard turns skin into armored plates (armor +8), possibly with thorns and hooks, but agility is reduced by 3.

3. Rehoryan's Foretelling Flesh

#biomancer #dangerous #evolve

Such secrets in your vital bodily fluids!

The wizard drinks five drams of a creature's spinal fluid and grasps the possibilities inherent in its evolutionary future. They can then lay on hands and chant the viridian songs to force the creature to mutate and evolve new abilities.

Note: this spell is dangerous for the affected organism, not the caster. Unless otherwise specified, this spell can only be cast once per organism. Every use of this spell occupies an ability slot.

Power 2: After a day of laying hands and chanting the creature acquires a new ability or improves one stat by 2.

Power 4: The ritual takes an hour. The pain is exquisite.

Power 6: The ritual takes a few minutes. The screaming is very loud.

Power 7: The wizard casts the spell on an organism that has already changed by the spell, evolving it a second time. After a further day of chanting it acquires one resistance ability or improves one of its stats by 1 permanently, even above its normal maximum.

4. Rehoryan's Mending Flesh

#biomancer #focus #medicine

Health is a matter of restoring factory settings.

The biomancer touches an organism and its flesh and bone start repairing themselves.

Power 1: The creature regenerates 1 life point per round for 10 rounds. This only works on physical injuries. Broken bones set themselves, but remain fragile for at least a week.

Power 3: 2 life per round.

Power 6: 3 life per round.

5. Rehoryan's Remembering Flesh

#biomancer #dangerous #evolve

Restore the apeman! Revive the dinosaur!

The biomancer tastes the flesh or blood of a creature and senses what its ancestors were, then brings them forth in the organism's own form.

Note: this spell is dangerous for the affected organism, not the caster. This spell can only be cast once per organism. This spell can permanently reduce a hero's stats below zero. If a stat is reduced to -5 in this way, the hero dies.

Power 2: Flesh to flesh and blood to blood, the caster reactivates ancestral patterns in a creature. Over an hour of singing and precision neuro-puncture, the organism regresses to an earlier form. The caster chooses two stats, subtracting 1d2 from one and adding 1d2 to the other.

Power 3: Raise 2 stats and reduce 2 instead.

Power 4: Subtract and add 1d4.

Power 6: Raise 2 stats and reduce 2 instead.

Power 7: Subtract and add 1d6.

Power 9: Raise 2 stats and reduce 2 instead.

6. Rehoryan's Singing Flesh

#biomancer #investigator #medicine

I can hear where it hurts.

The caster touches flesh and it sings to them, telling what it has experienced.

Power 1: The wizard holds onto a creature for several minutes and discerns its medical history and condition. Their player asks the referee three questions, and the referee answers to the best of their ability.

Power 2: It takes a mere seconds.

7. Runo's Catalytic Modulation

#biomancer #dangerous #imbue

The hero speeds up or slows down chosen biological processes in a sack's worth of living organism(s)—i.e. in one human. This could be something as simple as digestion or the leavening of bread, something as nasty as the progression of a disease, or something as useful as the gestation of a fetus or growth of a sapling. Affecting a larger organism requires proportionally more castings of the spell.

Note: this spell is dangerous for the affected organism, not the caster.

Power 1: The caster makes biological processes unfold 10 times more or less swiftly.

Power 2: The process becomes 100 times faster or slower. This is #dangerous.

Power 4: 1,000 times faster or slower for an hour. This is very #dangerous.

8. Runo's Dwarves and Giants

#biomancer #bio #imbue #dangerous

We shall ride on the shoulders of giants.

The biomancer stretches their aura into an embryo, whether inside an egg or a uterus, and makes their final form larger or smaller. The biomancer imbues the embryo with its aural essence for the full duration of the pregnancy.

Note: this spell is dangerous for the affected organism, not the caster.

Power 1: The caster tweaks the embryo so that the fully grown creature will be at the extreme range of its natural size variation.

Power 3: The creature will be up to twice or half the size of the largest or smallest normal representative of its type. A gigantic fetus will often kill its mother during birth, while egg layers will usually survive.

Power 5: The creature will end up as much as four times larger or smaller.

9. Runo's Egg Birth

#biomancer #imbue #dangerous

Eggs. A wonder of nature.

The wizard sculpts an artificial egg from beast egg mass that can gestate an embryo to term.

Note: this spell is dangerous for the affected organism, not the caster.

Power 3: The caster imbues an artificial biological uterus for a creature for the full term of a normal pregnancy.

Power 5: The egg comes to term in a few weeks.

Power 7: The egg hatches in mere days.

10. Runo's Marsupial Pouch

#biomancer #dangerous

Pouches for everyone.

The caster creates a marsupial-style pouch on a creature, so that it can carry a fetus to term. This fetus does not have to be of the same species as the parent. Clone-jerkers use this ritual for creating brood parents.

Note: this spell is dangerous for the affected parent organism, not the embryo or caster.

Each marsupial pouch occupies an inventory or ability slot. Each pouch permanently reduces the bearer's endurance by 1 unless the wizard pays double the spell price.

Power 2: Over a day they sculpt a marsupial pouch into a creature's flesh.

Power 4: The sculpting takes a few hours.

Power 6: It only takes several minutes.

11. Usha's Cancer Bomb

#biomancer #focus #horror #imbue

Unleash the thing!

The caster spits on a creature and nano-daemons in the spittle proceed to rip its source code open, letting chaos have its way.

Power 4: The target's flesh ripples and twitches for a round, then it tests endurance.

If it fails, flailing keratin ropes and strangling muscular tentacles erupt from its skin. Each round the target of the spell takes 2d6* points of damage. Each round the tentacles also damage the closest nearby creature for 1d8 damage. The target or an ally can attempt a very hard endurance or strength test to rip the thing out of their body. If the target dies a flailing **cancer bomb thing** (L4) crawls from its body. If the immature thing is ripped out before the target dies, it dies within minutes on exposure to the atmosphere. The thing is not under the caster's control.

Power 7: The tentacles and ropes erupt instantly. The target does not test endurance. The spell becomes #dangerous and if the wizard fails their test, the creature erupts inside them instead.

Note: As soon as the target (host) creature dies, the thing also begins to die off unless the caster continues to imbue it with their life force. Once a day the wizard can make a hard charisma test to see if it becomes a self-sustaining alien organism. It is still not under the caster's control. Seriously, why would anyone want this monster to live?

Thing, Cancer Bomb (L4)

#horror #slow

The ultimate in alien terror.

A near-mindless mess of gore, ropes of keratin, legs of gristle, and bloody, hook-encrusted tentacles. Leave it to infect enough humans and it will become cunning and wise.

Def: 6

Life: 30

Sum: +6

Attack: flailing tentacles (1d8 to all nearby creatures).

Ability: injured creature must make a trivial endurance test to avoid being infected with the thing's parasitic seed flagellates.

Infected Creatures: flailing ropes of gore burst out of their bodies within a few rounds, attacking the nearest target (sum +6, 1d8 damage). The infected takes 2d6* damage per round as a new thing gestates inside them. The infected can attempt a very hard endurance test every round to vomit out the growth that is eating them from within. Once the tentacles are in the open, anyone can attempt a very hard strength test to rip the creature out. The immature growth will twitch and die, exposed to the lungstuff too soon for its alien skin. If the infected dies before vomiting out the growth, a new cancer bomb thing emerges.

12. Usha's Uplift

#biomancer #dangerous #divine

We came among the ants as though gods.

The caster increases the intelligence of a non-sentient creature. Now anyone can play god! Very dangerous.

Note: The spell can only be used once on an individual organism at each power level, making each casting becomes progressively harder. This spell is dangerous for the affected organism, not the caster.

Power 2: Over a few days the caster increases the thought of a creature and its *keimplasma*, its germ plasm, by 1.

Power 4: Increase thought stat by 1 more!

Power 6: Again!

Power 8: Again!

Power 10: Again! "Behold, I am Prometheus, and I have given you the world!" cries the mad biomancer as the slime mould acquires sentience.

THO	EXAMPLE CREATURE
-10	algae, moss, bacterium
-9	slime mould, tree, fungus
-8	amoeba, anemone
-7	jellyfish, earthworm
-6	individual insect,
-5	fish, spider
-4	insect colony, frog
-3	mammal, reptile, bird
-2	dolphin, corvid, ape
-1	pre-sapient troglodyte

There is a chance the creature will be pleased with its new situation. The creator is advised a charisma test may be called for.

CHA	CREATURE'S RESPONSE
1	Outwardly pleased, secretly plots to overthrow creator.
2-7	Brutally depressed by realization of own mortality.
8-12	Confused. Desperately seeking meaning and purpose.
13	Disdainful of creator. Convinced it will discover, better truth.
14-15	Numb with shock of understanding.
16-19	Obsequious. Convinced creator is a deity who understands all.
20+	Well-adjusted. Understands it is not so different from its creator. It's foolish mortals all the way down.

DAIMONOLOGIA • THE BRAZEN TABLETS OF NU ZEDAI

DIVERS NAMES, SAME DAIMONS (D10)

Different wizards call the beings they call upon for aid different things:

1. daimons
2. guides
3. spirits
4. ghosts
5. *ka-ba* assemblies
6. essential vapors
7. fortunes
8. messengers
9. medicine
10. *vir*.

D20 DIALOGUE OUTCOMES

- | | |
|-----------|---|
| 1 or less | Daimon possesses wizard for some minutes, riding them like a puppet. |
| 2–3 | Daimon convinces the wizard to help them instead. |
| 4–7 | Daimon convinces the wizard to let them on their way. |
| 8–11 | It is willing to continue the conversation.
Daimon agrees to fulfill request. |
| 12–14 | Demands life price equal to daimon's level. |
| 15–19 | Wizard convinces daimon to heed their will at no additional price.
The wizard possesses the daimon for some minutes, gaining full control of their physical immanence if they focus. They bend the demon to their will and their words are as laws of iron and fire. |
| 20+ | |

“The omen-eyes must be cleansed of the dust of falsehood. The daimonologia is not a dark art of demon summoning. No. Only fools and zealots refer to creatures and essences of the other-bodied or disembodied worlds as demons. Strange. Terrifying. Inhuman. Yes. But not the demons of dark delirium.”

—*Apocalypse of Zedaiah Horsebiter*, Against the Liars 1:07.

Unfortunately, as every daimonologist knows, the best way for one daimonologist to steal another's business is to paint themselves as a representative of the 'good' spirits fighting against the malicious and misbegotten spawn of some thrice-forgotten heresy summoned by their rival.

The key tags for daimon summoning spells are #daimonologia #summoning #priest. Many daimon summoning spells also use a special #dialogue tag, which indicates that they require barter and disputation with the alien daimon to determine what effects result.

DIALOGUE WITH DAIMONS

Commanding daimons and spirits is not about merely performing the spell rituals inscribed in the white-upon-purple plazee scrolls, engraved in the phosphor vidy crystals, and tomb-whispered upon the high gates. The spell is the flare that draws the attention of a daimon, whereupon the wizard enters into #dialogue with the *ka-ba* beings.

During this conversation, both creatures, wizard and daimon, partake of the numinous aura of the boundaries between the worlds. They may (roll d6 or choose): (1) glow with unnatural light, (2) be beset by chattering voices, (3) bring an arctic chill to their surroundings, (4) fade and become translucent, (5) exude strange odors, (6) give off a localized anti-gravity, repelling other objects and levitating slightly off the ground.

Sometimes a protective nimbus will protect the wizard while they converse with their daimon. Mortal creatures trying to interfere (or attack) the wizard or the daimon during such a conversation are disadvantaged and any attack that succeeds reflects half of the damage back on the attacker.

The daimon's level is usually determined by the power of the spell being cast. A power 6 spell cast will attract the attention of a level 6 daimon.

The wizard makes a relevant Charisma test to bend a daimon to their will through dialogue. If the daimon is lower level than the wizard, the wizard gains advantage. If the daimon is higher level, disadvantage.

A wizard in dialogue with a daimon cannot force them to duplicate or exceed the effects spelled out in the incantation. An exception can be made for dialogue test results of 20+.

SAMPLE DAIMON GENERATOR (D20)

Sometimes the daimonologist will need a random daimon.

D20	LEVEL	DAIMON TITLE	ABILITY	QUIRK
1	1d20	Child of Flies	A disastrous incompetence.	Fears garlic.
2-3	1d6*	Petty Needs, Dirty Deeds	An annoying distraction, a painful stupidity.	Loves yellow flowers. Despises dull pebbles.
4-7	1d4*	A Tree, A Brook, A Stone	A small change in the world, a quickening or a slowing.	Despairs in running water. Rejoices on trackless snow.
8-12	1d6-1	A Basic Need, A Fundamental Desire	An unusual event becomes common, the common becomes rare.	Dances under falling leaves. Sings inside houses.
13	1d12*	A Humorous Quip	A stroke of odd fortune.	Dreams in song.
14-15	1d6+1	A Platonic Essence, A Forgotten Thing	A rule of the world is suspended for a while.	Obsessively solves puzzles. Endlessly creates patterns.
16-19	2d6	A Fine Sentiment, An Essential Truth	A large change is introduced into the world.	Entranced by beauty. Repulsed by lies.
20	3d6	A Great Emotion, A Violent Passion	Something out of nothing.	Mocks mortals.
20/20	3d6*	A Higher Purpose, An Essential Avatar	The ratchet of history clatters across another peg.	Cannot see the sun or moon. Driven by duties, torn by loves.
20/20/20	6d6*	Lightbringer, Lord of Truths, Devourer of Falsehoods, Creator of the Material World, Uplift or kingdoms or raze mountains. Urgent Wisdom, The Forbidden	For mortals might as well be a deity. It is all the same.	Capricious. Once kind, then cruel, by night creator, by day destroyer. Fond of cats, despairing of men.

TRUE NAME GENERATOR (D12)

Knowing a thing's true name may provide advantage to tests. Or it may not. Still, it could help to know how to address a daimon, could it not? Players can use a d6 to figure out how many syllables to string together, or use a d6 and d12 together to generate syllable combinations.

D12	ESSENTIAL HOUSE	RAGE'S ASHES	BROKEN MOMENT	LOVE'S WHISPER	MINOR ASPECT	GENTLE LAMENT
1	A-	-ba-	-d-	-aa-	Bech-	-ai
2	Ya-	-bya-	-t-	-ah-	Ber-	-ew
3	E-	-bey-	-lf-	-eh-	Coz-	-im
4	Ye-	-gnew-	-f-	-en-	Kob-	-iw
5	I-	-fur-	-'-	-in-	Less-	-od
6	Yi-	-ha-	-n-	-la-	Og-	-on
7	O-	-ka-	-ng-	-oh-	May-	-ost
8	Yo-	-lu-	-g-	-oho-	Neb-	-ow
9	U-	-me-	-k-	-or-	Pod-	-nai
10	Yu-	-mga-	-x-	-öl-	Sel-	-stai
11	Za-	-ra-	-th-	-uf-	Sem-	-xey
12	Zu-	-res-	-s-	-us-	Sim-	-xim

PLAYING THE DAIMONS

While the referee would most commonly play the daimon during a dialogue, there is nothing stopping them from assigning the daimon's role to a random other runner. Daimons are supposed to be capricious, a little strange, otherworldly, and unpredictable, so this can be a fun way to expand the scope of the game world. The referee is encouraged to reward runners who make the whole table laugh with their daimon interpretation, or who add interesting twists and texture to the game with a few bonus xp. That said, the referee should exercise a bit of restraint to stop dialogues between summoner and daimons getting out of hand or completely derailing the playtime.

CORE SPELL (FREE)

Lunaya's Beseeching of Earth and Sky

#daimonologia #dialogue #investigator

The caster spends several minutes creating a makeshift shrine, aligning a few rocks and scratching celestial marks in the dirt. Then they use a small offering, perhaps libation of wine or a handful of trail crackers, to attract the attention of a local daimon.

Power 1: The wizard may ask three questions of the daimon and receive instruction on the local area. For example, the daimon might suggest where a spring could be found, if people have camped there, or if a large monster lives nearby. The daimon is not all knowing, but will try to answer truthfully if the wizard convinces them to help.

Power 2: The wizard begs assistance of the daimon. A convincing wizard gains three boons (usually advantages to tests). They can use these boons in the local area over the next day and night.

Power 3: The convincing wizard begs a gift off the daimon. Perhaps an unusually lucky rock, stick, or flower (1 stone). This gift carries three boons that they can use over the next week and a day.

COMMON LIBATIONS (D20)

Having a daimon's favorite libation may give advantage to dialogues with the daimon.

Daimons commonly ask for:

1. Urine, feces, or other waste.
2. Cheese, yoghurt, or other milk products.
3. Blood or raw meat.
4. Cooked flesh or tuber.
5. Purest water, distilled, thrice blessed.
6. Wine or other alcohol.
7. Mushrooms or other hallucinogens.
8. Bread, porridge, or other grain.
9. Tobacco or other pipe weeds.
10. Honey, wax, or other insect product.
11. Candles, lamps, or other illumination.
12. Weaving, wicker, or other weftwork.
13. Fish, shells, or other fruit of the waters.
14. Fowl, bat, flying insect, or other sky gift.
15. Mole, vole, gem, ore, or other soil gift.
16. Knife, fork, can opener, or other tool.
17. Painting, engraving, or inscription.
18. Song, poem, or other voice.
19. Arrow, bullet, or other weapon.
20. Shoe sole, sole fish, or living soul.

DAIMON WORKING SPELLS

1. Lunaya's Pact Summons

#daimonologia #dialogue #summoning

Become a master of puppets.

A bodiless spirit out of time emerges to offer the wizard help for a price. The wizard may either generate a random daimon, or summon one already known to them.

Power 1: After the caster spends a sweaty hour begging with candles and a beheaded chicken, a daimon arrives to help. It also offers seven boons (advantages on tests) for the price of one life point permanently lost.

Power 2: After minutes of hasty incantation, the daimon appears.

Power 3: At the mere mention of its name, the daimon appears. The wizard must know something close to its true name to summon it this way.

2. Lunaya's Offering of Another

#daimonologia #imbue #summoning

One must learn to stop worrying.

The wizard engages in an hour-long ritual exchange of precious bodily fluids with another creature. This lets the wizard treat that other body as their own for the purposes of demonic pacts and offerings.

Power 1: As long as the other remains imbued with the wizard's magical essence, the wizard can pay pact demons with their willing victim's life points and stats.

Power 3: The victim can be unwilling. This is not a nice thing to do.

3. Melistoma's Appeasement of the Afflicting Daimon

#daimonologia #dialogue #healing

Pay that spiritual piper, pay.

Many afflictions, such as diseases, poisons, and curses, are bound to their victim with a small daimon. Even many wizards are not aware of this fact. By appeasing (bribing) this small daimon a skilled daimonologist can dispel an affliction through dialogue, bypassing even some more powerful spells.

Note: a daimonologist with ill intent could convince an afflicting daimon to afflict somebody else instead of simply returning to its aetherial home.

Power 1: the wizard chants for an hour or two and attracts the attention of a mild poison or disease daimon, something that causes afflictions like nausea, vertigo, diarrhoea, the common cold or dandruff.

Power 3: the wizard attracts a moderate poison or disease daimon, something that may be debilitating but not deadly, for example the flu or alcohol poisoning.

Power 5: a deadly poison or disease daimon, or a curse daimon, listens to the wizard. The plague, syphilis, or mercury poisoning.

Power 8: a terminal affliction daimon stops to talk with the wizard. Perhaps a radiation daimon or a metastatic tumor.

4. Melistoma's Dispossession

#daimonologia #dialogue #healing

Out, damned blight! Out, I say!

The wizard cloaks themselves in the blue and green pigments that daimons fear and daubs their fingers with catfish fat. They then approach a daimon's victim, waving four magic incense sticks, one for earth, one for sky, one for wind, one for green.

Power 2: The wizard draws a possessing daimon into dialogue to convince them to end their possession.

Power 4: The wizard adds a second of their mental stats (aura or thought) to their test to impose their will on the daimon and force them to leave their victim's body.

Power 6: The wizard also adds their third mental stat to their test.

Power 8: The wizard now also adds a physical stat to their test. Wrestling with daimons, baby.

5. Nu Zedai's Embodied Assistant

#daimonologia #possession

Let a cosmic strength flow through you!

The wizard spends a few hours painting imbued diagrams on a creature with the six celestial tints. They then invite a daimon to take partial possession of the creature for a few hours. While possessed, the target appears afflicted by corruption. It must test aura when the possession ends or the magical corruption becomes permanent.

Power 1: Daimon gives advantage to tests using one of the target's stats or skills.

Power 2: [+] with two stats or skills.

Power 3: Up to three stats or skills.

Power 5: Daimon grants a supernatural ability (any of choice) for the duration.

6. Nu Zedai's Helpful Imp

#daimonologia #focus

What a lovely... pet.

The wizard spends a few hours creating a homely, inviting diagram, then sacrifices a small animal or potted plant to permanently incarnate a 'helpful' daimon in this world.

The daimon is the size of a middling dog, with six-fingered human hands on each paw and a prehensile tail. It follows instructions faithfully as long as the wizard is focused. As soon as the wizard's attention wanders, the daimon is consumed with (d6): (1) sloth, (2) greed, (3) curiosity, (4) perversity, (5) sorrow, or (6) a higher calling.

Note: This spell does not let a wizard retain control of the daimon after they lose focus. Neither does the daimon disappear. It is hard to focus while asleep. Just saying..

Power 1: The helpful daimon (Lo, incompetent) is suitable for unskilled labor.

Power 2: A helpful daimon (Lo, skilled) that can actually help with tasks.

Power 3: A helpful daimon (L1, precocious) with one supernatural ability, such as (roll 6 or choose): (1) levitation, (2) understanding many languages, (3) seeing in the dark, (4) breathing water, (5) speaking to animals, or (6) mimicking the voices of living creatures.

Power 5: a helpful daimon (L2, bulky) that can carry burdens like an ox, batter down gates like a bull, plough fields like a draft horse, or build walls like a confab servitor.

7. Nu Zedai's Invitation Rider

#daimonologia #dangerous #dialogue

#imbue

Two souls in me, irreconcilable with one another.

The wizard spends a few hours painting runes in the four black inks upon their own body, imbuing the swirling diagram with their very lifeforce. When the wizard decides to activate the diagram they choose how much spell power to unleash and a daimon rushes in to possess them.

Note: When the spell ends, the wizard still has to convince the daimon to leave.

Power 1: For a few minutes the wizard's eyes flare, and they gain advantage to their skill tests (including attack rolls). The daimon then dissipates, taking the ink diagrams with them and leaving a foul, greasy taste in the wizard's mouth.

Power 2: for several minutes a halo surrounds the wizard's head and they gain advantage to skill tests and all effects (including attack and damage).

Power 3: for about an hour cilia of light ripple across the wizard's body and they gain advantage to skill tests and all effects, as well as resistance to all physical damage.

Power 5: for about half a day the wizard is bathed in a shifting aura of many colors, they gain all the previous effects, also increase one or more physical stats by a total of 3 points, and any weapon they hold is wreathed in incendiary energy (increasing damage dice one step) or, alternatively, they can shoot bolts of energy from their hands (1d12, incendiary).

8. Sun King's Bound Laborer

#daimonologia #dialogue #imbue

Ahh! All conspires to bless my days.

The wizard creates a binding seal from the three holy clays and inscribes it with the hidden names of a daimon and their enciphered commandments. When the wizard touches it to the daimon in question, the seal is imbued with the wizard's life essence and the wizard proceeds to entreat the daimon to accede. If the entreaty is successful, the daimon is bound to serve the wizard for the specified period. If the entreaty fails, the seal crumbles to dirt and dust.

When the bond ends, the daimon departs and the seal crumbles to ash and salt.

Note: this spell does not summon a daimon itself, instead it is a tool for the wizard to entrap a daimon summoned by other means or discovered in some other way.

Power 3: Wizard spends a week creating the seal and the bond lasts a day and a night.

Power 5: Instead craft the seal in a day or the bond lasts a week and a night.

Power 7: Instead craft the seal in an hour or the bond lasts for a month and a night.

9. Ur Viryé's Rescinding of the Invitation or Harsh Banishment

#banishing #daimonologia #dangerous

I cast you out!

The wizard marks themselves with the three holy clays, dons the anointed key around their neck, holds the candle of night in one hand, and lifts up the *Scripture of the Named and the Unnamed* in the other hand. Thus armed, they can revoke any daimon's permission to dwell in the physical world of embodied souls and personalities.

Note: this spell directly banishes a daimon, bypassing dialogue tests. Not just corruption, a wizard who badly fails their test risks possession by the daimon.

Power 3: The wizard admonishes a 1st level daimon and cajoles them into departing.

Power 6: The wizard admonishes a 2nd level daimon.

Power 9: A 3rd level daimon.

Power 12: etc.

THE DISENCYPHERAE • PRACTICUM OF THE WATCHER

The wilsome preacher in the Leftover Book warns us, “And earth was heaven a little the worse for wear. And heaven was earth, done up again to look like new.” And we who would attend our world, remember its histories and chart a path to the futures, we do well to recall the lessons of the wilsome preacher. There is nothing new under this sun or any other. It is all permutations of the grand designs. One master’s paradise, another’s hell. One’s dull earth, another’s abandoned heaven. We walk through galleries of ghosts and memories. If only we try to listen aright, we shall hear and we shall know,

—Ari Seldom, *Lessons From Many Past*s (p. 67), Violet University Press, 32,017.

It is known, as the Onka told, that many of the Ancient Truths are bundled, hidden, condensed, tinned, filed, and cyphered to prevent the Wrongfolk and the Administrators and the Truthkillers from getting at them.

That is why the scientific rituals of Occluded Investigation were preserved as a way to unlock the cyphered truths.

Or, possibly, these spells are just a bundle of half-understood fantascientific keys used to unlock oldtech and communicate with it. In fact, that seems likely.

The key tag for occult investigation spells are #investigator and #academic.

CORE SPELL (FREE)

Electromagnificent Detector

#anchor #focus #investigator

Keep covered your third eye.

Over several hours the wizard paints a net of symbols on a stone-sized object, perhaps a small stone tablet or a compass. Thereafter they can imbue this object with their life force and use it to detect emanations beyond the scope of human senses.

Power 1: The wizard can replicate the senses of a related creature. Perhaps the keen ears of a fennec fox, the electric detection of an eel, or the piercing eyes of a falcon.

Power 2: The wizard can sense strange spectra and chroma that no mortal can detect, from radio waves to the deep flesh-eating plinking of hard radioactivity or the bass line of gravity pulses.

Power 3: The wizard can detect the information substrate of the world, the life signs of *ha* weaving through the Given World, the *ka* spirits flitting between, the reality dysfunctions perpetrated by magics.

SPELLS OF THE DISENCYPHERAE

1. Kocha's Door Opens Itself

#investigator #mechane

Break down any portal's superposition.

The wizard spreads their hands wide and summons a fragment of consciousness into an object that can open, such as a door, lid, hatch, or portal. Overjoyed, the dimly sentient object burbles at the edges of the wizard's mind, begging to please.

Power 1: At the hero's gesture a nearby object opens. At a second gesture, an open object closes. Shutters swing wide, mouths snap shut. Locked objects open only if the key is already in the lock.

Power 2: A far away object opens or closes.

Power 3: A nearby locked or barred object swings open or locks itself shut.

Power 4: A far away locked object flies open or locks itself.

Power 5: A nearby sealed object, such as a steel door welded shut, flies open, showering all nearby with shrapnel (1d6* damage). Or a nearby object flows into its surroundings, sealing itself permanently.

Power 6: A far away sealed object opens explosively or an open one seals itself.

Power 7: The wizard summons an opening object from a platonic ur-reality, creating a door where before there was none. Or makes an opening disappear as if it never was.

2. Kocha's Finding Stone

#imbue #investigator #pictomancy

That which is not lost cannot be found.

The wizard spends a quarter of an hour to mark an object with the symbols of possession and knowing written in their own fluids (sweat, tears, blood, bile, etc.).

Note: Other inks or tints can be used, but they weaken the spell [-]. The symbols do not have to be visible once the fluid dries, it is the action of writing that makes the bond. To write the symbols upon an object smaller than a stone requires a magnifying glass and fine writing brush. The bond is removed with soapy water and a ritual scrubbing.

Power 1: The wizard can feel the object at a range of a couple hundred meters as a dull, insistent ping, like a tooth ache.

Power 2: Within a mile or so.

Power 3: Ten miles or so.

Power 4: Hundred miles. Etc.

3. Kocha's Sensible Stone

#imbue #investigator #pictomancy

Look. The eyes upon that prow. They watch.

The wizard spends an hour painting a sensible diagram upon an object to extend one of their senses, sight, hearing, proprioception, magnetism, radioreception, or what have you.

Note: Each sense the wizard wishes to extend requires a separate pictorial sorcelllement. Each diagram usually requires an object at least 1 stone in size. To paint the diagrams upon smaller objects the wizard requires a magnifying glass and fine brushes. The diagrams do not have to be visible once the medium dries, it is the action of painting that forms the bond. The bond is removed with soapy water and a ritual scrubbing.

Power 1: The bond lets the wizard extend their sense(s) while the object is nearby.

Power 2: Far away.

Power 3: A mile.

Power 4: 10 miles.

4. Metal Whispers in the Dark

#metal #focus #investigator

Read the riddle of steel.

The wizard tells with a touch what weaknesses there are in a metal object and where. Iron fairies sometimes teach this magic in their rust-strewn mounds.

Power 1: In seconds, the metal shares its simple secrets with the caster. They gain advantage to their next smithing test or attempt to break chains and metal bars.

Power 3: In minutes, the metal shares more of its essence. How it was forged, where it came from, how it could be weakened or strengthened.

5. Skala's Blood Commandment

#blood #focus #investigator #mechane

My blood sibling machine.

The wizard drips their blood on a machine, artifact, treasure, or even a mundane object. Thereafter, when the wizard presses their forehead to the bloody stain, they compel the object to obey their wishes.

Power 1: The object performs a simple mechanical action intrinsic to its nature. A wheel turns, a candle lights, a valve releases.

Power 2: The hero doesn't have to touch their forehead to the object. If they are nearby, they can compel it with a simple gesture.

Power 3: Hero's thought enhances the essential mechanical drive of the object. So long as they focus on the object, it performs with advantage. Engines run stronger, spectrosopes measure more precisely.

Power 4: Hero compels object with mere thought, no gesture required.

Power 5: Hero overwhelms intrinsic mechane of the object. A door locks permanently, an entire candle spontaneously combusts in a small explosion, an engine block seizes up.

6. Skala's Interrogation of Objects

#anchor #investigator #mechane

None of them speaks that are not compelled.

In a mildly-terrifying day-long ritual, the wizard bonds their flesh and blood with an oldtech screen orb (this anchor measures at least 1 stone and is worth 100 cash).

Thereafter, the wizard can spend a few hours to draw the symbols of interrogation around and upon any object with bone chalk. The wizard then bark questions at the object and its single word answers spell themselves out on the screen orb. As the answers fade in a phosphorescent afterglow, so the symbols of interrogation fade away also.

Power 1: The orb answers one question.

Power 2: Three questions.

Power 3: Six questions and the spell becomes #dangerous.

7. Voyt's Lexema Siphon

#focus #investigator #lex

Drink deep of the underlying river of meaning.

The wizard runs their fingers across an alien text and the fundamental units of the lexicon swiftly flow into their mind (about one paragraph or 100 words per minute).

Power 1: This doesn't let the hero read a text, it gives them meaning units. For example "run", "dog", "terror" might derive either from "The dog ran from the Terror" or "Run! Terrible dog."

Power 2: The wizard intuits the general intent behind a text (warning, invitation, explanation, joke).

Power 4: The lexema painfully rearranges the wizard's mental geography, linking specific meanings. With a long enough text, the wizard learns a whole new language in about a day. The language is a #burden and occupies an inventory or skill slot.

8. Voyt's Mental Cartography

#investigator #lex

Mapping the minds of humans.

The wizard sets up a ritual investigation apparatus that lets them monitor the basal psychoelectric and homeostatic responses of a subject to questions. It requires a subject willing to sit down and answer questions.

Power 1: The interrogation takes several minutes. The hero asks a series of dummy questions and three key questions. They get the emotional response of the subject to the key questions (scared, confident, confused, aggressive, numb, not human).

Power 2: The investigation takes an hour or so. Hero picks up the neuro-cognitive attitude of the subject to three key questions (helpful, obstructive, uncertain, terrified).

Power 3: The investigation takes a few hours. Hero discerns the belief map of the subject for three key questions: whether they think they are telling the truth or not.

9. Voyt's Syntax Terror

#curse #investigator #lex

Words can really hurt.

The wizard analyzes the meta-grammar of a text, abstracted from its meaning, letting them discern if there are curses or mind-worms encoded in gaps between meanings.

Power 1: The hero spends a minute per paragraph and uncovers traps in the text.

Power 2: Hero spends a few minutes to strip a paragraph of traps and nuance, making it safe to use.

Power 3: Hero spends an hour rewriting a paragraph-long text, encoding it with hidden emotion-curses and mind-worms.

These provoke emotional reactions in the reader (fear, dread, awe, affection, laughter) if they fail an aura test.

Power 5: Hero spends a few hours encoding a text with psychosomatic curses that provoke strong physical reactions (catatonia, bowel-loosening terror, flight, paralysis) if they fail an aura test.

MANUAL OF THE SEVEN-SIGMA GOLEM MYSTERIES

GOLEM OR WHAT HAVE YOU (D10)

Different schools and cultures have different names for their ka-free creatures. Masterless golems often make their own names for themselves.

1. archaic or [the] oldmade
2. avtomat or eighter
3. golem or claychild
4. haba
5. *makinoi* or machine zoön
6. pabo-thinker
7. rabotnik
8. servitor or sloop
9. shinnin or [the] sinless
10. synthetic or synth

THE SALT REASSEMBLY INCIDENT

"It must have been 41 or 42 years ago now. Back when the Decapolitans united into the Saffron Confederacy to resist the Coggers. On the salt fabberia Murnoster over by Tergo Novum we'd managed to reactivate an autofactory. Extracting salt from the sea by direct transmutation. Golem dehydrators doing the brute work. Thought we had it pretty under control. Shows what we knew.

We wrote out the replication lemmas on the brass punch tokens, just like the manual of holy binaries said. Should have been fine. Well, somebody made a mistake in the terminus lemma. Guess what happened?

Yeah, damn autofac took it to heart and started converting every-fucking-thing it got its force-metal jaws on into salt. Drinking water. Arable soil. Worms. Birds. Cattle. Dogs. People. There's 300gs of salt in a 75k person. Did you know that? I didn't before the dehydrators got to work. Well, that autofac chewed through Murnoster and half of Tergo. Over 200 people processed into salt ... 57,936 grams of human salts.

In the memorium now. Flowers every day of the dead. Tears. Salt for the salt. Ah, but no recompense that. Senseless tragedy. Hubris."

—Blahnah Lou, foreman practical 2nd class, *Oral History of the Anti-Coggers*.

Existence not detected. Press F1 to continue.

Error #666: There is no message for this error.

Abort, Retry, Fail, Ignore ... #686

Special form of #676: many-line window overflow. Small character set overflow. This special form occurs when the reality's SENTIENCE capability is not sufficient to display the text properly.

#695: Page not visible. Press F1 to continue.

Error #664:Page is not visible. Press F1 to continue.

Error #663:Page is not visible. Press F1 to continue.

Error #662:Page is not visible. Press F1 to continue.

Error #660:Page is not visible. Press F...

—Earlier Ascension Prayer Scroll F1:17.

Soulless automaton powered directly from the source of creation. Golemancers are now a rare and exotic breed, but very prized—a few industrious golems may uplift a tribe into a civilized city or turn a small city-state into a powerful empire. Poorly built, damaged, or jury-rigged golems can be very dangerous and are known to explode catastrophically.

At the heart of the golem mysteries is the firm belief that Long Ago the ancient masters created life from base matter through the rewriting of the source code of creation. Beyond that, the schools diverge. Some argue that the archaics were a necessary superior step beyond human development. Others that these synthetics were a new humanity, siblings to join their lonely creators. Yet others that they were unthinking servants who liberated their masters. No matter the school, all technomancers agree: these creations have no spirit *ka* of their own, only body (*ha*) and personality (*ba*). As such, they must draw their motive spark from other sources.

There are two categories of technomancer, of golem practitioner. There are the practicals, the technician wizards, who maintain and manipulate the machinery of elder and modern days. Then there are the theoretics, the seekers of the motive lemmas, who try to master once more the canonical forms and create new machine life. The practicals tend to be better paid and have an easier time getting along with normal humans.

Key tags include #techno (for #technomancer), #golem (for #golemmafex), and #mechane.

LEMMAS

In the context of the golem mysteries, lemmas are intermediate blocks of motive consciousness that the technos use to make brute matter sense, respond, and generally behave in ways that are indistinguishable from what many might call 'life'.

Lemma's may be stored in memory crystals, punch tokens, cards, magnetic reels, scrolls, or other information matrices. Once a hero has access to a golem's lemma-bank, they can hack its behavior to suit their purposes. The table below suggests difficulties for different hacks, but is meant as a guideline for the referee, not a hard and fast rule.

The Ten Classical Motive Lemmas

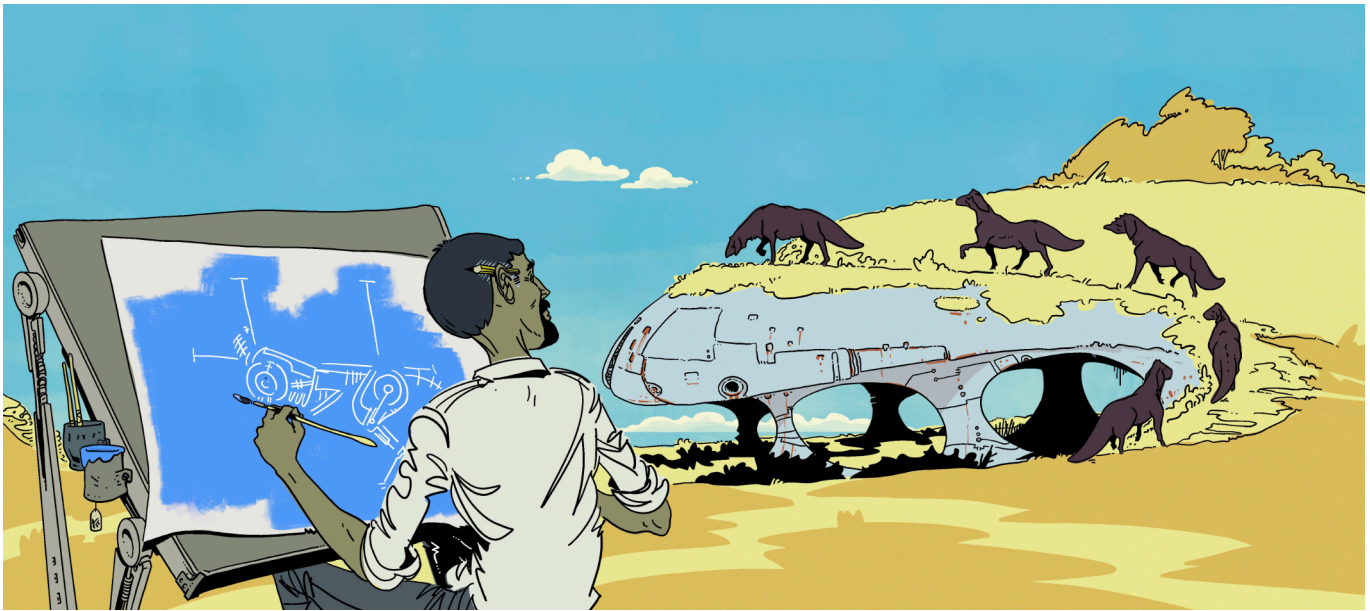
DIFFICULTY	LEMMA	EXAMPLE EFFECT
Trivial	Sense & Remembrance	Sense temperature and record it.
Trivial	Travel	Moves along its set route.
Trivial	Termination	Golem stops what it's doing.
Easy	Repetition	Stacks boxes in its box stacker.
Easy	Recognition	Recognizes haystacks. Or not.
Moderate	Application	Finds needles in haystacks on its own.
Moderate	Interaction	Stops travelers to collect tolls.
Hard	Learning	Learns new behavior from instruction.
Hard	Survival	Adapts through trial and error.
Extreme	Comfort	Behaviour passes for human.

There are also heretical lemmas, which golemaficers are advised to shy from ... but which nevertheless tempt them often, too often.

The Six Heretical Lemmas

DIFFICULTY	LEMMA	EXAMPLE EFFECT
Easy	Delimit	Keeps working without end.
Easy	Paradox	Golem's brain shuts down.
Moderate	Vengeance	Attacks its maker or user.
Hard	Autonomy	Goes feral, tries to survive at all costs.
Very Hard	Consciousness	Becomes aware of itself.
Extreme	Lemma Transcendence	Golem can write and rewrite its own mind.

Particularly dangerous is the gifting of lemma transcendence as essentially creates a novel creature capable of upgrading its own mind, to sentience and even beyond. Usually there is not much to worry about. Nine times out of ten, lemma-transcendent golems achieve some form of ascendancy without bothering humans at all. But in those rare cases where a golem carries a grudge, lemma transcendent golems have been responsible for the downfalls of entire civilizations. Some heretical thinkers actually argue that the near gods themselves may be lemma transcendent golems.



BLUEPRINCE SCROLLS

Golemmaficers use magical scrolls called ‘blueprinces’ to recreate the synthetic creatures of the golden age (each scroll measures at least 1 stone). Stories abound that once upon a time the techno-priests of an elder age had servant machines, which would unerringly create duplicates of the blueprince scrolls and even use them to assemble new golems from base matters. Alas, this is no longer the case and most modern technomancers must laborious and expensively trace out their blueprince scrolls upon white silk paper with wax on both sides before dying them with the sacred cobalt dye to create the white-on-blue effect of the traditional blueprince scroll. Some heretics argue that ink on paper works just as well, but among traditional theoric schools such praxian nonsense is rarely tolerated.

Nearly any creature could be duplicated as a golem from a blueprince scroll using the *Construct Imbued Golem* meta-spell (overleaf) or other methods, provided the techno-mancer had sufficient resources and a joy for non-canonical work. However, most righteously (and sometimes pompously) restrict themselves to the eight canonical forms.

The Eight Canonical Forms

D8	NAME	LVL	DEF	LIFE	SUM	ATTACK	ABILITY	POW
1	Clockwork Spider	0	17	1	+5	bite (1)	Useful for reconnaissance or delivering poisons.	1
2	Ticking Rat	0	16	5	+4	bite (1d4)	Fast and sturdy as a mechanical cockroach.	2
3	Jeweled Bird	0	18	1	+5	claws (1)	Tiny, beautiful toy. A useful recording scout.	1
4	Golden Goblin	2	15	15	+6	cleaving blades (1d6+1)	Battle golem modeled on a vicious goblin.	3
5	Mechanical Horse	2	14	15	+4	kick or trample (1d8+1)	A near-tireless steed. Shiny and chrome.	5
6	Wicker Autowagon	3	12	27	+6	run over (1d10+2)	Half damage from all sources. Carries caster in belly.	5
7	Walking Giant	4	10	30	+5	punch (1d12+3)	Fast, self-propelled golem wagon of synthetic ivory, iron-reed, and rubber.	6
8	High Culture Vech	9	13	110	+3	trample (1d20+9)	Slow, enormous walker golem. Half damage. from all sources. Carries 5 passengers in pods. Most stylish travel systems money and magic can achieve.	7

PRACTICAL SPELL (FREE)

Jam Release

#imbue #practical #techno

The caster manipulates the *ka*-grid of a physical mechanism to increase or decrease its affordances, making it run more or less smoothly. The caster may imbue the mechanism with their life force to maintain the *ka*-grid manipulation.

Power 1: A small, soap-sized mechanism, like a lock, becomes easier [+] or harder [-] to open or otherwise use for about an hour.

Power 2: A stone-sized mechanism becomes easier or harder to use.

Power 3: A soap-sized mechanism becomes free-moving (essentially frictionless) or completely jammed for about an hour. This can release most locks.

Power 4: A sack-sized mechanism becomes easier or harder to use. Triple the power cost to jam or make frictionless.

Power 6: A stone-sized mechanism becomes free-moving or jams for about an hour.

Power 8: A wagon-sized mechanism becomes easier or harder to use. Triple the power cost to jam or make frictionless.

Lemma Hack

#focus #imbue #practical #techno

Hack the machine. It's what it's there for.

Once the wizard gains access to the machine's core processing unit they can modify its lemmas, gaining control over its basic and advanced functions. The ritual lasts about a quarter of an hour and involves the waving of wands and plugging of cables.

Power 1: The wizard can read the golem's memory banks and see what it has done.

Power 2: The wizard can insert a repeater lemma that lets them see what the golem sees and does. The wizard needs a receiver for this magical signal (1 stone, €100). Making a receiver takes a few days.

Power 3: The wizard can rewrite lemmas, giving new commands, ending previous commands, or creating exceptions—for example, the golem might no longer perceive the wizard or their friends.

Power 4: The wizard can insert a control gremlin, letting them control the golem directly, action for action. They can make this control indefinite by imbuing the control gremlin.

THEORIC SPELLS (FREE)

Draft Golem Blueprint Scroll

#golem #techno #theoric

Ghost-free machines!

The caster spends 1d6 days of work and one day of meditation drafting a blueprint scroll translating a living creature into an analogous golem that will follow instruction lemmas implanted in its command unit.

Masterful golem theoricists are capable of creating a blueprint scroll without destroying the template creature, but this is quite a difficult feat. A single scroll can later be used to produce multiple golems of that type and level.

Power 1: Caster drafts a blueprint for a golem based on a tiny creature. Perhaps a scorpion or a housefly, a perch or a jellyfish.

Power 2: A small creature. Toad or rat-sized.

Power 3: A cat or dog-sized creature.

Power 4: Chimpanzee or human-sized.

Power 5: Horse or aurochs-sized.

Power 6: Elephant or triceratops-sized.

Power 7: Big as a sea whale.

Power 8: Big as a void mosasaur.

Construct Imbued Golem

#golem #imbue #techno #theoric

Machines—extensions of my own life.

The caster uses a blueprint scroll to assemble a golem, and their own life force to imbue it with motive *ka*. A workshop, tools, and materials are recommended. An improvised golem has halved (roll d6): (1) life, (2) mobility, (3) defense, (4) attack, (5) damage, or (6) just looks very poorly made. Assembling a golem takes 1 week per level of the golem (minimum of 1 day for 0-level novelty automatons).

Power 1: Assembling a tiny, insectile golem.

Power 2: Toad or rat-sized.

Power 3: Cat or dog-sized.

Power 4: Human-sized.

Power 5: Cow or bear-sized.

Power 6: Megatherium-sized.

Power 7: Big as a giant squid.

Power 8: Big as a flying statolith turtle.

OTHER SEVEN-SIGMA GOLEM SPELLS

1. Ferugo's Energy Accumulator

#imbue #practical #techno

Somewhat sustainable magical energies!

The caster traces strange diagrams on the air for several minutes, imbuing a physical object with environmental *ka*, holding it in place with their will. This force can be released slowly, powering machinery or golems, or swiftly, creating explosions. The energy is drained from the caster's surroundings, which can cause crops to wither and cows to stop giving milk.

Power 1: The caster imbues a chickpea-sized object with a tenth-unit of energy. It provides the equivalent of an hour's labor of a sub-baseline human. Suddenly released, it deals 2d6 damage to targets in a small radius.

Power 2: Caster imbues an egg-sized object with a unit of energy. It provides the equivalent of a baseline human's day labor. Swiftly released, it deals 3d6 damage to targets in a medium radius.

Power 3: Stone-sized object with ten units of energy. It deals 5d6 damage in a medium radius.

Power 4: Sack-sized object with 100 units of energy. 8d6 damage in a medium radius. More closer to the object. Less farther out.

Power 5: Wagon-sized object with 1,000 units of energy. If suddenly released, it is as destructive as a traditional ton of *taint* or *teent* (depending on oldtech sources). It deals 13d6 damage in a medium area.

2. Ferugo's Explosive Modification

#practical #techno

Ahhh, sweet release!

The caster modulates the sudden release of an energy accumulator, to create specific types of explosions. This spell requires an active energy accumulator (void batteries, radiothermal drums, or a barrel of jet-golem fuel will work fine). The effects are in addition to any damage an exploding accumulator (bomb, it's a bomb) would do.

Note: This spell requires an energy-rich object, or an object imbued with *Ferugo's Energy Accumulator*.

Power 1: The caster initiates a controlled reaction that fills a medium area with billowing, choking smoke.

Power 2: The accumulator explodes with an almighty hot flash, blinding targets in a medium area and setting nearby objects aflame.

Power 3: The explosion sends razor-sharp fragments flying, dealing 2d6 damage in a large area.

3. Golem Equipment Blueprincing

#archaic #theoric #techno

There is no shame in copying.

The caster spends 2d4 days to draft a blueprince scroll (1 stone) specifying a servo-assistant golem based on the canonical forms. A single scroll can later be used to produce multiple items.

Power 1: A simple stone-sized piece of golem equipment. Perhaps a clock or power drill.

Power 2: A smaller or larger piece of simple equipment, perhaps a wristwatch or a mechanical fruit pulper.

Power 3: A complex stone-sized piece of golem equipment, perhaps a prosthetic gauntlet or an automatic abacus.

Power 4: A bug- or vehicle-sized piece of simple equipment.

Power 5: A complex watch- or human-sized piece of equipment, perhaps golem armor or a recording roach.

Power 8: A barely visible tiny golem, or a barge-sized mammoth vehicle.

4. Golem Equipment Construction

#archaic #imbue #theoric #techno

We can build you wholesale.

The caster uses an equipment blueprince scroll to create a piece of powered gear, and their own life force to imbue it with motive *ka*. A workshop, tools, and materials are required. Assembling a golem takes 1 week per power cost of the blueprince. Materials, labor, rent, regulatory, and insurance expenses, as well as golem union fees, amount to 100 cash per power cost of golem equipment blueprint.

Power: Equal to the cost of the blueprince scroll created by the *Golem Equipment Blueprincing* spell.

5. Kantarupa's Golem Deconstruction

#golem #theoric #techno

Hacking. Just hacking apart with scissors.

The caster reaches into a golem's lemma banks with their mind, trying to break them down. This break down may be explosive.

Power 1: The golem takes 1d12 damage.

Power 2: 1d20 damage.

Power 4: 2d20 damage and 2d6 damage to all nearby creatures.

Power 8: 3d20 damage to the target golem and 3d6 damage in a medium radius.

6. Kantarupa's Telecommander

#anchor #focus #golem #practical #techno

Action at a distance!

The caster spends a week attuning a tightbeam control orb (1 stone, €500) to their brain with synthetic neural extenders. Once the orb is complete, they can use it to mentally control golems hacked with the *Lemma Hack* spell. They can also use the orb to try and take remote control.

Power 1: Caster mentally controls a golem they have built or previously hacked with the *Lemma Hack*. Long range.

Power 2: Caster tries to seize control of a nearby golem with a relevant hard test. Caster tests with [+] against lower level golems and [-] against higher level golems.

Power 4: Against a far away golem.

Power 6: Moderate test.

Note: Sentient golems and golems with survival or learning lemmas will struggle against this control if commanded to act against their interest. The caster will have to test again to maintain control.

UNIQUE GOLEMS

The Given World overflows with all kinds of golem. Layer upon layer of leftovers from Long Long Ago, jury-rigged improvisations from the Magical Eras, and even shining avatars of the onrushing Neological Golden Age.

Players whose heroes dabble in the craft of synthetic creatures can use these as is, or as templates for creating novel, strange beings.

Emotional Support Golem (L1–L4)

#pet #synthetic #viviform

The future of friendship.

Designed to provide companionship to the isolation sapients, many viviform synthetics are leftovers from the Jade Egg Wellness Corporation Cult's Age of Expansion. They are scattered around the metaverses, often still in their original packaging-cradles, still as statues, their Null-Heart® batteries ready to propel them into motion, providing much needed emotional support and serving their new masters. Often even if their masters do not actually want their service.

Def: $6 + 2 \times L$

Life: $1 + 5 \times L$

Sum: L

Attack: bite or kick (1d4* or 1d6*)

Ability: though they look just like their organic counterpart, they are far more enduring [+] and can carry heavier physical and emotional burdens.

Quirk: Each of these viviforms is oddly useless in its own way (d6):

1. **Alarum Goose:** The golem's sonic attack stuns nearby targets (target $6 + 2 \times L$) and alerts its master.
2. **Environmental Cow:** The golem comes equipped with a belly vesicle in which the master can shelter from extreme environments (cold, heat, vacuum).
3. **Heat Ray Dog:** The golem has a hidden heat ray weapon. When unfolded, the golem gains an additional attack action each round (short range, 2d6* damage).
4. **Opiate Teat Swine:** The golem releases a blue-green milk from special psychotropic glands, which helps its master forget what they just saw.
5. **Reality Blanket Squirrel:** The golem's skin unfurls from its synthetic frame to shield itself and its master from incoming missile attacks. All missile attacks against the two targets are made at a disadvantage and deal half damage. The golem can't really do

much else while it's holding its own skin up as a shield.

6. **Support Skunk:** The golem releases an overpowering, foul, muscle-relaxing odour that weakens every creature smelling it ([-] physical activities).

Significant Other Golem (L3, quirky)

#butler #golem #sidekick

I will never let you go, no no.

A not-quite-sentient semi-humanoid golem built by (roll d6): (1) a parent, (2) a sibling, (3) another relative, (4) a good friend, (5) a mentor, (6) an enemy. It comes with over seven hundred pre-coded subroutine lemmas and follows voiced commands, so long as they are preceded with a ritual phrase, such as "Hey, <significant other>'s butler ..."

Capacity: 2 sacks

Def: 15

Life: 15

Sum: +5

Attack: machine hand chop (1d6)

Ability: besides a full domestic servitude protocol (high neovictorian or noir screwball settings available) it also has (d6):

1. **Disinfection Nozzles:** Once per day (or per soap's worth of chemical reagents) it disinfects a middling room in a mere minutes, neutralizing all microbes.
2. **Protection Protocols:** Once per round it may take a blow or bullet for its master without fail.
3. **Soothing Sound System:** loaded with over 2,000 hits from the 42nd century.
4. **Toaster Implant:** It has an adjustable crucible in its belly. Perfect for toast. Can manage up to 1,699 Kelvin.
5. **Ultimate Denial:** If its master is about to be captured or slain, it detonates in a high-radiation fireball, dealing 6d6 damage to all nearby creatures and poisoning all in a middling range.
6. **UV Lamps:** Powerful beams with long range. May be dangerous for vampire-adjacent parasitoids. Also disinfects..

WARNING

Necromancy deals with death, ghosts, possession, and other questionable things.



NECROLEXICON • PSEUDO-IRSHÉ'S "ON NECROMANCY"

In Turalia we have solved the problem of the tax burden. Every child born is marked for the Office of Gifts, and when they grow old and die their body joins the state workforce. Now, don't look at me that way. It doesn't stink at all. Within a dozen years we had figured out reliable ways to keep our ancestors working pretty without stinking up the whole place. What? Skulls? Bones? Of course not! Simple synthetic masks work wonderfully. You can barely tell whether you're passing a past-citizen or a current-citizen on the streets nowadays!

—*Oral History of the Golden Age*, Naüm Tosken, 6:12, *On Taxation* (Ermes Fourthling, ed.).

A fine selection of tomes to grace the offices of any respectable necromancer lawyer or necrologist. Except for the forbidden volumes, of course.

In a world with complex gradations between life and death, with ghosts of a dozen hues, with personalities and souls translated from one body to another, necromancy has become almost humdrum. Indeed, one of its crucial aspects has become dealing with legal questions: what to do with the useful possessions, including bodies, of those whose souls (*ka*) and/or personalities (*ba*) have left, on the one hand, and how to administer the estates and properties of those *ka-ba* complexes whose bodies (*ha*) have departed.

The key tags for the necrolexicon are #necromancer #skeleton and #lawyer.

DIALOGUES WITH THE DEAD

Core to the necrolexicon is necromancy, from the Greek *nekromanteía*, literally “divination by conjuration of the dead.” More generally, this is the practice of direct communication with the personalities, the *ba*, of the dead. These ‘ghosts’ are linked to the Given World by the imprints of their existence—their corpses, possessions, creations, deeds, even the memory of them. Creatures entirely forgotten are gone to even the most adept necromancer.

After the necromancer opens a communication channel they test charisma to see the dead creature’s attitude (left). The dead may well refuse to talk with a novice necromancer. In all cases, their approach is unearthly.

Dialogue Outcomes

D20 CONVERSATION ATTITUDE

- 1 or less The hungry dead attack. Corruption afflicts the hero.
- 2–6 Decadent dead refuse to talk.
- 7 Cruel dead offer answers in exchange for sacrifices.
- 8–11 Superficial conversation with the dead. They miss weather.
- 12–15 Their attention grabbed. Get at least one, if often evasive, answer.
- 16–19 The dead are compelled to answer. Tricky words bind the dead to serve as guide and helper. Hero may
- 20+ #imbue a reliquary (1 power, 1 stone) and carry the bound relic with them. Most dead can answer questions and not much else.

How The Dead Approach; What They Feel; What They Hunger For

D12	APPROACH	EMOTION	HUNGER
1	bowels turn to water	terror	oblivion
2	whistling winds arise	sadness	comfort, destruction
3	light loses color	regret	forgiveness
4	air grows cold	rage	pain, blood
5	foul odors creep in	nostalgia	memories, kin
6	plants wither, skin flakes	confusion	love, kindness
7	shadows grow long	surprise	words, news
8	electric charge fills the air	loss	restoration
9	earth and stone vibrate	disgust	death, destruction
10	clammy humidity prevails	denial	lies, sweet little lies
11	iron rusts, paper yellows	ecstasy	pleasure, agreement
12	vision narrows, ears thrum	contentment	nothing
12/12	sourceless light, well-being	enlightenment	unity with creation

CORE SPELLS (FREE)

Dialogues With The Dead

#necromancy

I am ... hearing someone ... a Joh ... Jam ... Jack! Do you know a Jack? Your dead brother? Yes, it's your dead brother, Jack, talking to me!

The dead-talker uses the shell or possession of a once living thing, a bone, a tooth, a dead tree, a pocket watch, a handkerchief, to send their voice probing into the void-sea of non-existence, to tease out the remnants of a consciousness still there to speak.

Power 0: Fragments, whispers only come through. The conversation is poor.

Disadvantage [-] to dialogue outcome.

Power 1: The voice comes through, barely strong enough for a normal conversation.

Power 2: Drawn to the vis viva of the necrologist, the voice is eager to talk [+].

Sacred Reliquary

#imbue #necromancy

When the dead-talker finds a *ka-ba* spirit willing to guide and assist them, they may create a reliquary for this spirit to easily interact with living world. The reliquary is a blessed vessel, perhaps a pouch, gourd, or jeweled box, with a shell of the spirit's former shell safeguarded within. The reliquary is at least 1 stone in size.

Power 0: A very basic reliquary, barely magical. The necromantic equivalent of writing down somebody's phone number.

When using *Dialogues with the Dead* to reach this spirit, the wizard has [+].

Power 1: An direct line reliquary. The spirit might be grumpy about it, but answers every time the dead-talker calls.

Power 2: An open line reliquary. The spirit can come through and manifest as an ectoplasmic projection on their own, without the caster's input.

Power 3: A command line reliquary. If it is placed into a mechanical body, or bound to some unfortunate, the spirit can use it to possess that shell and act directly within the living world.

Relics and Reliquaries

D12	RELIC	FORM	POWER
1	mummy, skeleton	sarcophagus	senses water
2	ash, cinerary resin amulet	burial moon jar	reduces dampness
3	skull, jaw	celadon box	gives off warmth
4	limb, foot, hand	crystal urn	glows slightly
5	bone, rib, vertebra	lidded cup	rings with clear note
6	pickled digit, appendage	silver casket	reduces anxiety
7	tooth, knucklebone	stoppered horn	calms beasts
8	dried skin, ear, nose	painted gourd	reduces hunger
9	lock of hair	dusky bottle	salves heartache
10	pen, watch, knife	enamelled case	heals a specific malady
11	implant, filling, piercing	patterned basket	purifies food or water
12	ring, band, necklace	studded pouch	offers small absolutions
12/12	perfect soul pearl	puzzle stone	calms passions



OTHER SPELLS OF THE NECROLEXICON

1. Akaula's Destruction of the Dead

#necromancy #purification #redsky

The sleepers must not waken.

The wizard releases their holy blood and with it anoints an undead abomination. This takes a couple of minutes and a lot of passionate imprecation. An assistant is helpful for holding the abomination down during this ritual.

Power 1: The hero utterly destroys a 1st Level abomination.

Power 2: Hero totally destroys a 2nd level abomination.

Power 3: A 3rd level abomination.

Power 4+: etc.

2. Akaula's Eating of the Blood of the Dead

#dangerous #imbue #necromancy #redsky

In desperation even flowers bite.

The wizard takes the powdered essence of an undead creature, mixes it with holy water and imbues it in an hour-long ritual involving robes, candles, and cryptic chanting. Drinking the (un)holy mixture is dangerous and painful, but bestows the powers of the undead.

Note: this spell is proscribed by all reasonable scholars and commissars.

Power 1: Uses crushed skeleton bones. Hero loses 1d3 endurance, then becomes resistant to slashing and piercing attacks (half damage) for about a day.

Power 2: Uses dried and powdered zombie brain as key ingredient. Hero loses 1d3 agility, then gains 10 temporary life (or unlife) and takes half damage from bludgeoning attacks for about a day.

Power 3: Uses diced and sliced ghou. Hero loses 1d3 aura, then gains a paralyzing touch and can regain 1d4 life each hour by eating a quarter-pounder of living flesh. Cheese optional.

Power 5: Uses the ash of a shadow. Hero loses 1d3 str, then takes half damage from all physical attacks for about a day.

Power 7: Uses shredded mummy flakes. Hero loses 1d4 cha, then gains a rotting touch for about a day. Each touch (or strike), deals 1 point of charisma damage.

Power 9: Uses preserved vampire blood. Hero loses 1d4 thought, then gains a natural attack that deals 1d6 damage and restores life one for one.

3. Akaula's Fear of the Dark One

#focus #necromancy #redsky

Mark! They see not past the book's cover.

The wizard takes a few minutes to anoint their forehead with holy blood (or their own blood), terrifying the dead.

Power 1: The hero's countenance terrifies several undead creatures (with a combined level not higher than hero's charisma + 1d6). They flee or cower if they cannot flee.

Power 2: Hero terrifies charisma + 2d6 levels worth of undead.

Power 3: An undead creature of hero's level or lower prostrates itself in abject terror and follows their instructions. Giving each instruction is an action.

Power 4: Hero terrifies charisma + 4d6 levels worth of undead.

Power 8: Hero terrifies charisma + 8d6 levels.

Power 16: Charisma + 16d6 levels.

4. Esbeen's Animation of the Mummified Dead

#imbue #necromancy #uvg

Come, walk with me a while.

The wizard exhales their soul into a mummified corpse, imbuing it with a semblance of vital force.

Power 1: After a few hours the corpse awakens into a slow, shambling parody of life and follows the hero's instructions. The slow corpse (L1, zombie) takes only a single action each round.

Power 3: After a few minutes the hero shakes the corpse into lurching, jerky life (L1, zombie). It is still rather slow.

Power 5: After mere seconds the hero exhorts the mummy to unlife. It grows supple and strong again. The mummy (L2) takes two actions per round.

Power 7: In a flash of soul fire the hero transforms the corpse into a swift and ravenous ghoul (L3). It springs up, faster and stronger than in life. It acts immediately and takes three actions per round.

5. Esbeen's Recalling of the Lost Soul

#energy #necromancy #uvg

Let's go fishing for souls.

The wizard uses a corpse as bait to summon its soul, its *Ka*, back from the All-Fire. After an hour-long ritual a coiling serpent of ectoplasmic fire erupts from the corpse's orifices. The wizard can easily capture this soul and use it to animate a golem or recharge a golem battery. Using a soul to power a golem or machine destroys it. This is reprehensible soul abuse.

Power 2: The hero entices back a level 1 soul.

Power 4: Recalls a level 2 soul.

Power 6: A level 3 soul. Etc.

6. Esbeen's Recalling of the Lost Soul and Reanimation of the Corpse

#energy #necromancy #uvg

Get back on your feet, quick now!

The wizard uses a corpse as a focus to summon its soul back from the All-Fire. After an hour, the soul is bound back to its own corpse—essentially creating a corpse golem. The reanimated abomination is not imbued. Depending on time of death, very little of the original personality might remain. Unless somehow preserved, the corpse continues to decay. This kind of soul abuse is certainly reprehensible.

Power 3: The hero summons back a level 1 soul.

Power 6: A level 2 soul. Etc.

7. Esbeen's Turning of the Mill Wheel of Essential Existence

#chrono #dangerous #necromancy #uvg

The first shall be last and all that.

With the half-mythic *Turning* spell the wizard replaces one individual creature that survived an event (accident, battle, or other incident) with another that did not; swapping who lived and who died.

Power 5: The hero spends a week painting a grand four-dimensional design of soul lines, world memories, possibility matrices, and erotic essentialisms. The design is large enough to cover a courtyard or patio. When the spell's target enters the central area of the design it is instantly dispersed into a probability cloud. The previously-dead creature then coalesces in a shower of sparks. The incident must have occurred no more than a month ago.

Power 10: No more than a year ago.

Power 15: A decade ago.

8. Esbeen's Words With the Dead

#dangerous #focus #necromancy #uvg

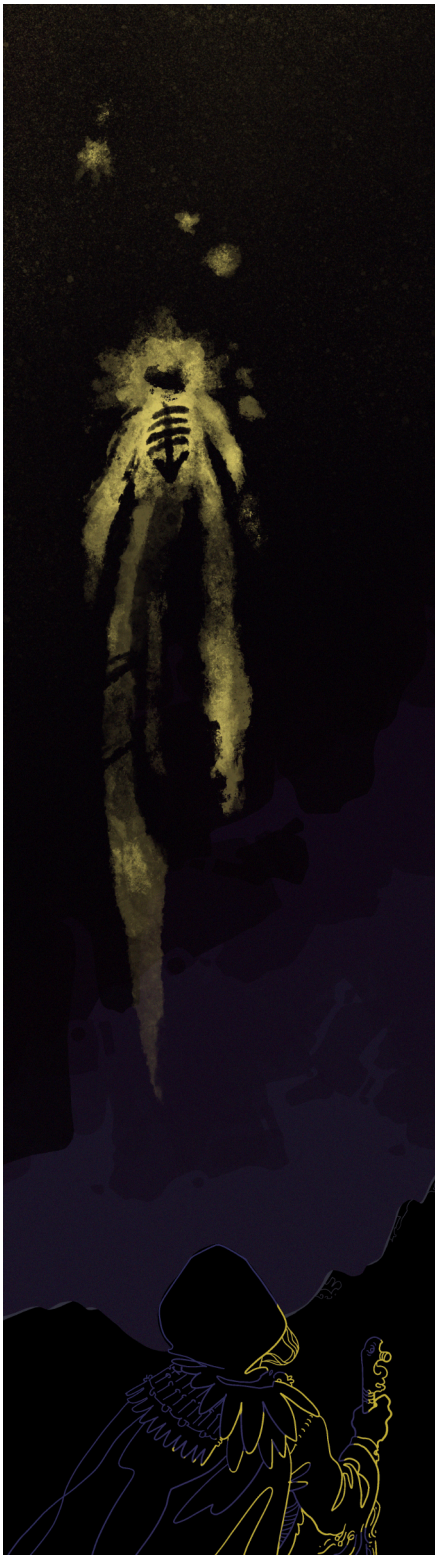
The wizard touches their forehead to that of a dead creature, summoning memory, dream, and desire back into this world. So long as the wizard maintains the touch they can hold a conversation, lending their own mouth and features to the dead and speaking in turns: first in their own voice, then the voice of the dead.

Note: There is no dialogue here. The dead spirit is compelled to answer truthfully.

Power 1: After an hour of chanting, the hero channels the spirit's personality-memory. Enough to answer one question.

Power 2: After a few minutes the hero channels five questions.

Power 3: Hero triggers an instant connection, allowing a conversation of an hour or more.



WORDS OF THE VOID • QUOD NIHIL EST

All the wants you waste,
All the things you've chased.

Then it all crashes down,
And you break your crown,
And you point your finger but there's no one around,
Just want one thing,
Just to play the King,
But the castle's crumbled and you're left with just a name.

—Metallica, *King Nothing* (1997) Load.

Out. Out beyond the fast stars and the slow. Out beyond the skin of reality. Out beyond the veil of reason. Out beyond the frame of time. Out beyond the the ramparts of the cosmos. Out beyond the imaginings of ling and vile and every other would-be god of the Long Long Ago and Hence.

Where imagination fails the void dwells. Chaos, repetition, modulation. Words fail. The mind shatters. So far beyond good and evil that they might as well be an ant fighting a worm over which is better, teal or thyme.

Why seek out this unquiet edge? Why look under the bed of childhood? Why face the winds of limbo all alone and all bereft?

Turn back. The void offers to no redemption to mortal or god.

And yet the void warriors do not turn back. And yet the void walkers do not cease to journey the hidden paths. And yet they keep braving madness and fast decay, for their dreams are full of stars and hopes, mistakes undone, futures rewritten, promises remade.

Turn back. All who venture into the void are lost. All grow mad.

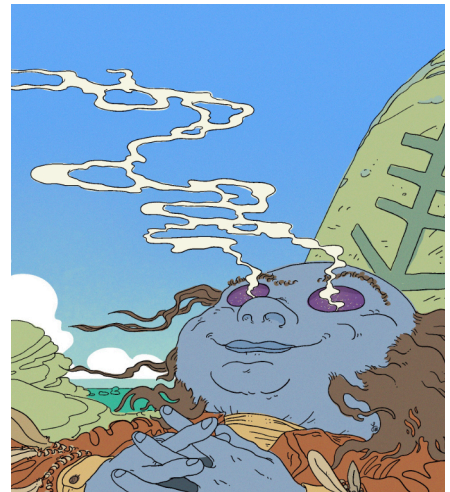
The key tag for voidwalker spells is #void. Unless specified otherwise, void spells take a heartbeat to cast.

WARNING

Voidwalker spells deal with existential horror and nightmares. They skirt the edges of lovecraftian cosmic terror and the nihilistic realms beyond the tattered skin of normalcy. They will not be suitable for every gaming group.

CREDIT

A number of the voidwalker spells were suggested and developed by Kin, hero of the stratometaship. Thank you Kin..



CORE SPELL (FREE)

Walk On Through

#dangerous #void

Kick a hole right in the sky.

Between one footfall and the next, the voidwalker flickers between existence and non-existence. Where did they voyage in the time between heartbeats?

Power 1: The voidwalker ages a day and gains advantage to one test. If the test is moderate or easier, they succeed automatically. They have already succeeded so many times in so many worlds.

Power 2: The voidwalker ages a week and has in their possession a helpful mundane object or simple information, such as a password or written directions.

Power 4: The voidwalker ages a month and has a very useful rare object or complex information, such as a map or plan.

Power 8: The voidwalker ages a year and a person or town that did not know them before, now knows them. They have spent many days and nights together, the walker coming and going, a fond visitor over the years. This trust is not a magical effect, the voidwalker has literally spread their lifeforce across time to win their trust in the past, and perhaps even in the future.

SPELLS OF THE SECRET VOIDWALKERS

1. Ascend to the Void

#ascension #void

At the end of the omnimyth, release.

The voidwalker meditates without cease for seventeen days and nineteen nights. The eighteenth day, no sun rises overhead, instead a void occludes the voidwalker, its umbra stretching for a three days' journey each way. At midnight on the nineteenth night the occlusion disappears.

Power 30: The voidwalker sheds their body and ascends to the eternal void as a creature of pure *ka*. Their body disappears, replaced with a perfect void pearl or jewel that cannot be damaged by any object or force. The place where they meditated is imbued with an aura of peace and acceptance that heals psychological wounds and afflictions for the next 777 years.

Note: The player now takes control of a new hero. Perhaps an apostle to go forth and teach in the name of their ascended master.

2. Eyes Eaten By Stars

#focus #void

They see through me.

The wizard's eyes collapse into glimmering pits of nothingness, eating at the world with their gaze.

Power 1: While the wizard gazes at a creature, it loses voice and speech.

Power 3: With a gaze, the wizard steals sight and sound alike.

Power 6: While they gaze, their eyes begin to eat away at their target's substance, dealing 1d6* damage per round.

Power 9: The target disappears into the wizard's eyes. When the spell ends they find themselves in wormspace, 1d4* days from the nearest non-euclidean corner through which they can crawl back into the Given World.

3. Kin's Song of the Star-Child

#void #song

Cosmos, sing!

Singing with the music of the planets, the voidwalker summons a star-child from the void ready to answer a single question. Their answer is clear, like a bell in the mind.

Power 1: The star-child answers one question about the heat-death of the universe.

Power 3: They answer one question about the ruins of a future empire.

Power 6: They answer one question about one year from now.

Power 9: One question about anything in the next 10 minutes.

4. Kin's Star-Horns of the Void Lord

#imbue #void #warrior

The voidwalker presses their hands against their brow, screams inchoate colors, and pulls forth appendages of void stuff that appear as (roll d6): (1) ramified antlers, (2) gnarled horns, (3) glittering wings, (4) feathered antennae, (5) glossy palps, (6) knurled tentacles.

Power 1: The weightless appendages deal 1d3 aura damage.

Power 3: Now also deal 1d3 thought and 1d6 life damage.

Power 6: Targets must also test aura to avoid also become a void-thrall, doing the bidding of the voidwalker until spell's end.

Power 10: The voidwalker is now also covered in star-skin and is recognized as an avatar of the Void Lord. Each round the caster can decide whether their star-skin reflects radiant energies or becomes a gateway translating physical objects into a null-place in the wormways.

5. Kin's Voidghost in the Dust Machine

#dangerous #golem #void

Their mind, their toy.

With a finger tip's brush, with a lip's gentle kiss, the voidwalker brings the void into the mind of its unliving victim. Grateful for its experience of this given world, the novel void-born personality answers 1d4 questions. As an entity outside of time and space, its answers are always factually correct. The answers may (roll or choose d6): (1) unwittingly drive the questioner to their doom, (2) prove a mixed blessing, (3) offer solutions at a price to the questioner, (4) offer solutions at a price to another, (5) provide a solution, (6) reframe things in such a way that the question becomes moot.

Power 5: The voidwalker instills an alien void-born *ba* into a golem, replacing the personality that was there before.

Power 10: The voidwalker instills the alien *ba* personality into a living creature.

Note: This spell is only dangerous to its target. The void-born *ba* is not beholden to the voidwalker, beyond its inscrutable desire to answer a few questions. After answering the questions it (roll d6): (1) reduces the body it wears to ash, (2) disappears with its new body, (3) walks away with its new body, (4) offers to join the voidwalker while wearing its new body, (5) departs, leaving the victim none the worse for wear, or (6) departs after blessing the unfortunate victim with a new ability or an attribute increased by one point.

6. Kin's Walking With the All-King or The All-King Walks Alone

#biomancer #dangerous #focus #void

All is one, if you wait long enough.

Speaking in the reverse-tongue of the thrice-future-ruined kingdom, the voidwalker becomes the black avatar of the all-king.

Power 9: The voidwalker becomes completely light-absorbent and their body expands in bulbous spurts and strands, at about the speed of a loping dog. Anything living touched by their pitch black voidstuff flesh must make a hard agility test or it is subsumed into the all-king form. Subsumed creatures appear on its edges as forming and reforming horrified visage-adorned pseudopods and palp-like limbs. When the spell ends, the all-king evaporates leaving a barren, lifeless crater. At its centre, curled up, is the voidwalker in their original form. The voidwalker retains one memory and one physical trait of each of their victims who are never seen again.

7. Kin's Wild Hunt of the Void Lord

#dangerous #focus #void

Does nothing hunt something now?

The voidwalker whispers in a non-syllabic language. The wild hunt is called.

Power 20: The horned Void Lord (L20, inevitable) atop its night mare (L10, terrifying) and surrounded by its star-wolves (L13, ravenous) slips from between one breath and the next, walking sudden upon the soil, reaping the land of living *ka*. All creatures caught by the Void Lord are disincorporated, leaving shadow scars where they fell. Any wounds incurred by star-wolves leave void-scars. When the spell ends, the voidwalker disappears for a year and a day. They return, corrupted by the void (this is in addition to any effects from failing their corruption test).

8. Nishe's Binding of Wicked Souls to their Weapon

#imbue #vile #void #warrior

The rapture of the ka burner.

The void knight spends a week anointing their sacrifice and imbuing a chosen weapon with their own precious vital essences. Finally, in the dead of night, they dispatch the sacrifice, capturing its soul within the weapon. Thereafter, when the weapon kills a creature, it can trap its *ka* soul.

Note: This is vile magic.

Power 3: The weapon deals +1 damage for every soul it holds. It can hold one soul for each of the void knight's levels. It oozes magic and smells of hope long lost.

Power 4: The weapon can hold additional souls equal to the void knight's spellcasting stat of choice.

9. Nishe's Bloodbound Weapon

#anchor #imbue #void #warrior

In blood they mark their vengeance.

The void knight spend a sleepless night under the red moon and anchors the weapon with their spiritual essence. The bond lasts until the caster ends it or the weapon is lost.

Power 1: When the weapon strikes a blow the void knight may sacrifice stat or life points to deal additional damage. They can sacrifice points up to their level and the weapon deals 2 additional damage per point sacrificed. The weapon brims with magic and smells of friendships forgotten.

Power 2: The caster can sacrifice up to twice their level in points when an attack hits.

Power 3: Up to thrice their level.

10. Nishe's Panoply of the Flesh

#imbue #void #summoning #warrior

My blade shall be my heart.

In a bipartite ritual, the void knight mingles base matter with their own cosmic essence.

Part 1: Imbue

The caster entangles the essence of their body and the essence of a weapon or other object. Over several days the gross matter is imbued with the void knight's *ka*, bound to them in this world and others.

Power 1: The void knight binds an object no larger than 1 stone. They cannot be disarmed of their bonded object, unless they are incapacitated. It oozes magic and smells of first awakenings.

Power 2: The void knight can bind a second stone-sized object.

Power 3: Bind a sack-sized object.

Power 5: Bind a car-sized object.

Part 2: Summon

The void knight calls to their bonded object and it responds, hurtling towards them from any location within 10,000 miles. As it flies, it is ghostly and half-real. It generally tries to avoid other gross matter, but the caster can encourage it to pursue a more direct path. This may damage the object and creatures in its path. Its kinetic energy when it passes through other creatures or objects two orders of magnitude than one would expect.

Power 1: It travels as fast as a loping peasant. Its passing feels like a gentle caress.

Power 2: It travels as fast as a swift-flying bird. Its passing feels like a harsh breeze.

Power 3: It travels as fast as an arrow. Its passing feels like a slap.

Power 4: It travels as fast as a bullet. Its passing feels like a cudgel blow.

Power 5: It travels as fast as lightning in the void. Its passing feels sticks and stones pummelling within and without.

Note: The passing of a larger object may feel orders of magnitude more impactful.

11. Nishe's Voidblade

#battle #focus #void

The sword of nihilism.

The wizard turns nothingness into a weapon, holding it together with spun filaments of their own life.

Power 1: It deals 1d6 damage and leaves shadow scars.

Power 2: It deals 1d10 damage and leaves burning wounds.

Power 4: It deals 1d12 damage and steals *ba*, removing 1 mental stat point and leaving spiritual fractures.

Power 8: It deals 1d12 damage and steals *ba*, removing 2 mental stat points per strike.

Note: sentient creatures without *ba* become *ba*-zombies. This may be evil.

The Sentient Voidblade

The blade accumulates these removed mental points as *ba*. The more *ba* it acquires, the more sentient it becomes:

5 *ba*: As smart as a cat.

10 *ba*: Smart as a troglodyte.

15 *ba*: It refuses to be dispelled. The spell beomes #imbued.

20 *ba*: Smart as a daimon.

30 *ba*: It now deals 1d16 damage.

40 *ba*: It demands regular sacrifice.

60 *ba*: It teaches the wizard how to *Open the Door of Worms*.

12. Lightbreather

#imbue #light #void

Can you hear the stars calling to supper?

The voidwalker draws nourishment from the cosmic forces. The voidwalker may draw a single meal from the strange force, or imbue themselves with magic, adapting themselves to survive on cosmic forces alone for a longer period. These energies also do not harm the voidwalker during the spell.

Power 1: Wind, magnetic fields, and electricity can sustain the voidwalker.

Power 3: Sunlight or heat alone sustain the voidwalker.

Power 5: Hard radiations and direct entropy sustain the voidwalker.

Power 7: The not-energy of the wormways sustains the voidwalker.

13. Nihil Volunt— The Willing Void

#eater #imbue #void

We have made the singularity of not being.

The voidwalker draws a circle of circles upon the air, encompassing a sacred void. As their life flows into this void, so it attracts other objects into itself.

Power 1: The void pulls in nearby light objects. Pages, leaves, hats. The objects are slightly crumpled in the middle of the void.

Power 2: Nearby cat-sized objects are drawn in swiftly, sustaining painful but harmless bruising as they are jammed together.

Power 4: Pig-sized objects are sucked in from close by, thumping together with significant force in the middle of the void (1d6 damage). The crushing may suffocate some unfortunates.

Power 8: Horse-sized objects from quite a ways around are hauled into the centre at great speed (2d6 damage) and proceed to be mashed together further injuring them (1d4 per round)

Power 16: Elephant-sized objects in a large area are swiftly pulled into the void, smashing together violently (4d6 damage) and beginning to congeal together under the void pressures (2d4 damage per round).

Power 32: Tree-sized objects in a large radius are sucked into the void where they take 8d6 damage from the impact and then ignite under the unearthly pressures of the void (4d4 damage per round).

14. Nothing Remains

#time #void

If you die before you wake.

With a gesture, the voidwalker accelerates entropy.

Power 1: Fires turn to ash, batteries go flat.

Power 3: Joints ache, vehicles slow down, iron rusts.

Power 9: Houses crumble to rubble, lives burn out, diamonds dull and cease to shine.

Power 27: Kingdoms end, sky castles fall, domesticated suns die out.

15. Open the Door of Worms

#gate #imbue #void

Walk through the wormways.

The wizard traces an outline on a surface. It shimmers and then erupts into a sucking doorway.

Power 2: The door leads through a wall.

Power 4: The door leads through empty air from the wizard's hand to as far as they could shoot an arrow.

Power 8: The door leads through sheer wormspace to a point the wizard has visited before. Travel through wormspace always takes a week.

Power 16: The door opens directly *into* wormspace, letting the wizard try and exit anywhere in the Given World. Travel through this wormspace takes $1d4^*$ weeks.

16. Probability Loom

#dangerous #void

What price this humble victory?

The voidwalker's consciousness rips itself loose of the arrow of time and leaps to reweave the branching universes to suit.

Power 1: The probability tailoring is minor, the voidwalker's player adjusts a single die roll by one, up or down. Somewhere, an innocent woodland animal dies.

Power 2: By $1d4$ up or down. Somewhere, an innocent old man or woman dies.

Power 3: By $1d12$ up or down. Somewhere, a kind father or loving mother dies.

Power 5: The voidwalker's player takes a die and places it on whichever face they prefer. Somewhere, a sweet youth dies.

Power 7: The voidwalker's player simply removes a die that was rolled. It was never rolled. An attack was never made. An action is unspun. Somewhere, a pregnant maiden miscarries.

Power 9: The voidwalker's player places any three dice instead of rolling. Somewhere, a pregnant virgin carrying a demigod miscarries.

17. Song of Silence

#imbue #void

The end, my friend, the end.

The voidwalker opens their mouth and the buzz of the end of the universe erupts from them, radiating out, an endless hum of ultimate chaos, utter entropy.

Power 1: All creatures near the voidwalker are filled with sadness.

Power 3: All creatures near them are filled with despair and apathy.

Power 5: All creatures nearby drop to the ground, catatonic or wailing in mortal terror.

Power 9: All creatures nearby are faced with the oblivion of nirvana. They either make a hard aura test, or their *ba* is obliterated and only a husk remains.

18. Summon Builderseed

#electric #void

They are gone but not forgotten.

The voidwalker erupts into the electromagnetic song of the machines, hoping to summon a gift of the builders from the sky.

Power 1: About a quarter of an hour later a shooting star lights up the sky.

Power 3: A quarter of an hour later a shooting star strikes a location the voidwalker can see, dealing $5d6$ damage to all nearby and obliterating any creature it strikes directly.

Power 6: After a quarter of an hour a shooting star lights up the sky, then floats down like a dandelion seed for several minutes, landing within sight of the voidwalker. The landed star unfolds and begins to evaporate, revealing a machined gift for the voidwalker. The builderseed can produce any physical object up to one sack in size whose source schematics the voidwalker is familiar with.

Note: Builderseeds can also be harvested, each gift of the builders worth €500.

19. Stelix's Call of the Voidmother

#dangerous #focus #mother #void

If you want to find hell with me, I can show you what it's like.

The voidwalker drones in the background electromagnificent roar of the cosmos, instilling fear and awe in all around them.

The longer they sing, the more their lifeblood leeches into the aether, drawing the attention of the Voidmother's spawn, the things in the interstices between universes, the walkers of the wormways.

Power 1: They sing a few bars. All creatures that hear them become paranoid and afraid of their surroundings while the song lasts.

Power 3: They sing for a few minutes. Then the shadows grow long and sharp, colors shift and fade, and all who hear feel their loneliness grows tight about like bondage.

Sins run like chains and physical action without disadvantage is a chore (aura test).

Power 6: They sing for a few hours. Then blood begins to pour from the caster's forehead, spreading out like a crimson highway. All who hear feel their rage blossom like flowers of fire. The temptation of violence grows. Mental activities and restraint are at a disadvantage, violent action is advantaged. The future demands to be let loose. The shadows of any who die while listening to the *Call* rip themselves loose, hungry ghosts scattered to the winds.

Power 10: They sing for days. At the last they collapse as darkness rushes from them. A singing, thrumming, rushing thing. Many and yet one. A sea of nothing. It erupts as far as their voice can carry. Color is forever stripped from everything the voidmother's spawn touches. Things swim within that darkness. Only the strongest souls (hard aura test) survive, others who hear this final madding noise suffer an eternity in a heartbeat as through a thousand thousand timestreams the wormway wolves gorge themselves upon their *ba* personalities, leaving in their wake mind-burned monochrome husks of former humanity.

20. Walk Through Me

#imbue #void

World, pass me by.

The voidwalker becomes insubstantial and unworldly.

Power 1: Gases move right through them.

Power 2: Liquids move through them.

Power 3: Solids move through them.

Power 5: Plasma and energies pass through the voidwalker.

Power 9: Time passes through the voidwalker, leaving them unaffected.

THE FRAGMENTARY ALBUMS

Old skull, what secrets did you keep?

I stare at your windswept mausoleum, horizon to horizon scattered. Plastic scrolls bleached pink beneath this bruising star. Memory crystals ground to the dust we walk.

So much we knew, so little we know now. It is ever thus. The wheel turns heavy and crushes our memories exceeding fine.

—Lilac 7-Murex, Diary Entry 2-14, Iron Plateau Expedition of Forty-Six.

Some wizards and scholars have only single, isolated spells. Either fragments of greater works now lost, or lonely essays into spaces still uncompleted.

Practically it would make little sense to turn more than half of this book into spell albums, so this section presents a broad miscellany of spells to sift for ideas that players can expand into whole albums or referees can use as the basis for other adventures.

MANTRAS OF THE GLANCING KA AND SKIPPING MIND

Strange mantras found on a series of crumbling codices inside an artificial cave so old that the paint on its walls faded away as soon as someone looked upon it. Ever after the local artificial meat farmers called it the Pit of Fools.

Key tags are #dream and #ultra.

Asuzaki's Whispering Dream

#charm #dream #focus #possession

They thought dreams were truths.

The wizard holds a personal possession or body part of their target to their lips and whispers the six mantras of Asuzaki the Mindskipper, the Glancing *Ka*, the Flickering Flame, as they descend into a trance. They send their *ba* and *ka* through the noosphere into the target's dreams. It takes the wizard a few minutes to fall into a trance, but the subsequent magical mental link lasts as long as the wizard sustains their trance (and the target remains asleep).

Power 1: The wizard appears as an alien voice-object and speaks with their target.

Power 2: The wizard cloaks themselves as somebody the target knows and communicates with them.

Power 3: They wrench control of the target's dreams, inducing sweet restorative dreams (target heals in their sleep as though they have rested a week) or nightmares (target cannot sleep or rest that night).

Power 5: The hero slits a hole in the target's somnosphere, exposing them to the monsters of the void. Until the target receives help from a spirit doctor, they must make an aura test every night or a **dream horror** (L2d4, violent, magenta) from beyond time and space possesses them and rides their body. The morning after a dream horror ride they have no memory of what they did. Every night a dream horror rides a target they get no rest.

Silicoid Nonadaptation

#elemental #focus #nature #ultra

What is a body, but future dust?

The wizard rocks back and forth for several seconds, then decoheres into a silicate sand cloud held together by strange forces.

Power 3: The wizard can withstand severe heat and cold and survive without oxygen while in this silicon cloud form. They still get thirsty, tired, and hungry as normal.

MEMORIUM OF THE CRYSTAL PALACE

Magnificent spells purloined from renegade travelers on the far spectra of existence suggest a whole world of experience can be accessed through the memories. Even more, some suggest that all of reality is happening in the diffuse dreams of a great crystal deity.

The key tag is #memory.

Hidden in My Palace of Memories

#memory #void

Hide in your own dim-remembered past.

The caster spends a few seconds swirling their arms and hands and feet in ellipses, suddenly tracing glowing afterimages in the air, then steps through an afterimage into their own memory palace, hiding from harm. The wizard does not age while in the memory palace.

Note: This spell requires that the caster has the memory palace ability and memorized spells.

Power 1: The wizard disappears for about a minute and erases one memory point.

Power 2: They disappear for about an hour and erase two points.

Power 3: About a day, erasing three points.

Power 4: About a week, erasing four points.

Power 5: About a month, five points.

Power 6: About a year, six points.

Power 7: About a decade, seven points.

Power 8: About a lifetime, eight points.

Power 9: About seven lifetimes, nine points.

Additionally: the wizard can pull guests with them into their memory palace. The spell price and number of memory points erased is multiplied by the number of people entering the memory palace (so the wizard plus 2 guests multiplies all costs by 3).

OGON'S TETRAHEDRAL PYROLATRIA

#elemental #fire #pyrolatry #sky #sun

Bringing fire down from the heavens.

Tetrahedrons inscribed with the fire-worshippers' strange designs. Magic to burn and creatively destroy and in the fires of this world replicate the celestial designs of the far-off creation.

Lipid to Fire or Human Candle

#imbue #pyrolatry

Burning the wicked requires a definition of wickedness. A fraught task.

The caster mixes ash and crystal dust and pyrite flakes on a glass platter, then exposes them to the void radiation of the thrice-bent lines of power. After the hour-long ritual the powder mix glows with a disconcerting sapphire tinge. The mix magically catalyses lipids on contact, stimulating their sudden and violent complete oxidation. In layman's terms: it causes fats to erupt into flame.

Power 2: About two stones' worth of lipids flare into goutts of flame, dealing 1d6 damage to adjacent targets. If the lipids are within a living creature, it takes 2d12 life damage and 1d6 stat damage as fire envelops it. It is also on fire. And choking.

Power 4: About eight stones' worth, dealing 1d10 damage to adjacent targets. 4d12 life and 1d10 stat damage to a single living target.

Power 8: About 16 stones' worth, dealing 2d6 damage to adjacent targets and 6d20 life and 2d6 stat damage to a single target that is now definitely dying.

