

The World of Spirits

By Gary Goldman, Bruce Mason and Pete Nash

Redspear watched in wide-eyed silence as the high shaman ended his long chant and the last beat of the drum was sounded. He waited with his heart in his mouth; never before had he crossed the borders of life. Slowly he became aware of the changing colours around him, everything became sharper and more detailed. The flames from the fire grew higher and brighter and seemed to dance together like children, the trees around them were taller and full of vibrant greens and whispered in half heard voices, the very air seemed alive somehow. He looked about in wonder at the colours and textures all around him as though he had never opened his eyes before.

"Welcome to the spirit world, Redspear" smiled the old shaman as he took his hand and gently pulled him from his body like a leaf from water.

The spirit world is a complex and often confusing realm that is both separate from the mundane world and yet intimately linked to it as well. There is constant interaction with the mundane world from the spirit plane in the form of shamans journeying there on spirit quests, haunts

crossing the borders between the worlds to terrify the living and ancestor spirits being venerated by their descendants.

The spirit plane is both an impossible distance and leap of imagination to reach for the layman and an oddly familiar environment accessed by ritual for those with Spirit Walking abilities. There are also places and times when the spirit world can overlap into the mundane world and create gateways or portals where the borders of both realms are weaker and easier to cross.

The first article on shamanism in *Signs & Portents* gave background detail on shamanism and expanded upon some of *RuneQuest II*'s game mechanics. With this second article we shall examine some of the inhabitants of this strange and otherworldly realm; provide some mechanics for journeying there; example spirit cults; new heroic abilities and, finally, provide a couple of non player characters who long-time *RuneQuest* players might well recognise. But first some brief comments about getting the most out of bound spirits.

A bound spirit is trapped in the mortal world and unable to regenerate Magic Points. Yet to bind a spirit the Shaman needs to defeat it in spirit combat by reducing it to zero Magic Points. This makes the *straightforward* binding of an aggressive attack spirit such as a *bane* rather pointless. For this reason, any spirit magician wishing to bind such a spirit for later use needs to find a way to allow the spirit to regenerate some or all of its Magic Points. Of course, as stated last time, a Shaman does not have to bind spirits to a fetish. It is possible to defeat a spirit in combat and then bind it to a single, future service to be agreed later. The spirit remains on the spirit plane where it can recover its Magic Points. One time in the future, the magician can summon the spirit as if it were a spirit ally and the spirit will, if possible, attend and undertake the service. Whether or not spirits *bound to future service* count against the magician's maximum number of bound spirits (*RuneQuest II* page 140) depends on the campaign setting.

That said one generic option is to allow a spirit magic to transfer his own Magic Points to a bound spirit he controls with a suitable ritual and a Spirit Binding skill roll. The Magic Points are transferred at a rate of one per hour. This means the spirit magician can 'recharge' his bound spirit's Magic Points as part of a long and involved ritual. Games Masters may also require other sacrifices to be made at the same time depending on the campaign setting. A fumbled roll will likely release the spirit by accident.

There are also various other ways to replenish a spirit's Magic Points while it is bound. The forthcoming supplement *Blood Magic* explores methods such as *Avulsion* (the killing and reaping of a creature's life force) in depth. Games Masters should explore the creative options and implications of different methods. Consider what it must be like for a Shaman who lets a disease spirit suckle his Magic Points to feed itself.





Spirit Bestiary

The following spirits represent just small fraction of the complex and interesting denizens of the spirit world. Some of these descriptions are merely expansions or additional information on the basic spirits from the Core Rulebook, others are new and more unusual spirits that may prove of interest or provide inspiration for Games Masters to invent their own spirits. They are presented in alphabetical order for ease of reference.

As per *RuneQuest II*, all spirits know the skills of Spectral Combat at POWx5% and Persistence at POWx4% while some may also possess Discorporation at POWx5% and Stealth at POWx4%. Some spirits may have much higher values for these skills. Other additional skills may be thought appropriate by Games Masters for stronger spirits such as Common Magic, Influence and Insight. Any skill with INT, POW or CHA as a base are often most appropriate. A handy rule of thumb is to say that such skills are likely to be rated at a percentage equal to around their POWx3% to POWx5%.

Ancestor Spirits

Ancestor spirits are the souls of dead family members who reside on the Spirit Plane after death, rather than joining a deity in their halls on the God Plane. They remain on the spirit plane, close to their tribal lands in the mundane world, to help their former clan and family members. Ancestors are often the first port of call for a clan chief or family head looking for assistance, typically through the intermediary of his local spirit magician.

Whilst the gods can be fickle and often cruel, ancestors are often far more approachable if they are suitably venerated and respected by their descendants. Through veneration an ancestor worshipper hopes to emulate their greatness and deeds, and become an ancestor himself so he may one day watch over his clan to protect and teach them, reminding them of the traditions and rituals that have made the clan strong for hundreds of years.

Ancestor spirits are just as complex and variable as any human. They will have their own well defined personalities complete with dislikes and opinions. Often their personalities are more rigid and inflexible due to the hundreds of years of existing on the spirit plane. They may be wise and knowledgeable about clan affairs but may also be old fashioned and harbour ancient grudges of little relevance to the modern world.

This makes ancestor worship something to be defined through play and used as a backdrop that helps define the spirit magician's approach to the rest of the spirit world rather than just a specific magical source.

The powers and abilities of ancestor spirits are detailed fully in the *RuneQuest II* and expanded upon in the shamanism article in the previous article (Signs & Portents 89) and so are not repeated here. Some examples of ancestor spirits follow and are ready for use in play or to provide inspiration.

WARRIOR BROTHER

Warrior Brother was renowned as a master of weapons and military tactics. He was as strong as two men and wore his armour when he slept. We remember how he single-handedly slew three of the enemy clan's thanes when they dared to cross the Black Brook into our lands.

Intensity 2 ancestor spirit, INT 12, POW 14, CHA 14

Skills: Lore (Regional) 104%, Culture (own) 104%, Persistence 56%, Spectral Combat (Spectral Sword) 70%, Sword and Shield 104%, Lore (Tactics) 104%

Common Magic: Bladesharp 4, Demoralise, Parry 4

Heroic Ability: Duellist

CHIEF ALL-FATHER

Chief All-father was the wisest and most beloved clan chief since the Raven banner was found in Badgers Wood. He made peace with the unfriendly tribes and he led the warriors to victory over the dark raiders. We remember how the herds grew tenfold under his watchful eye.

Intensity 3 ancestor spirit, INT 16, POW 21, CHA 18

Skills: Lore (Regional) 111%, Culture (own) 111%, Persistence 84%, Spectral Combat (Sword and Shield) 105%, Oratory 111%, Influence 111%, Insight 111%

Common Magic: Glamour 6, Fate 6, Bearing Witness 6, Second Sight, Thunder's Voice 6

Heroic Ability: Heroic Aura

OLD MA

Old Ma was a wise woman who lived near the village when the blood plague came. She healed the villagers and drove away the sickness spirits, then taught us all how to use herbs and friendly spirits to keep our children safe.

Intensity 3 ancestor spirit, INT 18, POW 21, CHA 6

Skills: Lore (Regional) 111%, Culture (own) 111%, Persistence 84%, Spectral Combat (Spectral staff) 105%, Lore (Herbs) 111%, Healing 111%, First Aid 111%, Insight 111%

Common Magic: Heal 6, Spirit Bane 6

Spirit Allies: Old Ma may also call on an Intensity 2 healing spirit ally that acts as a Cure Disease spell and a guardian spirit of Intensity 2, with a POW of 16

Heroic Ability: Disease Immunity

OLD GRANDPA

Old Grandpa was a master boatman and knew all the currents and best fishing spots in the rivers and streams. He could talk to the water spirits and often brought fine catches to the high table. We remember how he hid the villagers in the marshes when the foul raiders slipped past the guards.

Intensity 4 ancestor spirit, INT 12, POW 25, CHA 8

Skills: Lore (Regional) 115%, Culture (own) 115%, Persistence 100%, Spectral Combat (Spectral net) 125%, Boating 115%, Lore (River) 115%, Swim 115%, Survival 115%, Craft (Net making) 115%

Spells: Endurance 4, Beast Call, Lucky, Repair 4, Light

Spirit Allies: Old Grandpa may also call his old spirit ally, *Keelfriend*, who is an Intensity 3 water elemental STR 21, SIZ 3, INT 3, POW 20, DEX 8

Heroic Ability: Born in a Boat (as per the *Born to the Saddle* ability but applies to all Boating skill rolls instead)

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Bane Spirits

Bane spirits are entropic spirits derived from the Chaos Rune, they exist only to cause dissolution and deterioration to the very spirits and souls of their victims. Bane spirits have the ability to absorb and destroy the spiritual essence of their targets, their entropic touch permanently destroying any magic points they drain in spirit combat and they are capable of utterly destroying any spirits they reduce to zero magic points, their victims literally ceasing to exist, their spirit is simply rent apart and dissipated.

As Bane spirits are both hostile and dangerous they are rightly avoided by most sensible spiritual traditions. A few malign and chaotic spiritual cults may seek out and use these twisted spirits, but most shamans try and either avoid them or try their best to destroy or trap them to prevent them causing further damage in the spirit world. When vengeful or malicious spirit magicians do use Bane spirits they are most commonly bound into a fetish, released and commanded to attack other spirits or bound into an easily broken fetish and set as a trap for an unsuspecting foe to unleash.

SLIME

This spirit attempts to dissolve its target into a puddle of mucus.

Intensity 1 bane spirit, INT 4, POW 9, CHA 9, CA 2, SR +7, Spirit Damage 1D6

Discorporate 45%, Spectral Combat 45%, Persistence 36%

MAW

This spirit appears to consume its victim.

Intensity 2 bane spirit, INT 5, POW 15, CHA 12, CA 2, SR +9, Spirit Damage 1D8

Discorporate 75%, Spectral Combat 75%, Persistence 60%

SCREAM

Surrounded by some sort of psychic scream this spirit seems to shatter its victim into pieces.

Intensity 3 bane spirit, INT 6, POW 20, CHA 14, CA 3, SR +10, Spirit Damage 1D10

Discorporate 100%, Spectral Combat 100%, Persistence 80%



Birthing Spirits

Birthing spirits are a very specific type of spirit creature linked to the Fertility and Harmony runes. They provide a great advantage to the sometimes risky business of childbirth by helping to ease the mothers pain and induce a feeling of calm and peace to both mother and baby.

Birthing spirits also grant a gift to the new-born child in the form of a boost to one of the child's characteristics, this takes the form of a fixed bonus equal to the spirit's intensity, to one of the child's characteristics. This gift often has some physical manifestation such as a specific birthmark, unusual eye colour or something similar.

Birthing spirits must be persuaded to assist the spirit magician and they may well ask for a boon on the mundane plane in reward for their services. This can be abstracted as an opposed test of the spirit magician's Influence skill against the spirit's Persistence if preferred.

Game Masters may wish to introduce other types of Birthing spirits which grant unusual abilities to the new-born child such as second sight, the ability to communicate with a certain animal, being born Rune Touched and so on as they feel appropriate to their campaign. Such special birthing spirits should be at least Intensity 3.

An example of a birthing spirit is found under the cult of Pamalt in Cults of Glorantha. A further example is provided here.

MIDWIFE'S FRIEND

Manifests as a smiling, portly old lady with sparkling violet eyes.

Intensity 3 birthing spirit, INT 6, POW 20, CHA 14

Spirit Combat (Spectral slap, 1D10) 100%, Persistence 80%

If convinced to help deliver a baby within the clans home territory, Midwife's Friend will grant a gift of +3 to any one of the baby's physical characteristics. She requests the boon of three days' service from the magician for this gift.

Chonchon

Chonchons are magical denizens of the spirit world that can break through into the mortal plane and take physical form to terrify its inhabitants. They appear as large grotesque human heads with huge ears that they flap to move around. They can pass into the mortal plane at will but must hide in a dark place during the day as they are instantly dismissed back to the spirit world by direct sunlight. Chonchons are described more fully in *Monster Coliseum* (page 117).

Spirit magicians who defeat chonchon spirits in spirit combat on the spirit plane may bind them in to a fetish so they can release them at night for their own purposes. Breaking the fetish releases the Chonchon which can then act of its own accord. Chonchons are always hostile to mortals so usually it will attack the nearest flesh and blood mortal. If the breaker of the fetish looks weak enough it will attack him. Remember that unless the magician undertook a specific ritual, the bound Chonchon may have zero Magic Points and will be for all intents and purposes useless. Two example chonchon spirits follow.

CHON-CHAW

Intensity 2 conchon spirit, INT 14, POW 17, CHA 1, SR +8, CA 3, Spirit Damage 1D10
Spectral Combat 85%, Persistence 68%

CHON-CHOM

Intensity 3 conchon spirit, INT 16, POW 20, CHA 1, SR +9, CA 3, Spirit Damage 2D6
Spectral Combat 100%, Persistence 80%

Curse and Sickness spirits

Curse spirits are malevolent beings who seek to attack and covertly posses mortals. They are linked to the Disorder Rune and are often found lingering close to areas of great disaster or misfortune. Curse spirits

will have a number of poison effects equal to their Intensity and once they are in possession of a victim they emulate these effects (as in the Disease and Poison section on page 55 of the *Core Rulebook*). The previous article provided mechanical suggestions for how to construct such spirits and a few examples are presented here. The mechanics, however, are simply a starting point. To produce new and exciting curses simply assess the likely intensity needed and create a spirit to match. Most spirits covertly possess the victim.

VOMITER

Intensity 1 curse spirit, INT 8, POW 10, CHA 9, CA 2, SR +9, Spirit Damage 1D6

Discorporate 50%, Spectral Combat 50%, Persistence 40%, Stealth 40%

Vomiter manifests as a shadowy blur with a strong smell of vomit. Victims who make any sudden activity must make a Resilience test or be incapacitated for 1D3 CA's with uncontrollable vomiting and retching.

"I am a sexy, shoeless god of ... barf."

SQUINT

Intensity 2 curse spirit, INT 10, POW 15, CHA 12, CA 3, SR +11, Spirit Damage 1D8

Discorporate 75%, Spectral Combat 75%, Persistence 60%, Stealth 60%

Squint manifests as an indistinct and blurred movement in the air. Possessed victims find their vision dims and blurs, this results in a halving their Perception skill tests for spotting things and any other sight related skills, such as missile weapons, suffer a -20% penalty.

DIRE

Intensity 3 curse spirit, INT 12, POW 20, CHA 12, CA 3, SR +12, Spirit Damage 1D10

Discorporate 100%, Spectral Combat 100%, Persistence 80%, Stealth 80%

Dire manifests as an unpleasant grinning old man. Whenever the possessed victim makes a skill roll, he must roll twice and use the worst dice roll. If he fumbles in combat then he must also roll twice on the fumble table.

Sickness spirits are malevolent beings who attack and covertly posses mortals. They are linked to the Death Rune and are often



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found lingering near the bodies of the recently dead or in foul and foetid marshes, where they await passing mortals to attack and posses. Sickness spirits may have a number of disease effects equal to their Intensity and once they are in possession of a victim they emulate these effects (as in the Disease and Poison section on page 55 of the *Core Rulebook*). As with curse spirits, new and exotic diseases can be created by comparing their severity with pre-existing conditions and setting the spirit's intensity accordingly.

SOUL WEEPER

Intensity 1 sickness spirit, INT 8, POW 10, CHA 9, CA 2, SR +9, Spirit Damage 1D6
Discorporate 50%, Spectral Combat 50%, Persistence 40%, Stealth 40%

Soul Weeper manifests as a slowly dissolving shadowy spirit. The spirit carries the disease of Soul Blight at an Intensity of 65.

MAD-DOG

Intensity 2 sickness spirit, INT 10, POW 15, CHA 12, CA 3, SR +11, Spirit Damage 1D8
Discorporate 75%, Spectral Combat 75%, Persistence 60%, Stealth 60%

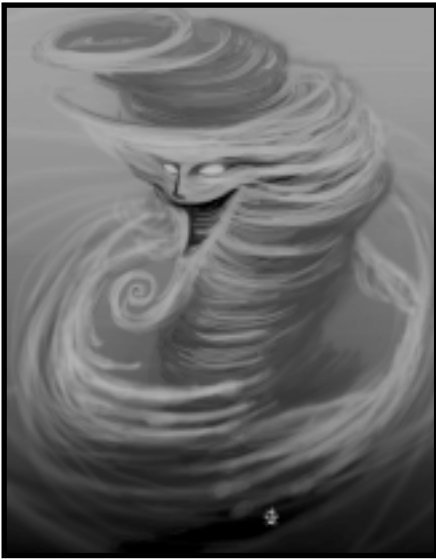
Mad-dog manifests as an insanely rabid dog and carries the disease of Rabies at a potency of 80.

FEVERFILTH

Intensity 3 sickness spirit, INT 12, POW 20, CHA 12, CA 3, SR +12, Spirit Damage 1D10
Discorporate 100%, Spectral Combat 100%, Persistence 80%, Stealth 80%

Feverfilth manifests as a hideous rotting goat, the spirit carries Creeping Chills at a potency of 90.

A good rule of thumb to employ with sickness and curse spirits and the potency of their effects is to assume a potency of around four or five times their POW as a base level. This can then be modified depending upon the severity of their effect.



Elemental Spirits

Elemental spirits originate from the Elemental Runes; *Air, Darkness, Earth, Fire and Water*. They are the *spiritual* form of such beings as are summoned by such spells as Elemental Summoning but a spirit magician can invest their powers within his *own* body.

The shamanism article in Signs & Portents 89 discussed elemental spirits and their abilities in some depth, and they are also detailed more fully on page 144 of the *Core Rulebook*. Other types of elemental spirits can be derived from the elementals presented in RuneQuest II supplements. For example a Shade (darkness elemental) spirit's powers can be derived from the rules for Shades given in Races of Glorantha Volume I page 270. An elemental spirit with an Intensity of 3 will be within 4–6 cubic metres in volume normally and when embodied the spirit magician acts as an elemental of that size.

Intensity 1	Mild anxiety and unease	Victim suffers –10% to all skill rolls
Intensity 2	Demoralisation	As above plus effects as per the common magic spell Demoralise
Intensity 3	Fear	As per the divine spell, Fear
Intensity 4+	Terror	Collapses in terror a number of minutes equal to the spirit's Intensity

It is possible for spirit magicians to gain elemental spirits as allies in which case the magician cannot embody the spirit but can summon it to the mortal world through Spirit Walking and have the spirit manifest within the appropriate volume of material.

As stated in the previous article, elementals and elemental spirits have different relationships of POW to volume. In some settings this may be undesirable and can be modified by the Games Master if it suits his world better.

Fear spirits

Fear spirits are linked to the Disorder Rune and cause feelings of unease, panic or outright terror in those they effect. When a fear spirit successfully overcomes a target in spirit combat it covertly possesses him and remains hidden until the possessed victim is put under stress or faces something which may cause anxiety, then the spirit takes hold again, forcing an opposed test of the victims Persistence versus the Fear spirits Spectral Attack skill. If the spirit wins then it affects the possessed victim, its effects varying with the spirits Intensity as shown on the table at the bottom of this page.:

Fear spirits may be temporarily overcome with appropriate magic such as Fanaticism, but the spell's magnitude must be equal to or greater than the spirits intensity to work. Once the spell expires or is cancelled then the fear spirit instantly returns and may exert its influence on its victim again.

As an alternative system to the above Games Masters may prefer to use the 'Fear and Madness' rules from *Necromantic Arts*. If this is the case then calculate the Fear spirits 'Fear Rating' as its Intensity x10 instead and add this to the Fear Rating of any creature faced by the possessed victim or add it to the attack roll of magic users if they are using fear or demoralisation spells against the victim. Thus a possessed victim is far more likely to break under the horrors he witnesses or suffer more readily from fear-inducing magic.

Guardian spirits

These useful spirits originate from the Magic Rune and act as a ward from hostile magic as well as being the natural enemies of Bane spirits. They are often found in places where vast magics have been cast, or holy sites where a god or great hero invoked the power of a Rune. They can also be drawn to intense concentrations of magic such as ceremonial gatherings, ley lines and magical nodes for example.

The usefulness of guardian spirits should not be underestimated by spirit magicians as they can help them counter incoming magical attacks from divine and sorcery magic users as well as other hostile spirits by interposing themselves between the threat and the magician. They can provide a valuable first line of defence for the magician allowing him to unleash more powerful and damaging spirits upon his foes as their offensive spells are simply stopped dead by his guardian spirit. A guardian spirit tends to look like the spirit tradition's totem animal. A badger Hsunchen from Glorantha would have a guardian spirit looking like a badger, a Saami nomad spirit would be a Reindeer.

The spirit can attempt to block any spell with a Magnitude less than a third of its POW (rounded up), spells beyond this level are too powerful for the spirit to block and they can effect the spirit magician as normal, although he may still attempt to resist them himself if possible.

If the Guardian spirit is strong enough to resist the spell then it does so with its Persistence skill, which has a base level of the spirits POW x4%. Should a bane spirit be present then the magician may release the guardian spirit and it will immediately engage the bane spirit in spirit combat, battling to the death. Other guardian spirits which will attack hostile spirits such as disease spirits, chonchons and so on exist but are much rarer.

LITTLE WARDEN

Intensity 1 guardian spirit, INT 8, POW 10, CHA 9, CA 2, SR +9, Spirit Damage 1D6
Spectral Combat 45%, Persistence 36%
May attempt to block spells up to a Magnitude of 4

BRIGHTSHIELD

Intensity 2 guardian spirit, INT 10, POW 15, CHA 12, CA 3, SR +11, Spirit Damage 1D8
Spectral Combat 75%, Persistence 60%
May attempt to block spells up to a Magnitude of 5

WATCHWORD

Intensity 3 guardian spirit, INT 12, POW 20, CHA 14, CA 3, SR +13, Spirit Damage 1D10
Spectral Combat 100%, Persistence 80%
May attempt to block spells up to a Magnitude of 7

Ghoul spirits

Ghoul spirits are the hungry demonic entities responsible for possessing and animating fresh corpses into the physical undead horrors known as ghouls so they can sustain their parody of life by devouring other corpses. They are typically found lurking in areas where fresh corpses are found, such as burial grounds, sepulchres and battlefields, where they attempt to break through into the mundane world and animate a corpse to feed.

Malign and desperate spirit magicians will sometimes try to bind these spirits for their own twisted reasons. They can be used for many dark purposes such as possessing fresh corpses or being bound to a fetish as a trap to threaten the living. Some spirit magicians may even be insane enough to internalise a ghoulish spirit to gain one of their



special abilities, they can choose either to gain the ghoul's horrific demoralising howl or to gain their venomous bite attack.

Ghouls spirits typically have a POW of 3D6, with an average of 11, making them Intensity 1 spirits. Those ghoul spirits with a POW of 13 or more are classed as Intensity 2 spirits. They rarely attack still-living souls, preferring to animate fresh corpses instead, but will fight with spectral claws in spirit combat if they are provoked and will not hesitate to destroy a victim's soul and possess the freshly dead body.

Healing spirits

Healing spirits are linked to the Fertility Rune and are gentle and peaceful by nature. Unsurprisingly, they are the natural enemies of sickness spirits and are highly unlikely to assist those who use or control such spirits.

Should a spirit magician require the assistance of a healing spirit he must first convince it to help, this can be done with either an opposed test of Influence versus the spirits Persistence or by making some form of bargain with the spirit. Such bargains invariably involve the magician in some minor quest to rid an area of a sickness spirit or similar tasks. Lucky magicians may even gain a healing spirit

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as an ally and be able to request its aid by calling it forth with its true name.

The most useful healing spirits are of higher Intensities and provide the healing equivalent to a Heal Body divine spell equal in Magnitude to their Intensity and costing them an equal amount of magic points to use. This is a natural ability for the spirit and no skill roll is required, only enough magic points to fuel it. Lower Intensity spirits may possess an ability equivalent to a Heal Wound spell instead.

Other, rarer variants of healing spirits exist that possess different powers. These powers are equivalent to one of the following divine spells: Cure Disease, Cure Poison and Heal (Mind).

Remember that a bound spirit cannot regenerate its Magic Points therefore healing spirits are rarely bound; for obvious reasons using a blood sacrifice to replenish their Magic Points does not work. They are usually contacted through Spirit Walking and then *asked* to provide healing or binding for a single future service. On the other hand disease masters will often journey to spots frequented by healing spirits and imprison them in bindings so that they can no longer be called upon.

Haunts

Wraiths and ghosts are both possible types of haunts which may be encountered by a shaman, either as possible allies to dark shamanic traditions or as hostile spirits to be confronted to save mortals from their horrors.

They have been covered in some detail in the previous article and the *RuneQuest II* supplement *Necromantic Arts* also presents some possible interpretation of such haunts. A couple of examples are provided below and may be used by Games Masters as they stand or as a inspiration for their own haunts. Although a haunt cannot disincorporate mortals because it is bound to the material plane, a value for spirit combat is given in case a shaman attempts to disincorporate the haunt.

WOSIL DARC

Wosil Darc was once a mighty sage who wandered the world seeking knowledge of ancient civilisations. His last expedition ended in disaster when he was slain in some ancient ruins by bandits and buried in a shallow grave. He is now bound to the ruins for eternity. He is not inherently evil but he does desperately try to plead with mortals for their help, causing damage with his cold spectral touch as he does so.

Intensity 1 ghost

Characteristics: INT 10, POW 12, CHA 9,

Attributes: CA 2, SR +10, Move 20m flying, Spectral Damage 1D6

Traits: Wraith Form; *Necromantic Arts* (Ghostly Weapon, Possess Lesser creature).

Skills: Evade 36%, Insight 27%, Influence 36%, Persistence 48%, Stealth 48%,

Spirit Combat: Ghostly Touch 60%,

Physical Combat: Wraith Claws 36% (S/T, 1D6)

Notes: He possesses the traits of Wraith form (Signs & Portents 89), Ghostly Weapon and Possess Lesser creature – these allow him to attack mortals with his touch and control small animals such as rats and bats in his immediate environment. He is bound to the ruins by his still hidden body and can only be truly removed by a proper burial rite. The *Necromantic Arts* trait "Possess Lesser Creature" should be interpreted as a form of domination, not actual possession. His wraith form/ghostly weapon attack ignores all non-magical armour.

RAGE

Rage is the insane spiritual remains of a warrior who was flayed alive by his foes many centuries ago. He is utterly insane and full of hateful vengeance and will attack any mortal who is unfortunate enough to come close to him. He manifests as a hideous screaming parody of human form with his skin hanging in threads about his body.

Intensity 3 wraith

Characteristics: INT 16, POW 20, CHA 14,

Attributes: CA 3, SR +15, Move 20m flying, Spectral Damage 1D8

Traits: Wraith Form; *Necromantic Arts* (Ghostly Weapon, Telekinesis)

Skills: Evade 50%, Insight 60%, Influence 42%, Persistence 80%, Stealth 60%,

Spirit Combat: Strangling with ropes of skin 75%

Physical Combat: Skin strangling 80% (L/M 1D8), Thrown Rock 100% (M/— 1D4, 20m)

Notes: His telekinesis trait allows him to move objects up to his POW in metres with a STR equal to his INT, he often uses this ability to throw objects at mortals as he attacks them. Rage could potentially be freed in two ways. One is to discover his name and tell him. The second would be to find his flayed skin. It is likely that this has been put to nefarious uses by some necromancer.

Hellion

Hellions are manifestations of pure energy sometimes encountered on the spirit plane. They manifest as translucent silvery bubbles and fill the air with a smell of ozone. Hellions have not, as yet, been defined in *RuneQuest II* but their statistics can easily be adapted from previous editions of *RuneQuest* or from the free *RuneQuest* creatures download found on the Mongoose website. Hellions are certainly not a good spirit for a shaman to use as they are more closely linked to more alien magic such as sorcery and so they are best avoided by spirit magicians. Games Masters are most likely to use Hellions as enemies or troublesome encounters for questing shamans.

Knowledge spirit

Knowledge spirits are linked to the Truth Rune and are actually partly encyclopaedic in nature and partly prescient. If the owner of a knowledge spirit can beat it in an opposed test of Spirit Binding versus its Spectral Questioning skill, then the spirit will reveal hidden knowledge by answering, correctly and accurately, a number of questions up to its Intensity. It can see no more than its Intensity in days into the future but up to its Intensity x100 years into the past.

The Games Master must carefully consider the information he provides to his players through a knowledge spirit, questions should be answered with infuriating

literalness or bizarrely phrased prophecy, although they will always be accurate and correct.

Examples of knowledge spirits are found under the cult of Pamalt in Cults of Glorantha.

Nature spirits

Nature spirits are discussed fully in *RuneQuest II* and additional examples are provided here. Nature spirits embodying Combat Manoeuvres have a minimum POW of 19–24 (25–30 for critical only manoeuvres); those embodying Traits have a minimum POW of 13–18 and sometimes more if the particular effect warrants it.

The abilities provided by nature spirits are only accessible if the spirit is internalised as detailed in *RuneQuest II*. Other abilities are possible for such spirits such as the terrible defensive odour of a skunk, the colour changing ability of the chameleon or the poisonous properties of a plant. Any ability, skill or unique behaviour of an animal or plant is a possible source of an ability a spirit magician can use.

Some examples of nature spirits follow. Remember these are individual spirits and others of their kind may be more or less powerful.

Power Root (Intensity 3 boost MP, plant spirit) INT 1, POW 20, CHA 1, CA 2, SR +1, HP 20 Spirit Damage +1D10. Persistence 60%, Spectral Hallucinogenic 100%. Increases the MP of the magician by 3.

Thorny Might (Intensity 2 boost Damage Modifier, plant spirit) INT 1, POW 18, CHA 1, CA 2, SR +1, HP 18 Spirit Damage +1D10. Persistence 72%, Spectral Thorns 90%. Increases the Damage Modifier of the magician by two steps.

Steadfast Root (Intensity 2 grants Combat Manoeuvre, plant spirit) INT 1, POW 21, CHA 1, CA 2, SR +1, HP 21 Spirit Damage +2D6. Persistence 84%, Spectral Roots 105%. Grants the magician the use of the Stand Fast combat manoeuvre.

Touch Vine (Intensity 4 grants Combat Manoeuvre, plant spirit) INT 1, POW 27, CHA 1, CA 3, SR +1, HP 27 Spirit Damage +2D8. Persistence 108%, Spectral Vines 135%. Grants the magician use of the Pin Weapon critical combat manoeuvre.

Shadows Leaper (Intensity 2 grants ability, Lynx spirit) INT 5, POW 16, CHA 5, CA 2, SR +5, HP 16 Spirit Damage +1D8. Persistence 64%, Spectral Bite 80%. Allows the magician to use Leap attacks as detailed in the combat chapter of the Core Rulebook.

Bushy Tail (Intensity 3 increase skill, Squirrel spirit) INT 5, POW 17, CHA 4, CA 2, SR +5, HP 17 Spirit Damage +1D10. Persistence 68%, Spectral Bite 85%. Increases the magician's Athletics skill by +30%.

Nevermore (Intensity 3 increase skill, Raven spirit) INT 6, POW 24, CHA 6, CA 3, SR +6, HP 24 Spirit Damage +2D6. Persistence 96%, Spectral Peck 120%. Increases the magician's Perception skill by +30%.

Swift Tail (Intensity 2 boosts MP, Mouse spirit) INT 5, POW 14, CHA 3, CA 2, SR +4, HP 14 Spirit Damage +1D8. Persistence 56%, Spectral Bite 70%. Increases the magician's MP by +2.

Swift Hoof (Intensity 3 increase skill, Zebra spirit) INT 4, POW 23, CHA 4, CA 3, SR +4, HP 23 Spirit Damage +2D6. Persistence 92%, Spectral Hoof 115%. Increases the magician's Ride skill by +30%.

Scaled Walker (Intensity 3 boost AP, Armadillo spirit) INT 4, POW 21, CHA 4, CA 3, SR +4, HP 21 Spirit Damage +2D6. Persistence 84%, Spectral Claw 105%. Boosts the magician's AP by +3.

Nymphs

Nymphs are a form of special nature spirit inhabiting a specific natural environment or geographical feature. They are subdivided in to several types according to their habitat; dryads are sylvan spirits tied to a grove of trees, hags are dark and malign spirits of caves and ruins, naiads are fickle water spirits and oreads are spirits of mountains or valleys.



Nymphs can either be encountered in a physical form on the mortal plane or in their spirit form on the spirit plane. It is the spiritual form that is of most interest to spirit magicians as they can be bargained with for assistance or bound to serve a shaman. Nymphs will never agree to be bound as they hate being removed from their home and so must be defeated in spirit combat to be used in this manner.

The basic statistics for each type of nymph are shown below along with some possible powers that they may possess. Encounters with nymph spirits are best rolled up beforehand by Games Masters due to their unique powers. Many nymphs will also know common magic or possibly a few divine spells as well, hags may have learnt several sorcery spells instead of common magic, but remember that spirits cannot regenerate Magic Points on the mortal plane. Most nymphs are classed as spirits of Intensity 2 to 5 dependant upon their POW.

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DRYAD

INT 3D6+6, POW 2D6+15, CHA 2D6+12

Dryads may control all the plant life within POW x2 metres, she can cause plants to bloom, roots to grapple foes and branches to sway and move. Dryads are often very friendly to elves.

HAG

INT 2D6+12, POW 2D6+21, CHA 1D6

Hags may summon a darkness elemental with a size equal to one square metre per magic point expended, there must be some suitable dark shadows for the elemental to form. Shamans who use Hag spirits must be aware they are dismissed instantly by direct sunlight and forced to return to the spirit world. They are also invariably hostile to most mortals and may know sorcery spells as well.

NAIAD

INT 3D6+6, POW 2D6+18, CHA 2D6+12

Naiads may transform themselves into a water elemental with a size equal to one square metre per magic point expended, there must be enough water nearby for the naiad to transform in this manner. If they are destroyed in their elemental form then they simply return to the spirit world.

OREAD

INT 3D6+3, POW 2D6+15, CHA 2D6+9

Oreads may transform themselves into an earth elemental with a size equal to one square metre per magic point expended, there must be enough earth nearby for the oread to transform in this manner. If they are destroyed in their elemental form then they simply return to the spirit world.

Pain spirits

Pain spirits are an unpleasant and dangerous spirit used by some dark and malign spiritual traditions to cripple and torture their foes. They are also known as

fatigue spirits in some spiritual traditions. Pain spirits are most commonly associated with the Gorgorma cult in Glorantha but may also have a place in other world settings.

Pain spirits inflict terrible pain on those they possess until they are somehow exorcised, this varies with the Intensity of the spirit as per the table at the bottom of this page.

Further information on pain spirits are found under the cult of Gorgorma in *Cults of Glorantha*.

Rune spirits

Shamans can forge runic relationships with the Spirit World on ritual Dream Hunts and become Rune Touched just as other magical traditions offer their paths to harnessing the Runic powers.

As a more temporary alternative to this, Rune spirits, which are spiritual manifestations of the Runes on the spirit plane, may be sought out and internalised to provide Runic powers to the spirit magician. This allows a temporary use of the spirits Rune Touched ability whilst internalised as detailed on page 104 of the *Core Rulebook*. More than one rune spirit may be internalised at once, but all the spirits must be compatible. For example mixing Fire with Ice inside your body at the same time is *really* not a good idea!

Rune spirits will normally have an Intensity of 1 or 2 although more powerful examples do exist and will have a proportionately greater effect.

Most shamanistic traditions have two or three runic associations and so will find the appropriate runic spirits as friendly, although their direct opposites will most

likely be hostile. Other runic spirits are likely to be neutral.

Tribal spirits

Tribal spirits are closely related to nature spirits but they are linked to the Man Rune instead of the Plant or Beast Runes. They are not to be confused with Ancestor spirits, as these venerable forebears are very different, but are instead more like concepts or ideals specific to a clan or tribe made manifest. They are a kind of tribal memory in spiritual form which can be tapped and used by members of the appropriate culture.

Tribal spirits will always possess a skill appropriate to the clan or tribe they represent. This could be the Ride skill for a nomadic clan or the Survival skill for an Arctic tribe, for example. When internalised the spirit will provide a bonus equal to its Intensity x10% to the appropriate skill.

A couple of easily adaptable examples are given below:

WISE-CHIEF

Intensity 2 tribal spirit, INT 5, POW 13, CHA 5, CA 2, SR +5, HP 13, Spirit Damage 1D8, Persistence 52%, Spectral Spear 65% Wise-chief grants an increase to the magician's Influence skill of +20%.

HORSE-WHISPERER

Intensity 3 tribal spirit, INT 6, POW 20, CHA 6, CA 3, SR +6, HP 10, Spirit Damage 1D10, Persistence 80%, Spectral Spear 100% Horse-whisperer grants an increase to the magician's Ride skill of +30%.

Spirit Lords

Spirit lords are extremely powerful spirits who's abilities transcend the normal classifications, they may be linked to several runic powers and even possess unique abilities. They may be from almost any basic spirit type, be it a terrible dripping manifestation of venom and poison derived from a curse spirit or a wise and intelligent knowledge spirit.

Intensity 1	Aching, cramps	Inflicts one level of Fatigue
Intensity 2	Crippling pain	Inflicts two levels of Fatigue
Intensity 3	Debilitating pain	Inflicts four levels of Fatigue



Such spirits will always have access to unique powers, common magic and other abilities well beyond their basic spirit type. They will also have highly developed personalities along with their own agenda to follow and do not take kindly to troublesome mortals interfering in their affairs.

Spirit lords may not be bound into a fetish but, if defeated in spirit combat or if they choose to assist a spirit magician temporarily, then the spirit lord can work their magic or manifest certain traits through that person. This ability is usually restricted to a certain geographical location the spirit lord calls home.

Such spirits have Intensities of at least 10 or more and are well beyond the scope of a typical shaman to control or bind. They are a mechanic for Games Masters to use as important non-player characters on the spirit plane who can act as reoccurring contacts, allies or foes to make life interesting for their players. Games Masters must be careful to avoid direct confrontations with these spirits and his players as they are capable of doing serious damage to even an experienced party.

In settings where the Concert skill is used, such as *Wraith Recon*, it is possible that some groups of magicians may try to cooperate in order to bind a spirit lord. Such an attempt, or the results of the attempt, provide many possible plot hooks to build adventures upon.

SHAYLE

Intensity 10 disease spirit lord
INT 20, POW 50, CHA 20, CA 5, SR +20, Spirit Damage 2D8

Skills: Common Magic 120%, Discorporate 120%, Insight 120%, Perception 100%, Stealth 100%, Persistence 120%, Spectral Combat (Spectral Whip) 140%, Disguise 100% (reduce Shayle's Disguise skill by 1D10% per hour as he slowly reverts to his true form)

Common Magic: Befuddle 2, Babel 2, Countermagic 10, Glamour 10, Mindspeech 10, Repair 10, Slow 10

Shayle is a twisted and malevolent sickness spirit lord who's primary goal is to spread disease across the spirit plane and to infect as many as possible. He is highly intelligent, scheming and calculating and infinitely patient, he delights in nothing more than seeing long term plans come to fruition and in duping unsuspecting mortals into helping advance his foul agenda. He can manifest up to eight different diseases at once.

Shayle manifests as a hugely bloated and rotting corpse, alive with maggots and covered in open sores and pulsating blisters. He is able to mask his true form temporarily by taking on the form of a tall, thin white haired youth with sparkling violet eyes, but this illusion tends to slip with time as he slowly reverts to his true form over the course of several hours.

LEILANI

Intensity 10 guardian spirit lord
INT 18, POW 50, CHA 25, CA 5, SR +22, Spirit Damage 2D8

Skills: Common Magic 120%, Discorporate 100%, Insight 100%, Perception 120%, Seduction 120%, Persistence 140%, Spectral Combat (Spectral light) 120%
Common Magic: Bearing Witness 10, Befuddle 2, Countermagic 10, Mindspeech 10, Repair 10, Push/Pull 10

Leilani is a bright and helpful guardian spirit lord who, rather grandly seeks to rid the spirit plane of evil and malevolent influences. She is enthusiastic and confident, but often a little naive and quick to accept things at face value. She occasionally seeks the help of mortal heroes to assist her in her grand plans to fight her foes on the Spirit Plane and beyond, but she often forgets just how frail mortal souls are for such battles.

Leilani manifests as a tall, beautiful woman with flowing silken hair that shimmers from blond to red. Her facial features are sharp and elfin with the palest blue eyes that flash with a silvery light. She often floats just above the ground with her diaphanous silvery robes billowing behind her in some impossibly slow spirit wind.

Spirit Traditions

In every world setting there will be many different approaches to spirits and the spirit world and each one will be influenced by the culture and environment they are found in. These are referred to as spirit traditions and can be thought of in simple terms as a kind of cult. In *RuneQuest II* these spirit traditions are treated as spirit cults and the rules in the *Core Rulebook* give some ideas on how to create your own cults and outline the spirits, runes, myths and magic available to them.

To give some idea of how Game Master's can easily create their own spirit cults a couple of simple examples are provided. These can be used as they are or modified as required. Many other examples of spirit cults can be found in *Cults of Glorantha*.

Brother Hunter

RUNES

Death and beast

MYTHOS AND HISTORY

Hunter Kills the First Beast (Resonance 65%) Brother Hunter knew his people were starving in the Great Winter, the food stores were low and the snow and ice had not melted for months. Then he had a dream, a great wolf came to him and showed him how to hunt the beasts of the forest and mountains, to kill them swiftly and take their meat. He taught him how to send their spirits back to the spirit world to be reborn.

NATURE

Although the cult is small and is restricted to the clan's territory it is very influential with the clan chieftains. Other hunter cults from nearby tribes are also known and respected as well.

ORGANISATION

The cult has very little in the way of organisation, the clan shamans pick those they wish to join their ranks in vision quests and train them in their ways. Any clan member in good standing may learn Spirit Binding from the shamans and may request help in creating fetishes for a

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suitable gift. There may only be one High Shaman in the cult at a time.

COMMON MAGIC

None, but the shamans have no objection to using such magic. Bandits Cloak, Speedart and Warmth are available from many clan members.

HIGHER MAGIC

Brother Hunter provides the help of many spirits to the clan and its shamans. Friendly and hostile spirits can be summarised as below, all other spirits are considered neutral.

Friendly spirits: Nature spirits in the form of wolves, ravens and lynxes. Fire elemental spirits and appropriate Tribal spirits. Ancestors are also venerated as friendly spirits.

Hostile spirits: Nature spirits in the form of elk, rabbit, deer and grouse. Ice spirits are also considered hostile. Bane and sickness spirits are shunned as well.

SPIRIT ALLIES

The cult has two allied spirits which may be called upon.

Wolf Brother

Intensity 2 nature spirit, boost movement, INT 5, POW 14, CHA 3, CA 2, SR +4, HP 14. Spirit Damage +1D8. Persistence 56%, Spectral Bite 70%. Boosts the magician's movement by +3.

Hunt Friend

Intensity 3 tribal spirit, INT 6, POW 20, CHA 6, CA 3, SR +6, HP 10, Spirit Damage 1D10, Persistence 80%, Spectral Spear 100%. Hunt Friend grants an increase to the magician's Track skill of +30%.

CULT SKILLS

Perception, Stealth, Track, Survival, Spirit Binding, Spirit walking, Lore (Brother Wolf Tradition).

ALLIED CULTS

Most hunter cults are friendly to the Brother Wolf tradition.

The Cursed One

RUNES

Disorder and spirit

MYTHOS AND HISTORY

The Cursed One Finds Strength (Resonance 65%)

the Cursed One was once a mortal who was shunned by his own clans for a thing He Did Not Do. As he hid in a dark cave one day a spirit whispered the secrets of the power he could gain from following its dark path. After many years he returned to his people and they fled in terror at the powers he showed them. He cursed their lands and left to form his own band of followers.

NATURE

Although the cult is small it tends to attract many evil and power hungry people who care little for their own traditions and seek revenge in some form.

ORGANISATION

The cult has very little in the way of organisation, the strongest member present leads rituals and squabbles and fights between members are commonplace. Despite this there is typically a semi-stable pecking order and cult members who prove themselves in some way may learn Spirit Binding from the shamans and may request help in creating fetishes for a suitable gift.

COMMON MAGIC

None, but the shamans have no objection to using such magic. Spells such as Disruption, Befuddle and Hand of Death are commonly available - for a price.

HIGHER MAGIC

The Cursed One provides the help of many spirits to its cultists and its shamans. Friendly and hostile spirits can be summarised as below, all other spirits are considered neutral:

Friendly spirits: Nature spirits in the form of jackals and vultures. Sickness and curse spirits. Fear and ghoulish spirits. Some pain spirits.

Hostile spirits: Nature spirits of any prey animal are all hostile. Healing and birth spirits are hostile. Bane spirits are often used but are rarely better than neutral in attitude even to cultists.

SPIRIT ALLIES

The cult has two allied spirits which may be called upon.

Jackal's Laugh

Intensity 2 grants special trait, nature spirit, INT 1, POW 21, CHA 1, CA 2, SR +1, HP 21. Spirit Damage +2D6. Persistence 84%, Spectral Bite 105%. Grants the magician the ability to demoralise foes with his hideous insane laugh. Anyone within the magician's POW in metres must resist with their Resilience against the magician's Persistence or be demoralised (as per the common magic spell) while the laugh continues. Anyone who resists is immune to the fear attack for the rest of the day. Remember that spirit abilities cannot be "turned off" so this laugh is permanently in effect while the spirit is internalised.

Darkword

Intensity 2 curse spirit, INT 10, POW 15, CHA 12, CA 3, SR +11, Spirit Damage 1D8. Spectral Combat 75%, Persistence 60%. Darkword manifests as a horrible pulsing movement in the air. Possessed victims find their memory and mind effected by a dull throbbing pain and whispered threats only they can hear. This has the effect of reducing all the victim's INT based skills by 20%.

CULT SKILLS

Stealth, Craft (Poison), Spirit Binding, Spirit walking, Lore (The Cursed One).

ALLIED CULTS

A few chaotic and evil cults sometimes form temporary alliances with the cult but these invariably fall apart with infighting and jealousy until a new common foe arises.



Spirit Quests

Spirit Quests are the spirit magician's way of seeking out suitable spirits to aid him or become allies. They are the spiritual equivalent to a divine cultist learning new myths and spells, or the sorcerer researching a new grimoire to gain arcane knowledge. Yet they are also very different; unlike his priestly or sorcerer equivalents the spirit magician must leave his physical body and quest upon the spirit plane to seek out useful spirits and either persuade them to help him or bind them against their will.

There really is no better way to run locating and dealing with spirits within a game than through role-playing the encounters. However, this is not always practical, particularly with larger groups where the other players have no real dealings with the spirit world. The following rules are presented here to provide an alternative that can be used during downtime for a spirit magic user to locate, negotiate with and bind spirits. They are meant as a guide only and Games Masters are positively encouraged to amend and modify them to fit with their campaign and world.

The first step in seeking a spirit is for the shaman to decide on what type of spirit he seeks. This could be as simple as looking for a guardian spirit to help protect the shaman or as complex as seeking an

allied magic spirit with a set of fire related spells to help defeat a local troll tribe. The possibilities are as vast as the spirit world itself and so the player must clearly state to the Games Master just what type of spirit his character is seeking and an ideal Intensity level for that spirit.

Once the type of spirit has been determined then the shaman needs to make an appropriate Lore roll to find a suitable location to begin his spirit quest. If the shaman is seeking a type of spirit regularly associated with his own spirit tradition and is in his home terrain then a Lore (Regional) roll augmented with Lore (Shamanic Tradition) would be sufficient (see the *RuneQuest II Core Rulebook* page 33 for augmenting skill rolls).

If, however, he is in another location or is seeking a more unusual spirit for his spirit tradition then the Games Master may well feel other skills, such as Lore (Animal) or Lore (Spirit World), may be more appropriate based upon the type of spirit he seeks.

The Games Master may apply modifiers to these skill rolls based upon various advantages or disadvantages. A few possibilities are listed on the table at the bottom of this page. These modifiers may well be cumulative.

Once a suitable location has been determined then the shaman needs to

travel there and enter the spirit world as described in the rules for spirit magic (*RuneQuest II Core Rulebook* pages 138–142). Such journeys are typically only a day or two in duration and should be easily slotted into players' 'down time' between adventures.

If the shaman fails his Lore roll then he is unable to even find an appropriate location in time or his other duties interfere. Perhaps he needs to do further research or the site was temporarily out of use for some reason. The Games Master may allow him to make another roll at a later date with a bonus (say +20%) to reflect the current level of research already completed. If he fumbles the roll then he may well find himself in a hostile situation or completely waste his time looking for a suitable spot. If, however, he succeeds then he may then prepare to enter the spirit world on his spirit quest.

The Spirit Quest

Once the appropriate Lore roll has been made and the location found, then the shaman may enter the spirit world and make a Spirit Walking skill to try to find the type of spirit he requires. The shaman may make one such skill roll for every 1D4 hours he remains on the spirit world. This is handled as an opposed test against half the appropriate spirit's Persistence skill, as most spirits are not actively hiding.

Reason for skill modifier	Modifier Applied	Examples
Appropriate location	+5% to +20%	Site of a week old wildfire may grant +5% to find a fire spirit but the edge of a lava pit would give +20%.
Inappropriate location	-5% to -20%	A long-empty sepulchre for seeking a ghoulish spirit would be -5% but seeking a ghoulish spirit at a well renowned for its healing waters would give a -20% penalty.
Appropriate time	+5 to +10%	An ancestor's birthday +5%, midnight for a darkness spirit +10%.
Holy Time	+20%	Walpurgis Night, All Hallow's Eve, Sacred Time (Glorantha).
Shared runic affiliation	+5%	+5% per rune the spirit and shamanic tradition share, even if considered a hostile or enemy spirit.
Runic opposition	-5%	-5% per rune opposite the spirit has to the shamans tradition, such as darkness being opposed by fire or light.
Allied spirit.	+20%	The spirit type sought is considered an ally to the spirit cult or is a tribal ancestor such as a horse spirit to a nomad or bloodline ancestor.
Enemy spirit	-20%	The spirit type sought is considered hostile to the spirit cult such as a sickness spirit to a healing cult.

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During this time the Games Master may require the player to roll for random encounters on the spirit plane which may well disturb or change his spirit quest. A spirit world encounter table is provided at the end of this article.

If he succeeds in locating a suitable spirit then the shaman needs to roll and determine the spirit's initial attitude toward him. The spirit will have a general attitude to the spirit magician based upon his particular spirit tradition. A bane spirit is likely to be hostile to most sane spirit traditions, healing spirits are often neutral and guardian spirits are typically friendly. The Games Master should rule which column to use. The table also provides a modifier to his Influence skill or other skills used to gain the spirits assistance.

The Spirit Attitude Table should only be taken as a guide and it must be remembered that a hostile healing spirit is far less of a concern than a hostile bane spirit. Even a spirit who may be interesting in becoming an ally could well change its attitude if an Influence skill roll is fumbled.

NEGOTIATING WITH THE SPIRIT

Once the spirit's initial attitude has been determined then the shaman must either defeat it in spirit combat (sometimes mock spirit combat) and bind it to his service or, more commonly, convince it to assist him with a roll of his Influence skill opposed by the spirit's Persistence. The spirit magician's actions will often be determined by the type of spirit he is seeking, the descriptions of each spirit type should be consulted at this point for clues to the best action. The

modifier from the Spirit Attitude table above should also be applied to this skill check.

The games master may also allow the shaman to augment his Influence skill with his Lore (Shamanic Tradition) or Lore (Spirit World) should he feel this is appropriate. A critical success could well result in the spirit offering to become an allied spirit, this means the shaman may call upon it any time in the future for its assistance. A fumbled roll would result in a hostile and possibly dangerous response from the spirit.

The games master should now work out some form of agreement between the shaman and the spirit. This is best role-played, if possible, but the following tables are provided with some suggestions, or for when inspiration fails.

Spirit Attitude Table

Hostile	Neutral	Friendly	Attitude to shaman
01-05	01-10	01-15	Friendly and co-operative, +20% to Influence
06-15	11-30	16-75	Open and helpful, +10% to Influence
16-25	31-70	76-85	Neutral, +0% Influence
26-85	71-90	86-95	Open dislike, -10% to Influence
86-00	91-00	96-00	Aggressive, -20% to Influence

Spirit Request Table

	Spirit's Request	Examples	Difficulty of task
1	Physical Task	Deliver a message, climb a hill, move an item	Routine
2	Physical Sacrifice	A sacrifice of alcohol, money, blood, a possession	Simple
3	Physical Compulsion	Eat no meat, remain silent, sleep outside	Very easy
4	Mental Task	A riddle or puzzle, answer a question, learn a chant	Easy
5	Mental Sacrifice	Don't use a Lore or INT based skill for a time	Medium
6	Mental Compulsion	Be friendlier, hate darkness, develop a phobia	Medium
7	Magical Task	Cast a spell, seek a spirit, increase a magical skill	Tough
8	Magical Sacrifice	Sacrifice Magic Points, forget a spell, release a spirit	Hard
9	Magical Compulsion	Cast no fire magic, learn a particular spell	Very hard
0	Roll twice	Roll twice and apply the results	Extremely hard

Next the Games Master needs to determine the difficulty of the request, this can be simply abstracted with the roll of a D10 on the difficulty column above, but it is important to remember that the difficulty of the request should be in proportion to the power of the spirit. The Intensity of the spirit could be applied as a modifier to the D10 roll if felt appropriate by the Games Master.

Remember an agreement is only made when both parties have finally agreed on the result. The Games Master may even allow the shaman and spirit to continue to barter using appropriate skills such as Influence, Insight and Evaluate or even role-play the encounter with the player.

Once an agreement has been reached then it becomes binding on both parties, although in reality such agreements are as easily broken on the spirit plane as they are on the mundane plane. However a shaman who gains a reputation for continually breaking agreements will find fewer spirits are willing to assist him as time goes on.

It is also possible for a shaman to enter the spirit plane and simply search for a

interesting spirits at random. Although this is can be a risky business the rewards can also often be much higher than the safer Spirit Quest.

The following encounter tables are provided to give Games Masters a random encounter chart to use for shamans who wish to explore the spirit world or who may have become lost on a Spirit Quest. As a guide, a roll should be made on the table for every four hours spent on the spirit plane, those spirits encountered deeper within the spirit world will tend to be of much greater power than those found on the borders.

Ancestors are not shown on the random encounter chart as they are usually only available to blood relatives and are not likely to be found wandering the spirit plane.

The attitude of the spirit to the spirit magician can be determined randomly using the Spirit Attitude Table. An Aggressive spirit will attack if it feels the shaman is weak while a Friendly spirit may be interested in an exchange of some sort. Spirits with other attitudes will react based on how the magician responds. The spirit's Intensity will depend on the region. Spirits in the border region usually have an intensity of 1D3, spirits in the outer region have an intensity 1D3+1 and spirits in the Inner Region have an Intensity of 1D4+1 at least.

Border Regions of the Spirit Plane

1D100 roll	Encounter
01-02	Chonchon
03-05	Sickness spirit
06-08	Curse spirit
09-10	Ghoul spirit
11-25	Ghost or Wraith
26-27	Bane spirit
28-30	Nymph
31-60	Magic spirit
61-70	Knowledge spirit
71-80	Guardian spirit
81-85	Discorporate shaman
86-00	To outer region

Outer Region of the Spirit Plane

1D100 roll	Encounter
01-03	Chonchon
04-06	Sickness spirit
07-09	Curse spirit
10-12	Elemental spirit
13-15	Hellion
16-25	Ghost or Wraith
26-28	Birthing spirit
29-35	Healing spirit
36-45	Knowledge spirit
46-55	Magic spirit
56-60	Guardian spirit
61-70	Tribal spirit
71-80	Fear spirit
81-85	Other spirit or demon
86-90	Discorporate shaman
91-00	To inner region

Inner Region of the Spirit Plane

1D100 roll	Encounter
01	Spirit Lord
02-10	Cult allied spirit
11-25	Elemental
26-35	Ghost
36-40	Hellion
41-45	Healing spirit
46-50	Knowledge spirit
51-60	Magic spirit
61-65	Guardian spirit
66-70	Rune spirit
71-80	Pain spirit
81-85	Discorporate shaman
86-00	Games Master's choice or use a questing ancestor spirit

Heroic Abilities

Two new heroic abilities are presented here to round out spirit magicians.

Animal Companion

Requirements: POW 15 or higher, Spirit Binding at 90% or higher

Hero Points: 8

Duration: permanent

After a suitable quest the Adventurer gains an animal companion of a type appropriate to their cult or culture. The animal is a superior example of its type and has 1 point of more of Fixed INT than normal. The ability does not allow either to speak the other's language nor does it provide telepathy. The Adventurer can summon their companion by spending 1 Magic Point, in which case the companion arrives within 1D10 Combat Rounds. The strength of the bond is such that the companion knows in advance when it will be wanted.

Should the companion die, the Adventurer loses the ability and must reacquire it if they wish to gain a new companion.

Self-Resurrection

Requirements: POW 18 or higher, Spirit Walking at 90% or higher, High Shaman status

Hero Points: 12

Duration: special

The Adventurer can, literally, bring themselves back from the dead. Once the body dies, the Shaman is able to act normally on the spirit plane so none of the spirit allies or fetishes are immediately released. The Shaman can then use spirits



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or spells to heal the body. Providing the body is healed so no locations are suffering anything worse than a minor wound and providing the body is capable of holding life (for example, it is not decapitated), the Shaman can then make a Spirit Binding test to reanimate himself by, literally, binding his soul back into his body. Each time this ability is used it is lost and must be regained.

Sample Non Player Characters

Finally, two shaman non player characters are presented here. Blueface is an example of a spirit magician who has progressed even beyond High Shaman status. He no longer regards himself as a member of any one clan or hearth. Instead he roams the plains bringing succour to those who need it and terror to those who deserve

it. His name is given for the ghostly blue tattoos covering his body. If watched for long enough those tattoos seem to move, as if alive.

Muriah is an example of a new shaman who is beginning to come into her power. She is fundamental amoral, seeking only the power to wreak revenge on those who wronged her and willing to kill, maim or torture anyone who stands in her way.

Blueface the Shaman

As old and as ageless as the plains on which he roams, Blueface follows his own agenda. All who live on the plains know of him.

STR	14	1-3	Right Leg	0/6
CON	15	4-6	Left Leg	0/6
SIZ	14	7-9	Abdomen	0/7
INT	18	10-12	Chest	0/8
POW	21	13-15	Right Arm	0/5
DEX	17	16-18	Left Arm	0/5
CHA	20	19-20	Head	0/6

Attributes: SR 18, CA 3, Damage -1D2, Move 8m, Magic Points 21

Armour (Penalty 0): None.

Skills: Athletics 91%, Brawn 28%, Culture (Own) 102%, Dance 87%, Evade 34%, Evaluate 91%, First Aid 88%, Influence 100%, Insight 82%, Lore (Regional) 122%, Perception 92%, Persistence 102%, Resilience 80%, Ride 38%, Sing 71%, Sleight 37%, Stealth 38%, Swim 29%.

Advanced Skills: Craft (Brew Poison) 105%, Dog Handling 67%, Healing 92%, Lore (Poisons) 102%, Lore (Spirit Plane) 112%, Meditation 82%, Oratory 71%, Survival 92%, Teaching 41%, Track 96%

Common Magic 101%: Bandit's Cloak 6, Bearing Witness 3, Beast Call 2, Befuddle 2, Bestial Enhancement 6, Bladesharp 6, Cauterise 3, Clear Path 2, Countermagic 6, Countermagic Shield 6, Disruption 6, Dullblade 6, Extinguish 3, Heal 6, Mindspeech 3, Mobility 6, Protection 6, Skybolt 3, Speedart 6, Spirit Bane 6, Thunder's Voice 6, Understanding 3

Spirit Magic Spirit Binding 141% (2D10 damage), Spirit Walking 126%

Fetishes (all tattooed on his body – touches the tattoo to invoke the spirit):

Right eye tattoo (Tiger eye spirit, Intensity 2, POW 14): Night Sight.

Tattoos on both hands (Tiger claw spirit, Intensity 2, POW 15): Formidable Natural Weapons.

Abdomen tattoo (stone spirit, Intensity 4, POW 26): +4 APs to all locations.

Chest tattoo (Tiger heart spirit, Intensity 4, POW 25): +4 Magic Points.

Neck and mouth tattoos (Darkfang, Guardian Spirit, Intensity 5, POW 31). Neutralize spells up to Magnitude 11.

Abdomen tattoos (Bonegrinder, Gnome Spirit, Intensity 4, POW 26). 10 cubic metre equivalent.

Neck tattoos and ear piercings (Wildwind, Sylph spirit, Intensity 4, POW 27). 10 cubic metre equivalent.

Right forearm tattoos. (King Smilodon, Tiger spirit, Intensity 4, POW 26): Dominate and control up to 4 tigers or similar big cats.

Spirit Allies:

Mother Cat. Healing spirit. Intensity 4, POW 23. Can cast Heal Body at Magnitude 4 with a skill of 115% for a cost of 4 Magic Points.

Rikkitikki. Healing spirit. Intensity 4, POW 21. Can cast Cure Poison at Magnitude 4 with a skill of 105% for a cost of 4 Magic Points. Will cure all mundane poisons and any magical ones with a Potency of 105% or less.

Spine Chiller. Ancestor spirit. Intensity 3 POW 22. When summoned is willing to cast the divine spell Fear with a skill of 110% and a Magnitude of 3. Has 3 castings of it.

The Beast. Animal Ancestor spirit. Intensity 5, POW 31. Provides Blueface with his animal possession heroic ability. Blueface spends 5 days per year undertaking service.

Vrog the Tireless. Ancestor spirit. Intensity 4 POW 26. Provides Blueface with his Tireless heroic ability. Blueface spends 4 days per year performing tasks for Vrog.

The Bluefaces. A long line of ancestors who can provide information about almost aspects of life on the planes. Blueface never lets an ancestor possess him, he relies on them for guidance and advice.

Heroic Abilities

Possession. Blueface is able to possess fixed INT creatures by discorporating them to the spirit plane and defeating them in spirit combat. Note that this is done with respect. Many animals recognise Blueface and do not resist. In return he treats them with love and honour. Blueface is able to fully utilise the traits and physical skills of any animal he possesses this way. Note that while possessing a creature, Blueface cannot regenerate Magic Points.

Self-Resurrection.

Tireless.

Notable Equipment: A golden bottle that is always filled with fine wine; Staff with Bluebuck head that allows Blueface to speak with the holder. The staff can fly through the air to return to Blueface. A furry ball which when thrown at a victim acts as a Discorporation attempt at a skill of 130%. A mini pharmacy of poisons and their antidotes with a potency of around 105%.

Combat Styles: Dagger 51%, Spear 51%, Thrown Spear 54%, Unarmed 51%

Weapons: Dagger (S/S, 1D4+1, 6/8), Short spear (M/L 1D8+1, 4/5), Thrown short spear (L/—, 1D8+1, 0/25m)

GREYRUNNER RUNEFANG

Greyrunner is Blueface's animal part. He is both a fetch and a living smilodon (*Monster Coliseum* page 168). Blueface can possess Greyrunner's body while Greyrunner is Discorporated and vice-versa. Greyrunner cannot speak or cast magic while he is in his smilodon form. Even for a smilodon, Greyrunner is a huge and impressive beast. While discorporated Greyrunner may cast common magic but while in smilodon form he cannot cast common magic nor can he speak. He is capable of discorporating, casting Bestial Enhancement on his body and then returning to his body. Generally though, while discorporated he uses Befuddle, Countermagic and Heal to support Blueface and may cast Mindspeech to talk with outsiders. Greyrunner could in theory possess a foe he has defeated in spirit combat but he would only do that under extreme circumstances.

STR	40	1-3	Right Hind Leg	3/11
CON	22	4-6	Left Hind Leg	3/11
SIZ	30	7-9	Abdomen	3/12
INT	16	10-12	Chest	3/13
POW	18	13-15	Right Front Leg	3/10
DEX	17	16-18	Left Front Leg	3/10
CHA	16	19-20	Head	3/11

Attributes: SR 17, CA 3, Damage +2D6, Move 10m, Magic Points 18

Traits: Formidable Natural Weapons; Night Sight.

Armour (Penalty 0): Fur (3APs)

Skills: Athletics 87%, Brawn 70%, Culture (Own) 92%, Evade 64%, Evaluate 32%, Influence 32%, Insight 74%, Lore (Regional) 92%, Perception 74%, Persistence 76%, Resilience 74%, Stealth 93%, Swim 62%, Survival 84%, Track 108%

Common Magic (94%): Befuddle 2, Bestial Enhancement 5, Countermagic 5, Heal 5, Mindspeech 4

Spirit Combat: Discorporation 84%, Spectral Combat 94% (1D10 damage)

Combat Styles: Formidable Natural Weapons 85% (Bite, Claw, Tusks)

Attacks: Bite (M/T, 1D8), Claw (M/M, 1D10), Tusks (M/M, 1D10)



The World of Spirits

Muriah

Mistress of disease.

With the appearance of an ugly 10 year old girl, Muriah is easy to underestimate. She is a recent shaman of a disease cult who burns with the need to revenge herself on the people who outcast her. Right now she is carving out a power base among a bunch of broos. If she survives she will be a terrifying prospect for the human settlers in the nearby valley.

STR	7	1-3	Right Leg	0/5
CON	10	4-6	Left Leg	0/5
SIZ	7	7-9	Abdomen	2/6
INT	16	10-12	Chest	2/7
POW	17	13-15	Right Arm	1/4
DEX	12	16-18	Left Arm	1/4
CHA	12	19-20	Head	0/5

Attributes: SR 13 (11), CA 3, Damage -1D2, Move 8m, Magic Points 15

Traits: Disease carrier (Creeping Chills & Rabies); immune to disease; barren

Armour (Penalty -2): Leather jerkin (2AP), Leather greaves (1AP).

Skills: Athletics 38%, Brawn 17%, Culture (Own) 72%, Evade 20%, Evaluate 50%, First Aid 26%, Influence 78%, Insight 81%, Lore (Regional) 82%, Perception 51%, Persistence 80%, Resilience 58%, Ride 25%, Sleight 24%, Stealth 76%, Swim 22%, Lore (Diseases) 62%, Lore (Mistress of Disease) 82%, Lore (Spirit Plane) 72%, Survival 51%,

Common Magic (89%): Countermagic 5, Demoralise 2, Heal 2, Mobility 5, Spirit Bane 6

Spirit Magic: Spirit Binding 89% (1d10 damage), Spirit Walking 79%

Fetishes (each one is a tooth belonging to an enemy worn on a necklace):

Walktapus spirit, Intensity 3, POW 20: Regenerates 1 HP per combat round.

Broo spirit, Intensity 3, POW 19: +3 APs per location

Slime spirit, Intensity 3, POW 21: +3 Magic Points

Gnome, Intensity 2, POW 14: 3 cubic metres

Disease Spirit, Intensity 2, POW 14: Creeping Chills

Pain Spirit, Intensity 2, POW 16

Spirit Allies:

She has three disease spirit allies who follow her eagerly. Choose your favourites as best fits your setting.

Combat Styles: Dagger 38%, Spear 28%, Unarmed 18%

Weapons: Dagger (S/S, 1D4+1, 6/8), Short spear (M/L 1D8+1, 4/5)

Notes: Should Muriah have time and be facing an opponent who is not immune to disease she will smear her weapons in her own excrement. Anyone wounded by such a weapon is potentially infected by one or both diseases she carries.

MURIAH'S FETCH

A diseased impala.

INT 14, POW 17, CHA 12

Attributes: SR 13, CA 3, Move 20m flying, Magic Points: 17

Traits: Disease carrier (Creeping Chills); Life Sense, Magic Sense, Possession

Skills: Influence 44%, Insight 50%, Lore (Mistress of Disease) 58%, Lore (Spirit World), Perception 51%, Persistence 74%

Common Magic 79%: Befuddle 2, Bladesharp 4, Coordination 4, Countermagic 4, Heal 4

Spirit Combat: Discorporate 61%, Spectral Combat 69% (1D8 damage)

Notes: her fetch largely protects her from the kinds of threats common in what passes for broo society. While she sleeps the fetch protects her. Should the fetch choose to possess a victim it acts like a disease spirit carrying Creeping Chills.