

Vanyadarch's Magic

Spirit Magic

Name	PP	Range	Effects	Other
Bladesharp	Var/1	Touch	Piercing or slashing weapon is E1 attack and damage per point	Duration
Disruption	1	Ranged	Target is Hurt on a Success and also Stunned on a Major Success.	Attack Spell: Health, Duration
Heal	Var/1	Touch	Each point removes 1 Hurt from the target. In addition: 1 point: Stabilizes a Mortal Wound.	

Rune Magic

All Common

Name	RP	Effects	Other
Spiderlimbs	2	When cast on a spider, its running and climbing move doubles and it becomes immune to webbing, glue, grappling, and entangling attacks. When cast on a non-spider, the target sprouts four extra limbs from their sides. These can be legs or arms but must be in pairs. Two extra legs double the user's running and climbing move and give it E4 at Athletics (Climb), plus render the target immune to natural and magical webbing. Arms can hold additional weapons. While in effect, the user can use a bonus action to make an attack using one of the subsidiary arms. Extra arms count as off-hands.	
Vex	Var	Targets up to two individual plus two per extra RP used. On a Success the target can only use their actions to move as fast as possible toward the caster or to attack the caster with a melee attack. On a Major Success they are also affected as for the spirit magic spell Fanaticism.	Ranged, Duration, Attack Spell

Sorcery

NB: Manipulate Intensity up to Free Int – see rules

Name	Ru	Tech	Description	PP	Notes
Bind Chaos Demon	♣	Cm	Creates a Binding Enchantment to hold a chaos demon. The strength of the spell must be 9.	2	Touch, Ritual, Enchantment 3 (6 XP)
Dominate Chaos Demon	♣	Cm	This spells works on a chaos demon with the ♣ Rune drawn from the Chaosium via the Hellgate. To cast a Dominate spell at the demon requires a spell strength of at least a quarter the target's current PP. On a Success the target falls under the caster's domination and will obey the caster. A being inside a binding enchantment cannot resist this spell, and only 1 level of strength need be used regardless of the being's magic points.	1	Ranged, Duration, Concentrate, Attack Spell

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Name	Ru	Tech	Description	PP	Notes
Summon Chaos Demon	♥	Sm	<p>This is a group of spells which summon a named kind of otherworldly creature to the caster. The player informs the gamemaster what kind of entity the sorcerer is summoning and the spell strength of the summons. If the caster knows a specific entity's true name, that entity may be summoned. If the creature being summoned is embodied there is a cost depending on its size. If the caster does not know the size of the creature (for example a chaos demon of variable size) and not enough strength is used the spell fails:</p> <ul style="list-style-type: none"> • Size -1 or lower: 2 • Each +1 Size: +1 <p>Any extra strength after the cost for embodied creatures goes into the XD of the entity. Read the extra strength from the Strength table. If the spell succeeds, the result depends on whether the caster knows the true name of the entity (typically by having successfully summoned that specific entity before, or using sorcery like Identify Otherworld Entity, or consulting old sorcerous records that might list the true name of some entities). If the caster knows the true name, the entity appears and obeys the caster for the duration of the spell. If the caster does not know the true name of the entity summoned, the caster must use their sorcerous rune against the magical resistance of the entity. On a Success the entity obeys the caster for the duration of the spell (including telling the caster its true name). If that fails, the entity is hostile to the caster and everyone near the summoning. Depending on the relative strengths of the entity and the summoner (and depending on its nature), the gamemaster should decide whether the being attempts to attack the summoner, flees and remains in the Mundane World, or if it attempts to return to its native otherworld. A controlled entity can be placed in a suitable binding enchantment.</p>		Ranged, Ritual, Concentration
Dominate (Dragon Snail, Walktapus)	♥	Cm	<p>This is an assortment of spells, each tied to a single species of non-intelligent chaos monster with the ♥ Rune. To cast a Dominate spell at the correct species requires a spell strength of at least a quarter of the target's current PP. Casting a Dominate spell at the wrong species (but still a chaotic monster) requires a spell strength equal to half the target's PP. On a Success the target falls under the caster's domination and will obey the caster.</p>	1	Ranged, Duration, Concentrate, Attack Spell

Chaos Magic Powers

Chaos Magic Power	PP	Range	Effects	Other	Difficulty
Chaos Weapon	1	Touch	The weapon's attack and damage are Augmented .	Duration	4
Dissolve Magic	Var	Ranged	Each point used acts as 2 points of Dispel Magic.		2+2 per point
Knit Flesh	Var	Touch	Every point used heals 2 Hurts. Also Stabilizes a Mortal Wound or cures a Minor Wound. 2 points: Cures a Mortal or		2+2 per point.

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Chaos Magic Power	PP	Range	Effects	Other	Difficulty
			Serious Wound inflicted in the last 15 minutes. Whilst injuries are cured, they leave frightful scars.		
Rage	1	Self	The caster has E3 to weapon attack, damage, and Health, cannot parry and has H2 Gymnastics (Dodge).	Duration	4
Speed	1	Self	The caster has +4 Base Move and their Gymnastics is Augmented .	Duration	4
Split Missile	Var	Touch	When an attack is made with the target missile then the missile is duplicated creating 3 extra missiles per point. The missile is destroyed.	Duration	2+2 per point
Terror	1	Ranged	On a Success the target is Demoralized and on a Major Success they are also Routed.	Duration	Attack Spell: Bravery
Trap Victim	1	Ranged	When the target tries to take a Move action it must roll Athletics vs the caster's Chaos Rune. On a failure it can't move and on a major failure it falls. Until it has succeeded in moving it cannot use Gymnastics and has H2 Parry. Any Success ends the magic.		4
Twist Spirit	1	Ranged	On a Success target spirit suffers Power Drain and on a Major Success it is driven off and returned to the spirit plane.		Attack Spell
Warp Flesh	1	Ranged	On a success the target is Hurt and on a Major Success they also suffer a Minor Wound.		Attack Spell: Health
Warp Weapon	1	Ranged	On a Success the weapon is too distorted to be usable but can be Repaired on a Major Success is dissolves into a liquid. Doesn't work on enchanted rune metal.		Attack Spell if the weapon contains a spirit otherwise 5