



DEMONIC POWERS

from

THE BOOK of EBON BINDINGS

A Tékumel Netbook

This is a netbook for the World of Tékumel, the creation of Professor M.A.R. Barker. Please support the Professor by purchasing your netbooks at www.DriveThruRPG.com

The World of Tékumel

For further information about Tékumel, the Professor suggests you visit the official Tekumel website at www.Tekumel.com - this website details the world of Tékumel - steeped in history, hoary tradition, a complex clan and social system, with myriad flora and fauna.

Zottola Publishing, Inc.

The novels of Professor Barker and other Tékumel source materials are published by Zottola Publishing, www.zotpub.com - including *Prince of Skulls*, *Lords of Tsámra*, *A Death of Kings*, and *Mitlanyál*.

Guardians of Order

Forthcoming from Guardians of Order is *Tékumel: Empire of the Petal Throne*, a new role-playing game for the world of Tékumel. Visit www.iguardsians.net/ for more information.

Now Available At Game Stores

Contact your Friendly Local Game Shop to purchase items for the World of Tékumel. A list of retailers may be found at www.zotpub.com or at www.Tekumel.com.

The Tékumel mailing list

The Professor invites everyone to join him on the Tékumel Mailing List, the successor to the much-praised Blue Room, at games.groups.yahoo.com/group/tekumel/ - come learn more about this fascinating world and discuss it with others!

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Credits

front layout and design

Victor Raymond

cover illustration

Giovanna Fregni

editorial help

Chris Davis



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By

M. A. R. Barker

ABCISSION the severing of some organ--usually castration

ABERRATION causes a victim to become so divorced from reality as to eschew meat and drink and become catatonic

ABSORPTION sucking the essence from a victim leaving him soulless

ABSTERSION the cleansing of a victim of all soft parts and the sprinkling of these all about

ABSTRACTION the removal of objects unnoticed from a guarded place

AERIALITY the secret of flying

ARRIVING sudden appearance with no prior warning

ARTIFICE the construction of mechanisms of a sorcerous nature

ASCERTAINMENT finding a road to a hidden place or object

AVOIDANCE dodging or turning aside an assault

BARRING obstructing an exit or entrance so that nothing physical or immaterial may pass

BECLOUDING making an area so dim as to preclude vision

CALCINATION the reduction of an object to a calx through burning

COLLIQUATION causing a victim to melt or waste away

COMMINGLING joining the substance of one entity into that of another so that they share one body

COMMINUTION utilising the teeth to pulverize a victim into minute particles

COMPRESSION the squeezing of a victim until all of his organs become a single compact mass

CONCUPISCENCE causing a victim of pure spirit to engage in lecherous acts against his will

CONDUCTING guiding a person through labyrinths and even through the planes of the many worlds

CONSUMING swallowing up whatever is offered to him and injesting the souls of the victims

CONTUSING bruising or pounding a victim until all of his substances are mingled into one

DECARDILISATION removing the heart from a victim and leaving no external sign

DECORPOREALISATION altering matter to a cloud of gaseous particles

DEFILEMENT causing something to be filthy, creating ugliness, tainting water, spoiling food, and making cities untenable

DEFLAGRATION the causing of great explosions

DELUSIVENESS causing a victim to believe untruths

DENUDING rendering an area barren of all vegetation and animal life

DEPRIVING removing any object from someone's possession though not necessarily giving it to the evocator

DERISION causing a victim to become the object of extreme ridicule for a time

DESCRYING perceiving some person or event upon this or another plane

DESICCATION removing all moisture from any object or person so that naught remains but a crumpled shell

DIMUNITION shrinking down to miniature

DISCLOSURE finding lost objects or persons

DISENCARCERATION freeing a person from captivity

DISENCHANTMENT removing spells from persons or objects

DISINVIGORATION the weakening of a male through a surfeit of sexuality

DISSECTION segmenting a victim into numerous parts and scattering those throughout the many worlds

DISPELLING ridding the evocator or his client of a hostile spell

DIVESTMENT the stripping away of any matter or shell of magic from around some person or object

DROLLERY playing ribald and oftentimes violent jokes upon a victim

EBULLIENCE the creation of seething heat and incandescence

EDACITY performing acts of great gluttony

EDUCTION the drawing out of bodily fluids

EFFUSING the giving off of noxious gases some of which are perilous to the evoker

ELICITATION discovering the whereabouts of some person or object concealed upon this or any plane

EMULATION appearing in the shape of a specific person for a period of time

ENGULFMENT submerging a vessel or a victim beneath fluids

ENRAGEMENT causing a victim to become so furious that no decisions can be taken and a seizure of the brain may ensue

ENRAPTUREMENT causing a victim to so fall in love that he/she loses his/her wits

ENRAPTUREMENT making a victim fall in love with the demon herself

ENTOMBING taking a victim to an airless coffin within the bowels of the earth and allowing him to suffocate

ENVENOMISATION injecting undetectable poisons into a victim

ENVISIONING the giving of dreams both pleasant and unpleasant

EXPUNGING annihilating an area and leaving no trace of any habitation

EXTRACTION elicitation of information through duress

FABRICATION the erection of edifices for the evocator according to the latter's wishes

FAVOURING causing a designated person to be fortunate in some dealing

FEBRIFACIENCE causing high fever with resultant sores and weakness

GATHERING collecting items or persons in one place at the direction of the evocator

GERONTIFICATION causing a person to become old before his time

GIFTING providing the evocator with great wealth in gems or coins

GUARDING protecting a being from attack

IMPARTING the teaching of an art

IMPLACIBILITY the creation of permanent hostility between two victims

INCENDIARISM making fired to rage amongst foes or within cities

INCLINATION causing one person to fall in love with another

INCULCATION the imparting of secret wisdom related to the many worlds and the denizens and doings thereof

INCURSION enter into devices and spoiling their workings

INFLAMMATION causing a fire to burn anywhere even in water

INGURGITATION swallowing a victim entire

INGURGITATION swallowing a victim whole

INTERMURING causing a space or a victim to be surrounded by impenetrable walls

INTREPIDITY the creation of courage and tenacity in the heart of a weakling

LIQUEFACATION changing a victim into a disgusting liquid

MANDUCATION the mastication of a victim so that no organ remains whole

MARSHALLING the calling forth of hosts

METAGROBOLISATION the creation of puzzles, snares and other traps in which a victim may lose his life if he fails to solve them

NECROSIS causing a part of a victim to die and rot while the rest remains alive

NUMBING stupefying a victim so that he can remember nothing, making no decisions and unable to resist whatever the evocator proposes

OBNUBILATION beclouding a region so as to cause a fearsome gloom

OBTURATION the stopping up of all of the victim's orifices so that no waste products may emerge and he strangles

OVERTHROWING turning a region completely upside down so that the molten crust beneath becomes the uppercrust

PANSOPHISM the knowledge of all that transpires

PARABLEPSIS causing a victim to perceive matters incorrectly

PESTILENCE creating plagues and contagions

PHANTASMS the creation of illusions and hypnotic visions

PROROGATION causing time to stretch out to a great length for a person

PUNITION tormenting a victim

PURGING sweeping a region clean of all life and even geographical irregularities

PURSUING following after a being relentlessly until apprehension is achieved

PUTREFACATION causing a victim's limbs to rot without possibility of remedy

RAISING calling forth the undead and making them serve for a time

REFLUENCE causing time to flow backwards

RENDERING reducing a victim to a dry and desiccated shell removing all of the body fluids and fat

REPULSION the creation of a shield of defence around the evocator which will repel all attacks save those made by more potent magicks

RESTORATION healing both illnesses and wounds--but not poisons--so that no one may ever conjecture that aught has been amiss

REVERBERATION causing such vibration in the atmosphere that persons, edifices, and objects are shaken to pieces

RISIBILITY the ability to make any person laugh and keep on laughing until he dies of exhaustion

SATURATION filling a victim with liquid so that he bursts

SEALING so closing an aperture that no person and no thing may open it again until the proper rites are performed

SEISMISM the causing of earthquakes

SLAYING killing a victim

SOPORIFEROUSNESS causing a victim to sleep for a time

SOVEREIGNTY rule over the undead and other creatures of the tomb

STRIDENCY causing shrill and raucous noises that will deafen a victim and cause him to become witless

SUNDERING tearing victims into very little bits

TEMPETUOUSNESS the creation of winds and storms

THUNDERING making such a clamour as to frighten large numbers of persons or beasts

TRAMPLING the crushing and destruction of a region by his very passage

TRANSFORMATION changing a being into some other shape

TRANSLATING carrying a person or object from one plane of being to another

TRANSMUTATION the changing of one substance into another

TRANSPORTATION taking a person from location to another even across planes

VAPULATION the beating of a victim into insensibility and death

VISITATION appearing before some victim and terrifying him to death

VITALISATION returning the dead to life

VITILISATION causing inanimate objects to come to life and commit various acts

WARDING protecting the evocator or others against other demons

WARRING ability to lead into battle

ZOOIFICATION causing plants to become as animals with the ability to move, eat, etc.