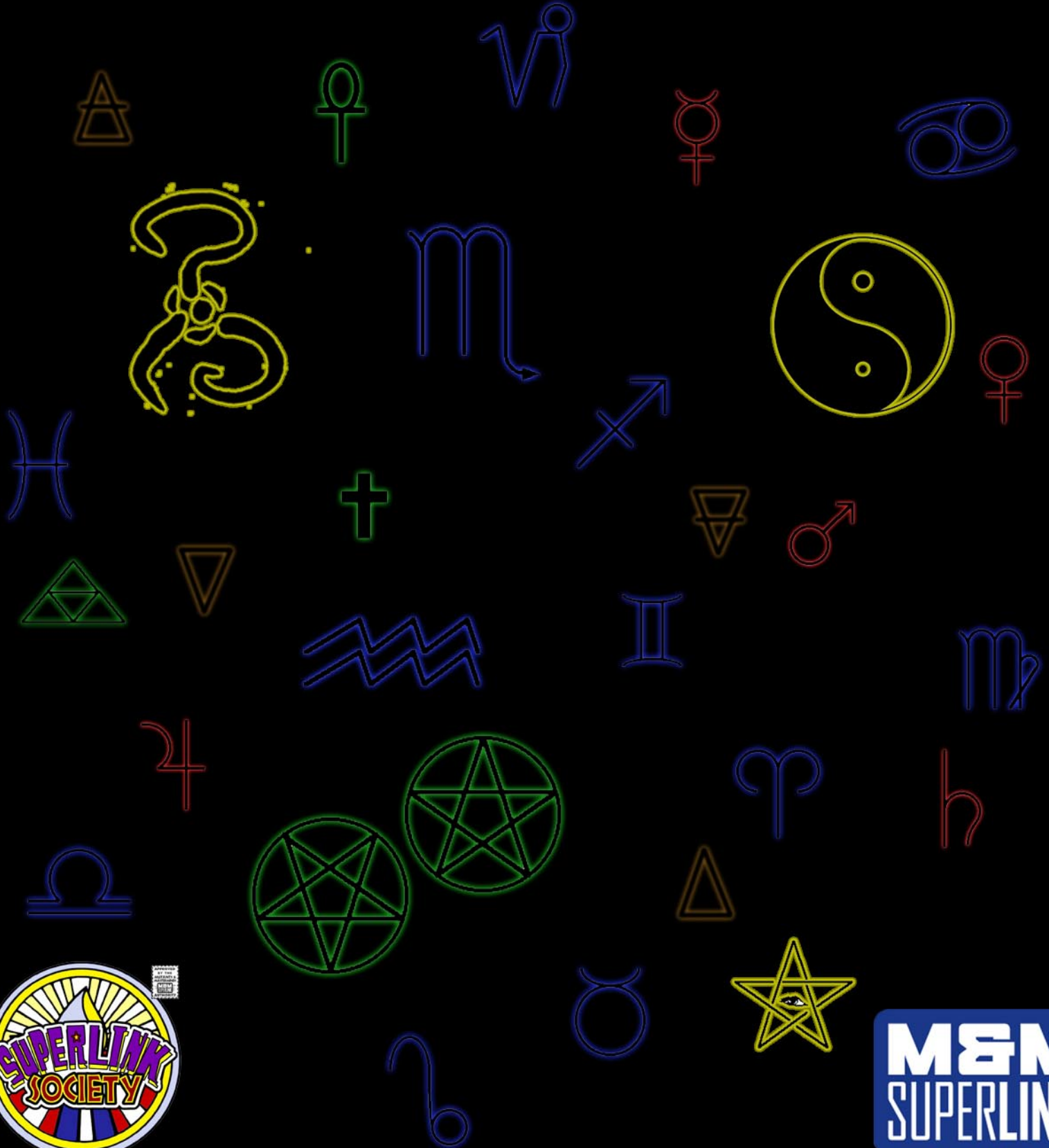


The Four Magics

A Superlink Supplement for Magical Superheroes



Requires the Mutants & Masterminds RPG by Green Ronin Publishing for use.

The Four Magics

A Sorcerous M&M Superlink Supplement

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Introduction

The M&M rulebook describes only one version of magic: Sorcery. This is an exceptionally potent power, both flexible and useful. It reflects most comic-book magic relatively well.

However, most magic systems portrayed in fantasy novels and in folklore (or modern religions) are quite different from comic-book magic. They are not always fast, not always reliable, and typically have a lot more “flavor” to them. Sorcery might be a great power, but it’s a little bland. What we hoped to do here is make magic a little more... well, a little more magical and mystical.

To this end, we’ve created four new systems of magic suitable for use in M&M games which concentrate more on fantasy settings, or for when you just want a different take on a sorcerous character. These magic systems can be used on their own, or as inspiration for how to alter your own game’s Sorcery power.

There are also a few new extras and flaws which were created in the process of making these magic powers; we think of them as “tools to make the tools.” Perhaps you might find a use for these on other powers as well. You can find them at the back of the book.

The Four Magics

Below are descriptions of the four new types of magic introduced in this supplement: The Sight, Thaumaturgy, Warlock Magic, and Alchemy. Each style has its effects and powers described, what it’s good at and bad at, side effects, and what sort of jobs these mages might hold in a typical fantasy setting. Game terms are left for later.

The Sight

Those gifted with the Sight are known as Seers, born with the ability to separate their soul from their body. The soul can travel vast distances quickly, peer through the Barrier into other worlds, and even catch glimpses of other times. Experienced Seers, or those who choose a different path to power, can merge their souls with the bodies of others and converse mentally, possess the unwary, or project images into their foes’ minds. All of these

abilities require careful honing, which can be frightening and difficult for the young, but most of those born with the gift choose to develop it rather than let it lie dormant.

Seers have some minor gifts as well, which not all choose to develop. Some have power to find strengths and weaknesses in people and objects, and a keen sense of the near future, letting them know when danger is at their door. Those who would be warriors rather than wizards sometimes choose to develop just these abilities, devoting more time and energy to swordplay.

A Seer’s strong suit is investigation and discovery. Their weak suit is affecting the corporeal world directly. Only the most powerful of seers can have their souls touch and move physical things. In addition, Seers are helpless when using their powers. Their soul, the motive will of their being, is elsewhere, and their body cannot act except in the most reflexive ways (such as breathing and blinking). The Sight requires intent to focus it, but not a strong act of will, and unconscious or subconscious activations are common even among those well-trained to the power. Their power comes from within themselves, unlike most of the other magics, which draw on the natural magic of the world.

A Seer has many chances for employment, from scout to surveyor to explorer to spy.

A typical seer can be seen separating his soul from his body on page 8.

Thaumaturgy

Thaumaturges are considered “new mages” by many other practitioners of mystical arts, but their power is no older or younger than the others — it is simply harder to prove its existence. A Thaumaturge can do nearly anything when others’ backs are turned, but when people see their work, it dissolves away into the air, leaving no trace that it ever existed. Observers will see only a faint after-image, which most will dismiss as a trick of the eyes.

A Thaumaturge could create a giant beast from the air itself, and ride around the wastelands on it, but could not ride through town on it. The touch of a villager’s sight would send the beast back into the aether from which it was born. A Thaumaturge might create a blade of purest night and sharpest edge, but as soon as she lifted it from her cloak to brandish at a foe, it would evaporate. Thus was Thaumaturgy thought to be a hoax for many hundreds of years. A Thaumaturge could create winding steps

to help himself reach the top of a building, but would fall in mid-climb if his friends were to come by at an inopportune time. Many parents of Thaumaturges have trouble controlling their children, who seem to be able to find their way into the most inaccessible locations with ease.

In times of great need a Thaumaturge may use their most powerful magic: to speak a wish and have it granted. This is the one time when their power is not dispelled by the vision of others, but the power of the wish is not long-lasting. Only the greatest of these wizards can make their wishes come true forever, and most of them regret it. Some Thaumaturges become great enchanters, hiding the power of their talismans inside the object itself and thus shielding it from prying eyes.

A Thaumaturge's strong suit is flexibility. Their weak suit is acting against living beings, especially intelligent ones. A Thaumaturge must be very cautious not to let other see aether-built objects and creatures, lest they disappear forever. Thaumaturgy requires intent, but not significant acts of will, and unconscious or subconscious use is possible. Their power comes from the Barrier itself, the invisible wall between worlds.

Thaumaturges typically find employment as craftsmen and artisans, which seems to reinforce their magical prowess.

A typical thaumaturge can be seen conjuring a genie on page 11.

Alchemy

Alchemy is sometimes spoken of as “the small magic,” a simple sorcery which anyone can learn. Alchemy is straightforward and comprehensible, especially when compared to the chaotic power of the Warlocks or the ephemeral arts of the Seer and Thaumaturge. Most who learn Alchemy are not, strictly speaking, Alchemists; they are merely ordinary people who know a useful trick or two. Alchemy was the first of the magical arts to be discovered, and the only one to be truly understood.

Alchemy encompasses a great many small charms and cantrips which make day-to-day life more bearable. Good-luck talismans, wards against mischievous spirits, herbal remedies, love potions, hexes and the evil eye, magical oils, distillations, transmutation, and similar small charms are all the realm of Alchemy.

The true Alchemist is also a student of perfection magics — exacting rituals which create eternal and unbreakable magical things — and of numerology and symbology which allow direct manipulation of magic energies. These things are the basic principles underlying the rest of Alchemy, and understanding them can improve the rest of the Alchemist's endeavours. Some even learn how to automate parts of their magic, freeing themselves for other tasks.

An Alchemist's strong suit is everyday magic. Their weak suit is acting quickly or with great power. Alchemical rituals and procedures take a great deal of time, and can easily be unsuccessful. Alchemy requires no intent or will, and the right mixture of herbs will create a potion whether or not an Alchemist is watching over it (though the chance of such rare things coming together in nature is relatively slim). The power in their magic comes from the inborn nature of things, not from themselves or some outside source.

As was mentioned above, most people who know Alchemical magic are not Alchemists, and are employed in other fashions. Those true Alchemists in the world are typically doctors and midwives, librarians, or artificers



who sell their products to others. A well-funded Alchemist can make an excellent living.

A typical alchemist can be seen in her laboratory on page 4.

Warlock Magic

Warlocks control the most powerful and most dangerous magic of all. With it they can command the base elements of the world, alter the weather, call forth pure magical force, summon and bind demons, and dominate the minds of others. All Warlocks begin with the study of fire, which serves as a reminder of the nature of their power. Fire is useful, powerful, and chaotic; such is the way of the Warlock's magic. Sometimes the power blazes through the Warlock like a torrent, while other times it dries up to a trickle or even flows backwards, causing magical explosions and mishaps.

With the many different branches of Warlock magic, few of them know exactly the same spells. Most choose to specialize in one kind of magic or another. The highest art a Warlock can aspire to is to use the chaotic nature of their

power to their advantage, turning the unshaped blasts of magic which pour through them to useful effect.

A Warlock's strong suit is sheer power. They are the strongest of all magic-wielders. Their weak suits are control and subtlety. The more power a Warlock attempts to use, the greater the side effects, and the greater the chance for the magic to escape control. The power of their magic comes from the inexhaustible essence of the world around them. Channeling this kind of power requires conscious intent and an iron will, and unconscious or subconscious activations of the power are totally impossible.

Warlocks find employment in armies, in noble guards, as advisors, and occasionally as researchers into the nature of magic.

A typical warlock can be seen creating explosions on page 17.

Common Talents

All magicians, regardless of type, have the ability to know magic when they see it. They may not be able to identify the exact variety of spellcraft before them, but all magic shimmers distinctly in their sight. If it is concealed somehow, a Spot check may be necessary.

A Knowledge (Occult) check at DC 15 will suffice to identify all but the most esoteric works of magic.

Purely Fantasy Games

Adapting this material for use in a standard M&M game isn't very hard; we've already given the point costs and power equivalents on page 6. Running a fantasy game using *just* this material and what you find in M&M is much harder.

If you're interested in a fantasy game using M&M rules, check out *Monsters & Mayhem: A Fantasy Toolkit*, another Superlink Supplement designed for that express purpose. In it you'll find all the usual archetypes (wizards, sorcerers, rogues, barbarians, druids, etc.), new feats, powers, and weaknesses to better adapt the game to the fantasy genre, and an extensive equipment list. You can find it on RPGNow.com, published by Cracked Mirror.

There are also many threads on the M&M website message boards dealing with fantasy games. Those who like getting many different opinions on a topic before running their own games should check there as well.

Transmute Magic to Mutants

Each of these magical powers was constructed using the Power Creation rules in M&M, though in some cases it might be hard to tell. Here's how we did it.

The Sight power is based on Astral Projection, with the Psychic Awareness feat. Precog and Retrocog (or Postcognition as M&M calls it) are both Sensory effects added on, so the first one is an extra and the second is a stunt, no matter what order you take them in. Danger, Flaw, and Talent sense all work as feats. Possession and Illusion are both extras, and work much as they do in M&M (except that when possessing another, your own body does not disappear). The Other Worlds power is the same thing as the Dimensional Travel extra for Astral Projection mentioned in M&M.

Thaumaturgy's base is Control; it's quite similar to Create Object with Animate and Shapeable as extras. The cost is lower because of the "Invisible Magic" flaw (see page 20). Wishing is a Gadgets-type variable power, bought as an extra, and Enchantment is a Transformation effect with extended duration and a few tricks, also bought as an extra.

Alchemy was the most difficult to create; the basic charms and hexes are several Alteration and Defense effects (thus the extra base cost from power stunts) and the whole power has the "Transferable" extra (see page 20) and the "Extra-Slow" flaw (also page 20). Perfection magic increases the duration of all Alchemy, so it's just a Duration extra. Technomagic is six different varieties of Control effect bought as an extra (one raises the base cost, the five others are then stunts). Transmutation is a Transformation effect bought as an extra. Pure Magic is another Control effect, so it's a stunt if you have Technomagic already or an extra if you don't. Whew!

Warlock Magic is basically Energy Control: Fire with Force Field and Element Control as extras. It also has the "Chaotic" flaw (page 20), which reduces its cost. Earth, Ice, Water, and Psyche each add a variant on the Attack, Defense, and Control powers that are already present, so they're basically three stunts each. Water Magic also adds the Amphibious feat. Weather is those three stunts plus a Movement effect that allows the warlock to fly. Pure Magic adds more Defense and Control options, and can also be used to forge Illusions, so it's two stunts and an extra. Demonism adds another Control option (animating things by putting demons inside) as a stunt, and a Sensory effect as an extra (being able to see through the demons' eyes).

The common ability of all magicians to sense magic is a Detect (Magic) super-feat.

To buy this game's magic systems in M&M, where you can afford all the branches you want, the costs would be as follows:

The Sight: 8 points per rank, plus 14 pp worth of power stunts.

Thaumaturgy: 6 points per rank, plus 10 pp for four power stunts.

Alchemy: 8 points per rank, plus 24 pp worth of power stunts.

Warlock Magic: 6 pp per rank, plus 40 points worth of power stunts.

Character Building

Use the tables below to find the pp cost for various kinds of magic. Each branch of an art has its own base cost (an “entry fee” for that particular branch), and may also add a certain cost per rank to the cost of the magic as a whole (depending on how different the branch’s application is from that of previous branches). If a branch has only an entry fee, character can use it at full power as soon as they buy into it.

It is quite possible to have different branches rated with different ranks, and so be a specialist in one kind of magic or another. Any branch without a “per rank” cost is gained with a rank equal to the highest rank the wizard has (if applicable)

The Sight:

All Seers are instinctively able to separate their souls from their body before discovering other applications. This has a base cost of four pp, and costs five pp per rank. Other abilities will develop as the Seer trains his or her gift.

Seers may buy ranks in their gift up to their own level.

<u>Branch</u>	<u>Base</u>	<u>Per Rank</u>
Precognition	0	1
Retrocognition	2*	0*
Sense Danger	2	0
Quality Sense	4	0
Illusion	0	1
Other Worlds	2	0
Possession	0	1

* This cost for Retrocognition assumes that Precognition has already been purchased. If not, reverse the costs.

Thaumaturgy:

Thaumaturges learn early on how to craft objects from the aether, and can animate their creations without difficulty. Wishing is an instinctive power which develops after enough use of the crafting ability (how much varies for each person), and those who train may also learn the art of enchantment. Thaumaturgy has a base cost of four pp, and costs three pp per rank.

Thaumaturges may buy ranks in their gift up to their own level.

<u>Branch</u>	<u>Base</u>	<u>Per Rank</u>
Wishing	0	1
Enchantment	6	2

Alchemy:

Most Alchemists learn some simple charms, hexes, and distillations. Those who wish to learn the most advanced arts must start there. This has a base cost of 12 pp and costs 4 pp per rank.

Alchemists may buy ranks in their art up to *half* their level.

<u>Branch</u>	<u>Base</u>	<u>Per Rank</u>
Perfection Magic	0	1
Technomagic	10	1*
Transmutation	0	1
Pure Magic	0	1*

* If you buy Technomagic before Pure Magic, ignore Pure Magic’s cost per rank and give it a base cost of two. If you buy Pure Magic first, ignore Technomagic’s cost per rank and boost its base cost by two.

Warlock Magic:

All Warlocks are taught the Fire branch first, which has a base cost of two pp and costs three pp per rank. From there they may branch out into other kinds of power.

Warlocks may buy ranks in their power up to their own level plus two.

<u>Branch</u>	<u>Base</u>	<u>Per Rank</u>
Earth	6	0
Ice	6	0
Water	8	0
Psyche	6	0
Weather	6	1
Pure Magic	4	1
Demonism	2	1

Game Effects

Each kind of magic has many different effects that the user can call on. Sometimes these are spells; other times they are innate abilities. These are described using the following template:

Effect Name

Description: What this effect does, how it feels to use it, and what the game effects are.

Branch: What branch of magic you have to know in order to use this effect. If “base” is listed, this is a basic power for the indicated type of magic.

Base effects are always listed first.

The Sight

Separate Soul

Description: You can use this effect to lift your soul up out of your body. You feel a slight detachment, as if you had somehow been plucked out of the real world like a ripe apple picked from a tree. Your soul floats up out of your body, quickly becoming invisible to anyone watching. Your body falls into a helpless state, and must be protected by your allies.

Separate Soul has almost the exact same effects as Astral Projection (M&M page 62). It takes a standard action to activate, and lasts until you wish to return to your body. You are invisible and incorporeal, immune to physical harm and the effects of the environment, and able to pass freely through physical objects. Your soul can move freely in any direction, unaffected by gravity. Your floating speed is equal to your power rank times five, and your sprint speed doubles for each rank you have. You can manifest a ghostly projection at will (it looks exactly like your body). You can use any other Sight powers while in this form, and can only be affected by mental abilities. Other Seers and those with Psychic Awareness can detect you.

Branch: Base effect for The Sight

Windspeech

Description: You can speak directly into the minds of others, who may think their voices back at you. Those who would prefer not to be spoken to may simply “block you out of their mind” as easily as a normal person could plug his or her ears, and you can only return to that mind

by using the Possession power. You need only see someone in order to use this effect on them, but you must have already Separated your Soul.

Branch: Base effect for The Sight

Precognition

Description: Seers often receive glimpses of the future in their dreams and in waking visions. This can work in one of two ways. While their soul is separated Seers can attempt to fling it into the future, catching glimpses of possible timelines before being forced back into the present. Alternatively, a Seer can occasionally receive an unasked-for view of the future, often connected to a person, object, or location in sight. This can work even when the Seer’s soul is firmly in his or her body.

This talent works exactly as the Precognition power in M&M (page 79).

Branch: Precognition

Retrocognition

Description: While precognitive Seers throw their souls forwards along the timestream, those who seek to learn about the past are more passive. They open their astral selves to the echoes of the past, the psychic resonances of olden days reverberating off the structure of the universe. These ringing echoes are often difficult



to reconstruct, but a talented Seer can see much that has been “lost” to the ages. A Seer can choose to follow a particular object or person backwards through time, or to collect the resonance from a place he can see.

This talent works exactly as the Postcognition power in M&M (pages 78-79), except that it does not trigger involuntarily.

Branch: Retrocognition

Sense Danger

Description: A Seer with this power senses danger the instant before it strikes, giving him barely enough time to avoid it. If he reacts immediately, without hesitation, a catastrophe can be averted.

This talent works whether the Seer’s soul is separated or not. Seers often feel a strong hot flash and sensation of impending doom when this talent activates itself.

Characters with this talent cannot be surprised in combat. They can still be caught flat-footed or denied their dodge bonus to Defense in other ways, but not by surprise. They always have time to at least draw a weapon before their turn begins.

Branch: Sense Danger

Sense Flaws

Description: By looking intently at a person, object, or situation, you can sense flaws in it. In a person this allows you to sense a Weakness, or a major personality flaw, or a major injury (such as a broken leg). In objects, it allows the Seer to strike blows directly at a stress point. Such blows ignore two points of Hardness when figuring damage. When examining a situation it allows a +2 bonus to Intelligence checks or skill checks made to ruin that situation. Using any aspect of this power takes about one minute of constant study.

For example, a Seer might be attempting to sneak into an enemy army. She would only have to watch the guards for a minute to gain enough insight for a +2 bonus to a Bluff check in her attempt to trick her way into the camp.

Branch: Quality Sense

Sense Talents

Description: By looking intently at a person, object, or situation, you can sense good qualities about it. In a person you can determine their best Attribute or highest-ranked Power. In an object you can determine which part of it is strongest. In a situation this power gives a +2 bonus to Intelligence checks or skill checks made to improve that situation. Using any aspect of this power takes about one minute of study.

For example, a Seer might want to throw a good party. By watching the partygoers for a minute he would

be able to gain a +2 bonus to Diplomacy checks made to improve peoples’ moods.

Branch: Quality Sense

Cast Illusions

Description: An invasive Seer talent, this is a relatively rare ability, and even more rarely used. Most Seers simply have no use for this ability, but those who choose a more exciting life might find that it comes in handy.

A Seer who has already separated his soul can, by placing that invisible soul within another’s body, attempt to change that person’s perception of reality. The target will sense whatever the Seer wants them to until the soul leaves. The Seer crafts images from his own mind, and the hapless target believes those images to be real.

This effect works almost exactly like the Illusion power in M&M, on page 73. The main difference is that it affects only a single target, but can create illusions of any size (as far as that target is concerned). This can be used to blind or deafen a target (or take away other senses) as per the Dazzle power. All of this happens at Touch range for the separated soul.

Branch: Illusion

Visit Other Worlds

Description: Just as precognitive Seers fling their souls into the timestream, more experienced ones can throw theirs “sideways through time,” visiting worlds that might have been or could never be. Travelling in this manner is disorienting; it is not always easy to pick exactly the world one wants while dozens or hundreds fly past. Returning to one’s home dimension is an easier task, but is by no means guaranteed. This power can be quite dangerous to the user. It can also be seductive — infinite worlds hold the promise of fulfilling *any* wish.

This power works as per the Dimension Travel power in M&M (page 65) but can only be used by a Seer who has separated his soul. Failing the roll to reach the desired dimension means ending up in a world which looks like that you want... but really holds an appeal to some other part of your mind rather than your conscious thoughts. Some Seers have given in to these worlds, their souls slowly wasting away in a dimension they do not have the slightest desire to leave. Remember that a failed roll keeps Dimension Travel from working for at least a day. One’s home dimension is always considered familiar, but a roll of 1 will always fail when using this power.

It is *especially* important for Seers who use this power often to have someone they trust to watch over their body, to feed it and care for it, lest it starve and die while they roam the dimensions.

Branch: Other Worlds

Possession

Description: The most violent of the Seer's powers, this talent temporarily rips a victim's soul-self out of their body and replaces it with the Seer's own. Other Seers will be able to see the victim's soul, untrained in the ways of spiritual movement and power, floating listlessly near its body, connected by gossamer chains.

Some of the fouler Seers who have used this power describe it as incredibly seductive and satisfying; these reports should not be trusted as most of those Seers are also insane. Saner minds have likened it to putting on a set of warm, wet, dirty clothing and walking around in it. Victims say that this power feels like being tied to the ground with invisible threads. Some strong minds are able to break those threads, especially when the Seer turns them against their allies. A wise Seer does not employ this power often, and not just for fear of losing his own body.

This talent works much like the Possession power in M&M (page 78) but with the Limited: Mind Transfer flaw. The Seer's body does not disappear while he possesses another.

Branch: Possession

Thaumaturgy

Craft Objects

Description: By pulling and shaping the gauzy aether from inbetween realities you can create nearly anything you can imagine. You can effectively create objects out of nowhere. While their appearance is not particularly convincing (they always appear to be made out of pink and purple wisps of smoke), they can be very complex and realistic. Objects made through this talent can even have moving parts, and should the Thaumaturge know how to make a clock out of wood, he or she can make one from aether as well.

Thaumaturgists most often use this power to gain access to areas they could not previously reach. Ladders and ropes allow them to scale walls. Boats float them downriver. Aethereal prybars open doors and windows without leaving telltale paint marks. As long as they remain unseen, Thaumaturgists can create literally anything with this power.

Parents of young thaumaturgists often discover their child's talents because of their use of this power. While they are unable to see the objects directly, their effects (opened cookie jars, children climbing on roofs without a ladder nearby, wet clothing from ill-fated boating trips) can be quite obvious.

In game terms, this spell works exactly like the Create Object power from M&M (page 64).

Branch: Base effect for Thaumaturgy.

Craft false Life

Description: Just as a Thaumaturge can create objects, they can also create barely sentient life. Most young Thaumaturges have a very active fantasy life, with many "imaginary friends" who are significantly less imaginary than their parents think!

By envisioning and mentally describing a creature, a Thaumaturge causes it to be formed from pink and purple ethers flowing from nowhere. These creatures will seem to be independent, though they really draw on different parts of the Thaumaturge's subconscious mind. One "imaginary friend" might be the her anger, while another might be the father she always wanted or her conscience. Many Thaumaturges pull inspiration for their creatures from books they've read. It is possible to change how your invisible friends look, but the changes tend not to "stick," and most will eventually drift back to how the Thaumaturge originally envisioned her construct.

In game terms, this spell works roughly like the Animation power from M&M (page 62). Creatures created with this spell, as with most thaumaturgical effects, vanish when seen by others. Covering them with a sheet

or rug may occasionally be effective. Fantastic creatures with some mild powers of their own (such as flight or claws) are possible, but overt powers such as fire breath or teleportation are not, regardless of how much the Thaumaturge wishes it were so.

Branch: Base effect for Thaumaturgy.

Wish

Description: By solemnly bowing their heads and starting a sentence with, “I wish...” a Thaumaturge can do almost anything. She can call snow from a clear sky, fly through the air without wings, make plants grow to tremendous size, become stronger or faster, make someone fall in love with them, or any number of things.

Making a true wish requires the character to spend a Hero Point. It is capable of duplicating almost any power or spell, used as if the Thaumaturgist had a number of ranks in that power or branch of magic equal to her ranks in Thaumaturgy. When imitating superpowers, a wish cannot imitate any power with a cost per rank above 2.

Unlike other Thaumaturgical powers, this one is not subject to the disbelief of others and will not evaporate into the ether when viewed. A wish’s power is not long-lasting; the effects will never last longer than an hour unless the power or branch is normally of instant duration (such as Healing). Wishing for a good-luck charm that an Alchemist might normally make will create the charm for just one hour, but wishing for a Warlock’s flame bolt to strike one’s enemy will leave the target wounded for as long as it takes to recover.

Branch: Wishing

Enchant Rag-Man

Description: The secret to thaumaturgical enchantment is to hide the magic inside something that keeps people from ever seeing it. In this case a Thaumaturgist first Crafts False Life, in the form of a humanoid creature made of force and energy. She then wraps the creature in rags, concealing its true form and substance from any observer. The result is a pile of rags that walks like a living human and does not fall apart under inspection. The whole process takes at least ten minutes.

A rag-man is an animated construct (as per the Animation power in M&M, page 62). They are more intelligent and independent, though they still act according to Thaumaturgist’s desires. Any hit to them with a slashing weapon, or any grappler who pulls back the rags to see who is underneath, dissolves the magic. A thaumaturgist can have as many rag-men active at once as her ranks in Thaumaturgy. They may travel any distance from the enchantress. They are useful not only as manual laborers, but also as spies on the streets at night, as housekeepers,

as message-bearers, and sometimes as assassins (though they have little skill at hiding themselves).

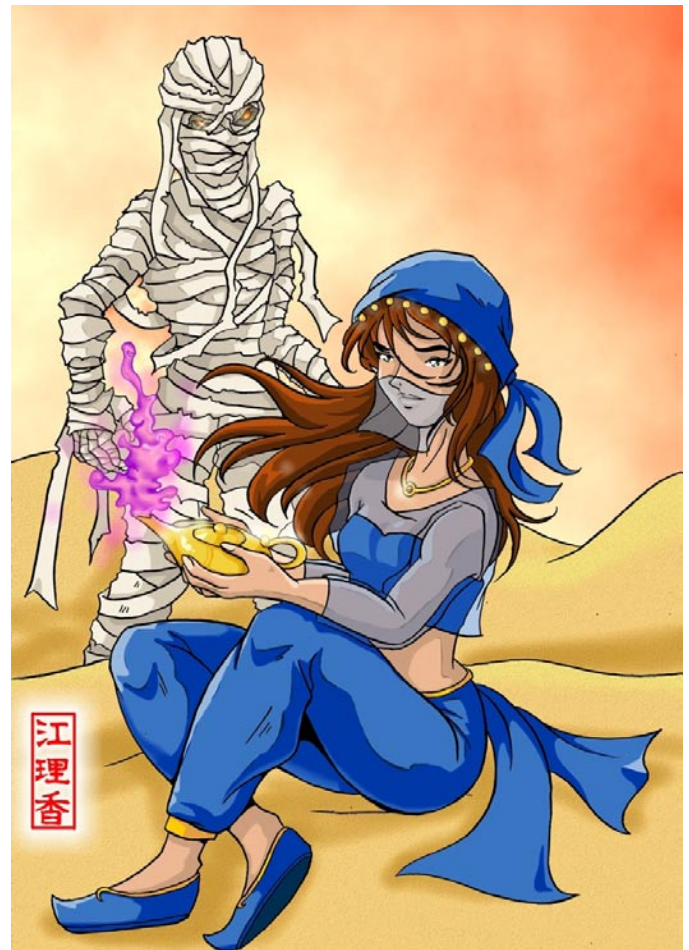
There are rumors that some rag-men, long separated from their enchantress, develop personalities and true independence. The rumors differ on how they sustain their magical energies; everything from becoming thaumaturgists themselves to sucking out the souls of misbehaving children.

Rag-Man: PL = creator’s ranks in Thaumaturgy, Init +0, Defense 10, Spd 30 ft, Hardness 1, Atk -3, melee, SV Dmg +0, Fort --, Ref +0, Will -3; Str 5, Con --, Dex 10, Int 5, Wis 5, Cha 5. For each rank in Thaumaturgy its creator has a rag-man can receive +2 to an attribute, a rank in one skill, +1 to Defense, or +1 to Attack. Rag-men *are* affected by spells and powers requiring Will saving throws, but not those which rely on Fortitude saves. They are tireless. Rag-men cannot cross a Barrier Against Magic created with power equal to or greater than their own PL.

Branch: Enchantment

Enchant Weapon

Description: By hiding magical power inside a weapon a thaumaturgist can make it strike with more force. The Thaumaturge must actually forge the blade herself, completely alone (save perhaps for a rag-man servant), for the enchantment to be effective. This takes



as long as forging the weapon normally would. Swords must be forged, maces assembled, quarterstaves carefully sanded, bound, and polished. Each folding of the steel, each quenching, each re-heating, hides another thin and subtle layer of magic.

Non-wizards can often see such items glowing out of the corner of their eye. They strike with a flash of light and a distinct ringing noise.

Weapons created in this manner have their hardness and damage rating increased to the Thaumaturge's ranks in the Enchantment branch, up to double their normal rating. They also provide a +1 bonus to attack rolls and +1 to Defense while wielded. If the weapon is ever broken or badly damaged, its enchantment disappears forever in a flash of pink light. A Thaumaturge may create as many of these weapons as she desires, though if word gets out she may have more attention than she anticipated.

As a note for modern games, this power applies equally well to firearms, provided the Thaumaturge has the necessary Craft or Engineering skills and facilities to actually make a worthwhile gun.

Branch: Enchantment

Enchant Lamp

Description: The most famous Thaumaturgical enchantment is the magic lamp. To create one of these is a month's work, day in and day out, but the reward is a bottled servitor capable of truly miraculous work. Each Thaumaturge can create only a single lamp in her entire lifetime, but the lamp itself is indestructible and the genie within gains power as the mage does. This is one of the few powers Thaumaturges can gain which is not susceptible to the Invisible Magic flaw. The genie will not disappear when seen by others.

This power is effectively the Sidekick feat (see M&M, page 48). Unlike a sidekick, a genie cannot run away when mistreated (it's tied to the lamp), but it will deliberately misread its owners wishes if displeased. The lamp can also be lost or stolen if not well-protected, but the genie will remain loyal to the Thaumaturge (assuming it wasn't mistreated) and intentionally pervert its new master's commands.

The GM and player should work together to create the genie. The following powers are suggested as appropriate (though of course not all of them at once): Alternate Form (gas), Comprehend, Create Object, Dimension Travel, Elasticity, Flight, Growth, Healing, Illusion, Incorporeal, Mental Protection, Neutralize, Paralysis, Protection, Shape Matter, Shrinking (which is *not* needed to go back in the lamp), Slick, Snare, Spinning, Super-Speed, Telekinesis, Time Travel, Transformation, and Weather Control. All of these would have a mystical source.

Branch: Enchantment

Alchemy

Luck Charm

Description: Alchemists can craft small charms designed to bring a bit of luck to those who wear them. These disks of silver, each at least an inch across, have been carefully engraved with an upwards-pointing pentagram, and immersed in sacred mixtures. They are easy to identify, as they must be worn outside one's clothing to be effective. No one may bear more than one luck charm at once, and though dishonest Alchemists may sell paranoid buyers multiple charms, only the strongest one will be effective. The rest will simply tarnish as described below.

The charm itself has a Hardness of 2. When worn their Defense is equal to that of their bearer +5. Luck charms take eight hours to create, assuming the proper ingredients are available. They cost about \$100 each to create.

The charm lasts for a number of days equal to the Alchemist's ranks of power. Each day it becomes a little more tarnished, growing jet black on the final day. For every two ranks the Alchemist possesses, the charm adds +1 to a single d20 roll or to Defense each round (the bearer of the charm chooses which roll is affected each round).

Branch: Base effect for Alchemy

Hex

Description: The opposite of a Luck Charm, a Hex is designed to harm someone or bring them bad luck. They are easily discerned on sight, but most Alchemists take care to hide them the downwards pentagram which symbolizes the Hex's power.

Hexes must be drawn on a wall in a closed, darkened room, and inscribed with various foul chemicals. Anyone who touches the hex or exposes it to light ends the spell. Hexes take exactly six hours to create, and the chemicals cost about \$150. They must be created with something linking them to their target, such as the hair of someone the target has wronged, or a picture of the target. Alchemists have any number of hexes active at once, but no more than one hex can affect a single target.

The hex lasts a number of days equal to the Alchemist's ranks of power. Each day it fades slowly, disappearing entirely on the last day. For every two ranks of power the Alchemist possesses, the target must subtract 1 from an important d20 roll or from Defense each round. The Alchemist chooses a single type of roll or Defense to affect when the hex is created.

Branch: Base effect for Alchemy

Poultice

Description: This carefully brewed blue potion is a boon to anyone who suffers from illness, poison, or a wound of any kind. It might taste like bitter dirt, but it is the best medicine known to modern Alchemists.

A poultice must be carried in a clear, stoppered glass container. Any variety of glass can be used, but even the hardest will have no more than hardness 2. Exposure to air ruins a poultice quickly; they must be drunk in the same round they are opened. The whole draught is of no greater volume than two shots of rum. Each poultice takes eight hours to create, but a single Alchemist may brew up to six at a time with a great deal of attention, or one at a time with no attention paid. An Alchemist may, for instance, brew a single Poultice while going to the next town over and have it be ready by the time he returns. They cost \$50 each in ingredients, not counting the glass containers.

Drinking a poultice is a full-round action. They restore a total number of hits equal to half the Alchemist's ranks of power (start with Lethal hits). When used on a disabled or unconscious character they immediately return him or her to consciousness, though any hits previously suffered remain. A poultice will stabilize a dying character. No character may benefit from more than one poultice each day. Poultices keep for up to one day for each rank of the Alchemist's power; beyond that they spoil and are useless.

Branch: Base effect for Alchemy

Strengthening Potion

Description: This red potion has flecks of metal floating in it. Depending on the kind and color of the flecks it can increase the drinker's natural gifts and talents. Gold flecks increase the bearer's Charisma, silver ones increase Wisdom, platinum flecks increase Intelligence, tin increase Dexterity, iron increase Strength, and brass increase Constitution.

Strengthening Potions must be contained in the same way as Poultices. They are also made in a similar way, each taking ten hours to brew but with a single Alchemist able to brew up to four at once with constant attention. They cost \$200 each to brew.

Drinking this potion is a full-round action. Every 2 ranks of Alchemy allows the drinker to increase one attribute by one point. They are effective for one minute for each rank of power of the Alchemist who brewed them. While one can take as many of these potions each day as desired, this only lengthens the duration of the effect. Their powers are not cumulative; only the strongest potion will take effect if several are quaffed at once. They spoil after one day per rank of the Alchemist's power.

Branch: Base effect for Alchemy

Distill Essence

Description: By treating a substance in a particular way, and Alchemist can distill its basic essences from it. They can take a stone and create from it a liquid that makes things as strong as solid rock. They can take a rose and make perfume, or make red dye. They can distill air itself to make breathable water, or to make a fluid which, when poured on a wall, will make it drift away into nothingness. They can distill coal and make oil which will burn with a pure, smokeless flame. For an inventive Alchemist, distillations make almost anything possible.

Distilling an essence is a process that takes a full ten-hour day, and \$400 in reagents. The object is typically heated, and its vapors collected and condensed in a maze of bubbling glass tubing.

Essences essentially take one object's qualities and transfer them to another one. They can transfer a number of ranks of a quality (such as hardness) equal to half the Alchemist's ranks. They can also mimic powers which the original object had — if certain herbs can cure a deadly disease in your game, then an essence could be distilled from such herbs which would do the same. Essences can also be used for more mundane purposes, such as creating paint or oil. The transference is permanent.

Essences only work on objects, not living beings or locations.

Branch: Base effect for Alchemy

Elemental Transmutation

Description: Alchemists often learn a method for changing one kind of matter into another. The archetypal change is from lead to gold, but this is just the beginning.

Transmutations require significant expense. Alchemists rarely make themselves rich by this method. The initial cost for a transmutation is typically from \$5,000 to \$60,000 or more, depending on the end material (more valuable materials take more start-up funds). In a good market alchemists can make a 10% profit on their initial investment each month.

The only true limits on what an alchemist can transmute are size and phase. Liquids must remain liquid, gases remain gaseous, and solids remain solid. As to size, for each rank the alchemist has in Alchemy she may transmute a one-foot cube of material in eight hours. This transmutation is permanent and irreversible.

Branch: Transmutation

Perfection of Power

Description: By learning the secrets of how Alchemy underlies the world's workings an Alchemist can make her charms and devices more resistant to the passings of time.

Learning Perfection Magic doubles the length of time that any Alchemist ability lasts. In addition, if the Alchemist spends a hundred times as long in the creation process, and a hundred times the normal monetary cost, the result is made permanent. No magic, no force, not the passing of time nor force of arms nor lightning from the heavens will undo what has been created with perfection magic. This can apply to Luck Charms, Hexes, Strengthening Potions, any technomagic device, and barriers against magic. Hexes will still be destroyed by the light of the sun. The effects of Alchemy are not cumulative when used in this way (only the strongest application is effective), and Strengthening Potions have only half their normal effect.

Devices made with the Technomagic branch have their Hardness doubled for students of Perfection, though they will require maintenance just as often.

Branch: Perfection Magic

Automata

Description: You have begun to understand the transformation of magical energy into mechanical energy, and have built a simple creature out of gears and pulleys to show off your talents. Most Automata are roughly humanoid, though some are made in the shapes of animals. They are all but unthinking, able only to follow simple commands from their creator (“follow me,” “protect me,” “carry this”). When outside of their creator’s view the only commands they can understand are “guard this” or “destroy this.” If supervised constantly by their creator, automata may be able to help build simple structures or aid in other manual labor.

Automata last indefinitely. It takes a full week to build one, working eight hours per day. It takes eight hours to safely disassemble one instead of beating it into scrap. They cost \$1,000 per PL in raw materials. Regardless of shape they share the following game stats:

Automaton: PL = *, Init +0, Defense 10, Spd 30 ft, Hardness = *, Atk +* melee, SV Dmg +0, Fort --, Ref +0, Will --; Str *, Con --, Dex 10, Int --, Wis 0, Cha 0. An automaton has PL, Hardness and Strength equal to its creator's ranks in Alchemy. Its Attack Bonus starts at zero and is increased by Strength as usual. The Alchemist may also distribute a number of points equal to half her Alchemy score between Attack, Defense, and the Reflex saving throw. Its strikes deal damage equal to its Hardness. It is a construct, and is immune to anything requiring Will or Fortitude saves.

Automata cannot cross a Barrier Against Magic created with power equal to or greater than their own PL. If forcibly carried across one, they collapse and must be rebuilt at half their creation cost.

Branch: Technomagic

Magic Engine

Description: This device transforms raw magical energy into mechanical power. Such engines can be used to power “steamship” paddle-wheels, move wagons without horses, or excavate large areas.

A Magic Engine can do more or less what the Telekinesis power is capable of (see M&M, page 87), but must be designed for a specific purpose. A Magic Excavator, designed to move dirt from one place to another, cannot be easily retasked to be a Magic Steamboat Wheel. However, they require no fuel. Magic Engines draw mana directly from the surrounding area and turn it into mechanical power. They fail in null-magic areas, and can be temporarily stopped by magic-negating powers, but failing that they will run forever.

Magic Engines cost \$1,000 per rank they have in Telekinesis, and have Hardness equal to the number of ranks used in creating them. Their size can vary, but is typically commensurate with their power. A pocket-sized engine should not be allowed to move a wagon, but may be able to drive a toy car.

Branch: Technomagic

Alchemical Engine

Description: You can make a device which continually creates other alchemical effects, as long as there is enough mechanical energy to power it. Specifically, the effects Luck Charm, Hex, Poultry, Strengthen, Distill Essence, and Elemental Transmutation can be created by this engine, and you can set it running to create Perfection of Power effects for you as well (instead of having to do them yourself).

Alchemical engines are not easy to create or maintain. They are as large as a wagon, rattle and bang continuously, and frequently pour out smoke. Each one costs \$100,000 of fantastically rare materials to create, and must be checked up on once each week, taking eight hours of maintenance another \$1,000. However, the benefit is that the machine does much of the Alchemist’s busywork for her. No longer does she have to spend her own time creating most alchemical formulae.

An Alchemical Engine is very fragile and easy to disrupt, with a Hardness of 1. It is recommended that they be kept in out-of-the-way but well-ventilated locations.

Branch: Technomagic

Transmutation Engine

Description: Instead of watching over transmutation processes herself, and Alchemist can create a magical machine to do it for her. This speeds the process greatly, and can lead to huge payoffs if the initial investment can be met.

Transmutation engines are as big as a wagon, and cost \$250,000 in special metals and gemstones. They take a month of work to create. They can work continuously, taking any matter placed into them and turning it into a chosen material at the rate of three cubic foot per day per rank its creator has in Alchemy. For instance, an Alchemist with 8 ranks in Alchemy could create a Transmutation Engine that turns dirt into pure silver at the rate of 24 cubic feet per day.

These devices do produce a small amount of “magical by-product,” which can cause severe environmental problems if not disposed of properly.

Transmutation engines require little maintenance once created (a checkup and waste removal once per month), and follow the same limitations as the Elemental Transmutation effect mentioned earlier. They have a Hardness equal to the Alchemy rank of their creator. Even untrained laymen can change the machine’s settings from one element to another.

Branch: Technomagic AND Transmutation

Weather Machine

Description: This wondrous machine is the size of a mill, and requires a water-wheel to power it. It takes a month of work and \$40,000 to construct. When complete, a Weather Machine can alter the weather in a substantial region, improving or worsening it as the Alchemist desires. Changing the weather is as easy as turning some dials. An interruption in its power source (for instance, if someone dams the river that turns the water wheel) will shut down the Machine until power is restored. They require very little maintenance, and can run almost forever.

Weather Machines have Hardness equal to their creator’s ranks in Alchemy. They exactly duplicate the Weather Control power (see M&M page 92), but work even when there is no one there to supervise the machine. The range of a Weather Machine is half a mile for each rank its creator has in Alchemy.

Most Weather Machines are built inside existing mills. They are noticeable on the outside from the golden weathervane on top and numerous spires and antennae which must extend up outside the building.

Branch: Technomagic

Wavecalmer

Description: A Wavecalmer is a special magical engine fitted onto a sailing vessel which calms the waters around them. Large waves subside, winds drop to acceptable levels, breakers split around the boat and continue on as if nothing had happened. They are the boon of any shipping country, and many kings will hire an alchemist for the sole task of equipping their fleet with these wondrous devices.

Wavecalmers are relatively easy to build, costing \$10,000 and taking just four days of labor. They are often made to look like mermaids, dragons, or other fantastic creatures which are typically attached to the prow of the boat (a Wavecalmer’s standard location). Their Hardness is equal to the number of Alchemy ranks they are built with; sufficiently powerful Alchemists may create Wavecalmers capable of acting as rams!

In game terms, every rank a Wavecalmer is built with removes one point of penalties that would normally be assessed to someone sailing a boat. If a hurricane’s winds and waves would normally give a -10 penalty to sailing-related skill and attribute checks, a Wavecalmer built with 7 ranks of Alchemy would reduce this penalty to -3.

Branch: Technomagic

Barrier against Magic

Description: The Alchemist inscribes a circle in the ground, or draws it on a hard surface with chalk or special paints. A quick incantation then activates the shield, which glows with the pale blue of midday sky. Any magical powers which attempt to reach through this circle in either direction have their effectiveness reduced by one rank for each rank of power the Alchemist possesses in this branch. This is a two-way barrier; Alchemist cannot send magical attacks outwards from their own barriers unless they intentionally create one of a lower strength. Even then their powers will be weak and somewhat ineffective when crossing the line.

It takes time to draw this circle: one full round for every twenty feet of perimeter. A circle drawn to protect one individual takes a single round to draw. In two rounds a warlock could inscribe a square ten feet on a side, or a simple line forty feet long that would stop magic from passing through it. If drawn in a circle, the magic forms a dome some ten feet high. If drawn in a line, the magic extends twenty feet into the air before its protection fails.

Branch: Pure Magic

Enhance Magic

Description: The Alchemist carves a circle into a stone floor, inlaid with runes of power and mystical stones. When complete (the work of one month and \$30,000) this circle will enhance the power of any magic worked inside. Such circles are exceptionally useful in the creation of potent charms, hexes, potions, and other Alchemical devices.

The maximum diameter of such a circle is ten feet per rank of Alchemy. Any spell or power with a magical source has its effects increased by one rank for every 4 ranks of power the Alchemist had. This *does* allow characters to break the usual PL stacking limits, but does not allow Warlocks to channel their magic with less risk

(in fact, the risks are even greater, with the temptation to draw on more potent magics).

Branch: Pure Magic

Suppress Magic

Description: This spell is effectively the reverse of “Enhance Magic.” It creates an area wherein magic is more difficult to use, and where magical creatures are weakened. Such circles are often used in conjunction with cages and dungeon walls to entrap dangerous magical creatures or wizards who have lost their minds.

The Alchemist carves a circle into a stone floor, inlaid with runes of power and mystical stones. When complete (the work of one month and \$30,000) this circle will reduce the power of any magic used within. Any spell or power with a magical source has its effects increased by one rank for every 4 ranks of power the Alchemist had. The maximum diameter of such a circle is ten feet per rank of Alchemy.

Branch: Pure Magic

High Magic

In the description of the different kinds of magician it was mentioned that some of them have a pinnacle of their art which few ever achieve. An example would be a Warlock who learns how to select certain kinds of backlash over others and use them to his advantage.

These are intended to inspire the PCs and provide powers for exceptionally powerful NPCs, not to ever be gained by PCs. Only in games around and above 20th level should a Warlock be allowed to control his chaotic magic surges, or an Alchemist be allowed to create a full-strength potion that works forever.

If you want to run a more heroic style of game, you could allow characters to achieve these heights of magic by spending three hero points and losing a rank of their magic for a week. That way the cost is high but not totally crippling, and in times of dire need your Thaumaturge can still ride across the city skyline on a golden dragon, in full view of her enemies, laughing as she flies into the sunset.

Warlock Magic

Command Flame

Description: All Warlocks begin their training with a basic understanding of fire magics. It is meant as a lesson: warlock magic is much like fire, both powerful and dangerous. When properly controlled, it is useful. When it rages, it destroys lives. The successful warlocks learn this well; those who do not typically burn themselves out both figuratively and literally.

With the proper gestures any Warlock can project bolts of searing flame from their fingertips. They can intensify or douse existing fires. They can move and spread existing flames (such as those they’ve set with their bolts). They can also sheath themselves harmlessly in fire hot enough to evaporate most things that touch it.

Damage inflicted with this effect can be up to one level of Lethal damage per rank, and the Protection offered is likewise one per rank. The firebolts can travel up to ten feet per rank before dying out. Flames moved with this power can be up to ten feet away per rank of power, and have an area up to ten feet across per rank. They have a top speed of 5 feet per round per rank. Unless the Warlock continues to concentrate on a particular effect, the flames will burn or snuff out normally depending on their environment. Flames created in the woods will burn well; those created in the arctic tundra will not.

Branch: Base effect for Warlock Magic

Command Earth

Description: Earth magics are in many ways more violent than fire magics. Fire only requires a small incentive to move from one place to another; Earth must be hammered at with the Warlock’s will and power to make it perform properly.

Warlocks who know the secrets of Earth magic can raise a transparent quartz barrier around themselves, cause explosions of rocky shards, and move mounds of earth and stone. If no existing stone or earth can be found, the warlock can briefly conjure it from its elemental plane to throw as bolts or whirl around himself for protection, but it returns quickly to its home.

Damage inflicted with this effect can be up to one level of Lethal damage per rank, and the Protection offered is likewise one per rank. The explosions can be centered up to ten feet away per rank, but affect only one target. Moving earth works as per Telekinesis (M&M pg 87), though it cannot be moved through the air — it must stay in contact with existing earth.

Branch: Earth

Command Ice

Description: Ice magics are similar to Earth magics, but require a more precise mindset and less raw power. While ice is less commonly available than earth, it shares a bond with pure elemental cold, which is as much a focus of this magic as simple ice and snow.

Simply by looking at a living being an Ice Warlock can freeze parts of its blood, causing horrible internal trauma. Ice and snow can be pushed around quite effectively, given the right gestures, possibly even causing avalanches. Water can be frozen solid. Ice Warlocks can also protect themselves by creating an ice sheath that bends to their will, thus allowing them to move in safety.

Damage inflicted with this effect can be up to one level of Lethal damage per rank, and the Protection offered is likewise one per rank. Targets to be frozen must be no farther away than ten feet per rank. Moving ice works as per Telekinesis (M&M pg 87), though it cannot be moved through the air — it must stay in contact with existing ice.

Branch: Ice

Command Waves

Description: Commanding water is quite different from commanding Earth or Ice. Instead of battering and strongarming their element, Water Warlocks give themselves over to its embrace while maintaining their own power and poise. Commanding the waves is one of the more benign of the Warlock's talents, but it has its wartime uses as well, and has won many a naval engagement.

Warlocks who understand waves and water can calm the waves, or whip them into a fury the likes of which few have lived to tell about. They can protect themselves with a toughened shell of water. They can also pull blood and humors out of any living creature's body through its pores, leaving the unfortunate target woozy or even dead. They can also breathe water as easily as they can breathe air, and move through it at their full speed, ignoring the effects of deep-ocean pressure and cold as long as they remain totally immersed.

Damage inflicted with this effect can be up to one level of Lethal damage per rank, and the Protection offered is likewise one per rank. Those who have their blood ripped away must be no more than ten feet away per rank of power. Creating a frenzy of waves or a whirlpool inflicts Lethal damage on a ship up to one point per rank, which will be reduced by its Hardness. Conversely, they can calm existing waves so that a ship has clear sailing (this adds the Warlock's power rank to all Pilot checks).

Branch: Water



Command the Psyche

Description: Warlocks with this power are among the most feared of all. They see themselves as puppetmasters, controlling their foes with strings that run from one mind to another. Many warlocks push themselves to learn this power, lest another who has learned it first take advantage of them. Warlocks who learn only this school will often have difficulty defending themselves physically, as their powers affect only the mind, and protect them only from mental assaults.

Those who have mastered these powers can hurl bright blue bolts of pure thought to destroy the minds of others, form an iridescent spherical barrier that prevents others from attacking their own thoughts, and dominate the psyches of others with their fierce wills.

The mind-controlling power acts exactly as Mind Control in M&M (see page 76). The iridescent shield works as per Mental Protection (page 75). The thought bolts are similar to Mental Blast (page 75), but with a range of five feet per rank instead of line of sight.

Branch: Psyche

Command the Sky

Description: After having mastered the chaos of fire and the flow of water, a warlock may be ready to learn the art of mastering the weather. This is a complex and deceptive school of magic, with the warlock constantly attempt-

ing to push the spirits of the air in his desired direction. A hundred thousand spirits inhabit the air, and the Warlock must mentally juggle orders to all of them.

This is certainly one of the more visually impressive arts a warlock can learn. Lightning bolts can be summoned from a clear sky. Clouds form or disperse at the Warlock's shouted command. Most impressive, however, is the power to ride inside one's own personal tornado, whose fierce winds protect the warlock from attacks and even allow him to fly!

Controlling the weather acts exactly as the Weather Control power in M&M (see page 92). Lightning bolts can strike up to five feet away from the warlock per rank, and deal one level of Lethal damage per rank. Protection offered by the tornado is likewise one per rank. When choosing to fly the warlock's movement becomes five feet per rank per round.

Branch: Weather

Barrier against Magic

Description: The Warlock inscribes a circle in the ground, or draws it on a hard surface with chalk or special paints. A quick incantation then activates the shield, which glows with the orange color of a candle flame. Any magical powers which attempt to reach through this circle in either direction have their effectiveness reduced by one rank for each rank of power the Warlock possesses in this branch. This is a two-way barrier; Warlocks cannot attack outwards from their own barriers unless they intentionally create one of a lower strength. Even then their powers will be weak and somewhat ineffective when crossing the line.

It takes time to draw this circle: one full round for every twenty feet of perimeter. A circle drawn to protect one individual takes a single round to draw. In two rounds a warlock could inscribe a square ten feet on a side, or a simple line forty feet long that would stop magic from passing through it. If drawn in a circle, the magic forms a dome some ten feet high. If drawn in a line, the magic extends twenty feet into the air before its protection fails.

Branch: Pure Magic

Breach Magical Barrier

Description: By focusing all of their power to a single point, Warlocks can create ripples of mana that unravel magical barriers. Any nearby Barriers Against Magic spontaneously fail, including those that the Warlock created. The range of this effect is five feet per rank in this branch.

A Warlock cannot breach magical barriers created by those with higher power ranks in their art than he has in his. For instance, A rank-10 Alchemist's barrier is impassable to a rank-6 Warlock. Warlocks who spend Hero

Points to increase their ranks of power can break through more powerful barriers this way.

Branch: Pure Magic

Enhance Magic

Description: The Warlock whirls his staff overhead, and white radiance shines out from it to a distance of five feet per rank. All those within (friend or foe) find their magic supplemented with extradimensional power.

Within this region any spell or power with a magical source has its effects increased by one rank for every 2 ranks of power the Warlock has. This is not an optional increase. This does allow characters to break the usual PL stacking limits, but does not allow Warlocks to channel their magic with less risk (in fact, the risks are even greater, with the temptation to draw on more potent magics). This effect lasts only as long as the warlock concentrates on it, so a Warlock cannot enhance his own power this way.

Branch: Pure Magic

Suppress Magic

Description: This spell is effectively the reverse of "Enhance Magic." Darkness seeps from the Warlock's staff as magical power decays and seeps away. All within five feet per rank of power are affected, friend and foe alike.

Any spell or power with a magical source has its effects decreased by one rank for every 2 ranks of power the Warlock has. Again, this effect lasts only as long as the warlock concentrates on it.

Branch: Pure Magic

Summon and Bind

Description: Through the powers of fire, a Warlock reaches through the barrier between worlds and calls a demon to this plane. To prevent such creatures from running wild and destroying their surroundings indiscriminately, the Warlock binds the demon's will to his own and places it into a physical object. Warlocks with time to prepare will have statues sculpted or forged for exactly this purpose, but in a pinch a demon can be placed into any object at all (though it may protest mightily at being shoved into a hastily made paper doll). Most demon-summoners carry around small bird sculptures so that their demons can act as spies, or animate large rocks to crush their foes.

The object animates and can move at a speed of 5 feet per rank. Statues with wings can use them to fly at this speed. A Warlock cannot put a demon into an object with higher Hardness than his ranks in Warlock Magic. This power is almost identical to the Animation power, M&M page 62.

However, demons are not mindless constructs. They are highly intelligent (Int 14+), devious (Wis 10+), and charismatic (Cha 14+), and will not hesitate to use their wiles to convince their summoner to allow them extra freedoms or to take courses of action that will damn their souls. The more powerful the demon summoned, the more charismatic it will be, at the GM's discretion. Naturally, the warlock does not need to "spend" ranks of power to give the demon its mental attributes.

Demons are bound to serve their summoner in any way except one: their master cannot command them to be silent or make themselves silent in any way (though they understand the value of stealth and have no desire to return to hell through their own loudmouthedness).

A Warlock cannot summon more demons at once than he has ranks of power. Demons cannot pass through a Magical Barrier that is stronger than they are.

A Warlock who receives a magical backlash when summoning a demon does not fail to summon it, but retains absolutely no control over it. It will be free to wreak havoc as it sees fit.

Branch: Demonism

See through Demonic Eyes

Description: The Warlock summons a formless demon from hell and sends it forth to spy on his foes. Unlike demons called through the Summon and Bind spell, this one is totally immaterial and can take no actions other than to move through the physical world at the Warlock's behest.

When the Warlock closes his eyes, he can see through the demon's eyes and spy on his enemies, or check to make sure his allies are well. Despite the power's name, all five senses are available. The Warlock will be utterly unaware of his surroundings when this power is active. This power works almost exactly as the ESP power (M&M page 70), and uses its range table.

Demons cannot pass through a Magical Barrier that is stronger than they are, and the Warlock's senses will not be able to penetrate such barriers if they are of sufficient strength to keep the demon out. The demon cannot simply sit at the edge and look in; such will simply result in a disconcerting "blind spot" in the Warlock's senses.

A Warlock who receives a magical backlash when summoning a demon does not fail to summon it, but retains absolutely no control over it. It will be free to roam the world and spy for its demonic masters until the next new moon.

Branch: Demonism

New Extras and flaws

Below are the extras and flaws used in the creation of these new kinds of magic.

Extras

Transferable

You can give others half-strength “doses” of your power, which they can use themselves at a later point. These doses must be in the form of some kind of physical object which can be destroyed, with a Hardness no higher than your ranks in this power. The dose can be used up to one day later per rank you have in this power; after that it spoils. You can create no more doses of power at once than you have ranks, unless you also take the Extra-Slow flaw (detailed below), in which case the number of doses you can have lying around at once is unlimited.

This Extra is typically used to create alchemist-type characters or to make grenades which the character can use at some later date.

Flaws

Invisible Magic

If any sentient being witnesses you using your power, or sees a manifestation of it, the effects that were seen cease immediately. If flying, you fall to the ground (and may take falling damage). If in an alternate form, you return to normal. Objects you create fade to nothingness, and so forth.

This flaw applies only to sight, not to other senses. Obviously, attack powers are rendered all but useless when this flaw is applied. As this is a particularly debilitating flaw in a typical M&M game, GMs may wish to have this count as two flaws instead of one.

Extra-Slow

Your power takes a particularly long time to activate. The minimum activation time for a single use of your power is eight hours. This flaw is typically only appropri-

ate for powers with long-lasting effects, such as Weather Control, Shape Matter, Super-Intelligence, etc.

Chaotic

Your power is very unpredictable. You can call on it at any time (unlike the Uncontrolled flaw) but you’re not always sure what you’re going to get.

Each time you use your power you make a special check. Roll 1d20, plus the ranks you have in the power, *minus* the number of ranks you are *actually using* at any given time. Apply any wound penalties you have (those which would normally apply to damage saves) and an additional -1 penalty for each time you have failed his check so far today (this penalty goes away after eight hours of sleep). The target number for this roll is 5.

Failing the roll at all indicates that the spell works, but that future rolls will be more difficult. Failing this roll by more than 5 (a total roll of less than zero) indicates that a backlash has occurred; see the table below.

Example: Mormenghast the Warlock has been injured twice and failed his roll once today. If he is using all of his ranks of Warlock Magic to cause his opponents to burst into flames, he is rolling 1d20 – 3 with a target number of 5. A roll of -1 or less indicates a backlash. If he is using only 7 out of his 10 ranks, his roll is 1d20 + 0 instead.

Users of Chaotic magic can use a Hero Point to add +5 to their roll (or in any of the usual ways). They can also take a -5 penalty in order to add any extra to their power for a single use (typically Area, Duration, or Impervious), or to temporarily add two ranks of power.

To determine the effects of a backlash, roll 1d20 + the number of ranks used, and consult the table below. Any damaging results force the target to make a Damage Save as if he or she had been hit with a Damage 0 lethal attack, but without the benefits of any Amazing Save or Protection powers (or other powers that mimic these, such as Super-Constitution). Only bonuses from feats and the Constitution bonus towards Damage saves count. Treat these backlashes as power effects with a rank equal to the number rolled on the table (some of them are exceptionally hard to dispel or Neutralize). Penalties to social skills are appropriate for many of the lower-strength backlashes.

Chaotic Magic Backlash Table

- 2 The character’s clothes turn deep red for one week, no matter what he puts on.
- 3 The character grows horns for a week.
- 4 Static electricity makes the character’s hair stand on end for a day. Those who touch him receive a mild electrical shock.

- 5 Reddish light wells up from where the character stands when this backlash happens. This remains for a year and a day.
- 6 For one week lights around the character dim (sunlight is not affected)
- 7 All elemental effects within eyesight of the character are intensified (+1 rank). His own powers are not affected.
- 8 All of the character's hair falls out. He must wait for it to regrow.
- 9 A rain of frogs occurs. It lasts for a minute or two, and does no serious damage to people or to the frogs.
- 10 Tiny mischievous glowing imps from another dimension appear. Treat them as 3rd-level extras with annoying powers.
- 11 All surfaces, people, and unattended objects within 100 feet ice up, and are affected as with a rank-10 Slick power (see M&M, page 81)
- 12 The character bursts into flame for a round.
- 13 Any enchanted or magical items within 100 feet must make a Hardness check with a DC equal to the character's Power Level or break.
- 14 A plague of locusts immediately arrives, affecting everything within a mile of the character. They destroy crops and act as a rank-5 Obscure effect for two hours.
- 15 Everyone within 50 feet is thrown 50 feet backwards from the character.
- 16 The effect of the power is reversed (fire bolts strike the character, shields protect the character's opponents, etc.).
- 17 The power this flaw affects is drained. It will recover one rank per hour.
- 18 The character is launched through the air, flying to land at the feet of his effect's intended target.
- 19 An explosion destroys whatever the character uses to funnel this power (typically a wizard's staff), damaging him in the process. If there is no such object, the explosion still occurs.
- 20 A strong hurricane forms around the character immediately, and lasts for ten hours.
- 21 The character teleports one mile in a random direction (but never into direct peril or into a solid object).
- 22 The character is immediately stunned for one round.
- 23 Falling stars strike every living being within 300 feet of the character.
- 24 The power targets one of the character's allies at random instead of its intended target.
- 25 The character is immediately rendered unconscious.
- 26 Any use of power by the character will require a special roll on this table (1d20 – 10) for each use. This major annoyance lasts for a week, though the side-effects incurred may last longer.
- 27 The character's shadow comes to life and grapples the character. It then bursts into flame for three rounds and evaporates. The character is without a shadow for four days.
- 28 Everyone the character has ever manipulated, through social interaction or powers such as Mind Control, becomes aware of this and is free to act as they choose.
- 29 An exact mirror duplicate of the character (complete with goatee, if the character has no facial hair) steps from a ripple in space and attacks.
- 30 For the next hour the dead rise as zombies around the character an attempt to slay the living. Their PL is half of the character's.
- 31 A screaming ice storm strikes everywhere within half a mile of the character, dealing both cold and sonic damage for two rounds (a total of four damage saves will be called for).
- 32 The character bleeds from the eyes, ears, and mouth. No damage save is required; instead, he takes three hits of lethal damage immediately and is dizzy for the rest of the day.
- 33 All living beings within 100 feet of the character are unable to breathe for 10 rounds. Those who do not normally need to breathe will still experience these (admittedly unfamiliar) sensations of choking and suffocation.
- 34 A demon appears in a blast of soot and brimstone. Its PL is the character's +3, and it is hostile.
- 35 The character burns from the inside for ten rounds. Bystanders will only notice the character writhing in agony. Healing powers will be of great aid during this time.
- 36 The character is immediately rendered disabled and dying.
- 37 A blast equivalent to a nuclear bomb detonates with the character at ground zero. Treat this as a PL 20 lethal attack with a radius of half a mile, and a +10L attack out to a mile beyond that.
- 38 A demonic hand reaches up from the ground and drags the character into an other-dimensional hell. No save.
- 39 The character's power disappears instantly and permanently. He is also stunned.
- 40 The character dies in a spectacular display of power as his blood freezes solid, lightning strikes him, demons explode outward through his flesh, meteors strike from the sky, and the ground crushes and then devours his remains. Game over, man; game over. Roll up a new one.

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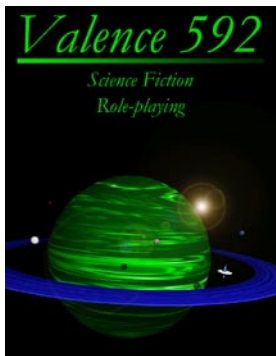
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