

WARLOCK! COMPENDIUM



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A SUPPLEMENT FOR THE ROLPLEAYING GAME
INSPIRED BY BRITISH TABLETOP GAMING



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WARLOCK COMPENDIUM

This compendium volume collects together the first four supplements released for Warlock, the role-playing game inspired by the early days of British tabletop gaming. The contents are presented as originally released, and represent expansions for both players (for example new player character careers and rules for magic) and the games master (for example necromancy and corrupted magicians).

There is a significant contribution to this work from the Warlock discord group, so a heartfelt thanks from the author for their wonderful additions to the Warlock universe - the game is the richer for it!



FIRE RUBY
DESIGNS

PART 1: DIFFERENT PATHS







COMMUNITY CAREERS

The communities of the Kingdom are not identical - each has their own traditions and history. This is seen in the way that members carry themselves and deal with others, and the professions that they choose. Some follow strange careers that are unheard of among the other communities. This part of the compendium presents a series of careers that can be restricted to single communities. This allows the games master to introduce a different flavour for each community, and increases the differentiation of player characters. The games master can of course ignore these restrictions and let any character take any of these careers regardless of community if they want to!

To use these rules, roll an additional 1d6 when generating a career (i.e roll 5d6, not 4) and consult the table below. Choosing one of these careers dictates the community your character belongs to in standard play. For completion, six community-specific advanced careers follow later.

Die number	Result of d6	Career
5	1	Dwarf inventor
	2	Dwarf tunnel fighter
	3	Elf astrologer
	4	Elf kin guard
	5	Halfling gong farmer
	6	Halfling pie master



5.1 DWARF INVENTOR

Brawling 10, Diplomacy 10

Bargain 12, Repair 12, Sleight-of-hand 12

Making things, that's your game. You have a steady hand, an inventive mind, and a keen eye for what's needed, and especially what sells. It seems that others value your inventions too. Well, sometimes they do. That explosion was nothing to do with you. User error.

Equipment: A box, crammed with interesting tools, and a notebook of inventions, half-full. A club, as sometimes people don't pay, and a nice suit of clothes for when you're talking to your betters.

What have you made? (roll a d6)

1. A seed drill. Exciting.
2. A clockwork soldier, on paper at least.
3. A flying machine. It crashed.
4. Bombs. A tricky business.
5. An endless lantern, great for home.
6. Nothing yet, but you've loads of ideas!

What went wrong? (roll a d6)

1. It caught fire. Interesting!
2. It blew up.
3. Everything. A catastrophe.
4. They didn't pay.
5. You got drunk and burnt the plans.
6. Limeral stole your designs!



5.2 DWARF TUNNEL FIGHTER

Endurance 10, Intimidate 10

Large blade 12, Stealth 12, Survival 12

When the goblin hordes threaten your dwarven clan's mansion of stone, it is you that endure the worst of the assault. You are even more used to operating in cramped tunnels than other dwarves, but it does take its toll on body and the soul. Now you are out from under the mountains, with the sun on your face. Not sure if that is an improvement, to be honest.

Equipment: An axe, ornate and deadly, and a suit of chainmail and buckler (moderate armour). A lantern, rope, and backpack for the supplies, and a carved stone statue of your ancestors.

Why did you leave your home? (roll a d6)

1. Bored of the dark.
2. You saw something... Something bad.
3. Your family died; nothing is left.
4. The goblins aren't the real enemy.
5. Sewer fighting pays better.
6. You don't know. Seemed like a plan.

What you have seen? (roll a d6)

1. Trolls feasting in stone halls.
2. Nothing. The darkness is empty.
3. The seething heart of darkness.
4. The ghosts of your ancestors.
5. Worse things than goblins.
6. Lights in the dark.



5.3 ELF ASTROLOGER

Appraise 10, Diplomacy 10

History 12, Navigation 12, Spot 12

The stars hold the key to the universe, and you hold the key to the stars. At least you try to. They are so vast however, so massive, that you cannot conceive them all. But you are convinced that the stars hold the secrets of your destiny. Now the stars have led you out of the forest and into the Kingdom. Where will they take you?

Equipment: A telescope of cunning elven manufacture, a ceremonial knife, a scattering of herbs that you burn to concentrate the mind, and wonderful robes sewn with stars.

What the stars have told you (roll a d6)

1. Your life's path leads to the Kingdom.
2. Your nemesis awaits you in Tesolk.
3. Death comes ever towards you.
4. The elves have lost their way.
5. There is a dark heart to the Kingdom.
6. You don't know. For once they are silent.

What you have discovered (roll a d6)

1. Humans are like children.
2. The stars are liars.
3. Pomperburg is a haven of thieves.
4. Lord Jerrail did not like your prediction.
5. The Red King's priests dislike you.
6. The wizard Kemp hates you.



5.4 ELF KIN GUARD

Endurance 10, Large blade 10

Bow 12, Navigation 12, Survival 12

You are one of the chosen, sworn to protect your home, one of the elven citadels in the deep forest. Or at least you were, until things changed. Now you have left the forest and entered the Kingdom, land of the humans. It is a strange world, dead stone walls replacing living trees. It is hard not to



look down on these uncouth, short-lived creatures.
But you try.

Equipment: A beautiful bow with a quiver of arrows,
a curved sword, a leather jerkin (light armour), a
garland crown of leaves that never fades.

Why you left the woods (roll a d6)

1. The lady of the woods asked you to.
2. Boredom, nothing more.
3. You were cast out, exiled.
4. Someone had to go, so you did.
5. The Wild Wood commands.
6. You don't know. Which is strange.

Your mission in the Kingdom (roll a d6)

1. Find another forest for your people.
2. You seek once-exiled kin.
3. To get away from your father.
4. Who knows? It will come to you.
5. To avenge a death.
6. Never to return.

5.5 HALFLING GONG FARMER

Bargain 10, Medicine 10

Athletics 12, Small blade 12, Streetwise 12

Someone needs to clear out the nightsoil. Someone small, preferably, so they can get in the right places, and aren't too obtrusive if the lords and ladies walk by. You are both those things. It isn't a pleasant job, but you do get to hear things. Sometimes you see things you'd rather not as well. Equipment: A cloak, crusted in... well, stuff. A dagger, as you never know what you'll meet. A pipe



and a bag full of pipeweed. A shovel.

Who have you served? (roll a d6)

1. Lord Cesst, an interesting character.
2. The king! Well, one of his palaces.
3. The Thrice Blessed priests. Bad bowels.
4. The Halfling quarter - very smelly.
5. The traitor's castle!
6. No idea, hard to tell from the gong.

What did you see? (roll a d6)

1. Huge rats in the sewers.
2. Bodies floating in the tunnels.
3. An assassins' den.
4. Gold buried in the filth.
5. A beast, hunting men.
6. Hard to say, your eyes were watering.

5.6 HALFLING PIE MASTER

Bargain 10, Small blade 10

Ostler 12, Persuasion 12, Streetwise 12

Anyone can make a pie, but only halflings make good pies. You don't mean that you can take the finest quality meats, herds and vegetables, crumbly suet pastry, and make a pie fit for a king. Sadly, you have none of those ingredients - instead you take nameless grey meat and rotten roots and make something half palatable. That is the sign of a true pie master.

Equipment: A donkey and cart to transport your wares. A large kitchen knife, an apron, and a bag of herbs that can disguise the taste of rancid meat. Kind of.



Who have you served? (roll a d6)

1. The watch captain, an oaf.
2. Half the city so it seems.
3. Those folks who died of gut gripes...
4. Teller's men, for free.
5. Dwarves, they'll eat anything!
6. Who's asking? This is quality pie!

What is really in your pies? (roll a d6)

1. Don't ask.
2. Rats. Big ones, which was a bit odd.
3. Cats I think.
4. I don't ask. Too many eyes.
5. Beef. Really, beef I say!
6. Hard to say, your eyes were watering.

ADVANCED CAREERS

As well as the basic careers, there are six single-community advanced careers. These can only be entered by members of the defined community.

DWARF BATTLESMITH

Appraise 14, Endurance 14, History 14

Blunt 16, Intimidate 16, Repair 16

You are the pride of any dwarven settlement. As a battlesmith you use ancient forge secrets to craft deadly weapons to take down your peoples' ancient enemies. You may grow a little unhinged, enflamed by the fire of the forge, wearing scars and burns with pride as a mark of your dedication and utter commitment to your craft.



Required equipment: Forge burns, exceptionally crafted warhammer or axe, reinforced apron (modest armour), portable forge, book of foes to smite.





DWARF SLAYER

Athletics 14, Brawling 14, Medicine 14
Command 16, Intimidate 16, Large blade 16

One of the chosen of your kin, you avenge those that die at the hands of the monsters that wander the land. In an ancient ritual, you choose a foe – goblin, troll, giant – and strike out at them. You are vengeance incarnate, and your tattoos and wild hair mark you so to all.

Required equipment: Just a trusty two-handed sword, a flashy pair of pants and a wooden stick to bite when the rage hits you. Armour is for fools.

ELF AGENT

Diplomacy 16, Language 16, Persuasion 16
Bow 14, Sleight-of-hand 14, Streetwise 14

You appear nothing more than a story-teller, a skilled singer and musician, an entertainer wandering the land. But in reality this is nothing but a cover – in truth you only serve your queen, and gather information about the Kingdom for the benefit of your kin, often working outside of the law. But you do love to sing.

Required equipment: A beautiful musical instrument, a single, slender blade, a bow of yew and a quiver, and a book of stories of the history of your people.



ELF CHAMPION

**Spot 14, Survival 14 , Thrown 14
Bow 16, Intimidate 16, Large blade 16**

You are the last line of defence for the elven realm, the wrath of your people incarnate. To protect your kin, you must chase your quarry down, wherever they flee, and hunt threats even into the Kingdom. You'll stop at nothing to protect your realm, and woe betide any that oppose you.

Required equipment: An elven bow carved with runes and a quiver of arrows. A javelin. A cloak that lets you fade into the background, and fine elvish mail (moderate armour). A tall helm with a plume that marks you to your kin.



HALFLING BURGLAR

Appraise 14, Athletics 14, Dodge 14
Sleigh-of-hand 16, Spot 16, Stealth 16

Everyone knows all the best burglars are halflings. You can move quiet as a mouse, pick a lock or a pocket, and know what's worth taking. In a pinch you can run. You'll work for anyone for your fair share, no job is too big, or too small. Did I tell you the time I met this dragon..?

Required equipment: Cloak and dagger, lockpicks and a bag for your loot. A pipe and some pipeweed to smoke, when you're waiting for the moon to rise.

HALFLING GAFFER

Brawling 14, Lie 14, Intimidate 14
Appraise 16, Command 16, Streetwise 16

Foreman, gang leader, kingpin, whatever - your lads know who's boss, and that you want the job done, whatever it takes. So you ruffle a few feathers, break a few heads, upset a few folks. There's none stupid enough to cross you. Or so you like to think.

Required Equipment: a pouch of chewing tobacco, a few lairy ruffians, a ring on every finger, and at least two friends in high places.

NAME: _____
Community: _____
Career: _____
Past careers: _____

BACKGROUND: _____

STAMINA: _____

LUCK: _____

Career advances mark:
☐ Lower max. level

☒ Higher max. level

ADVENTURING SKILLS

LEVEL

- ☐ Appraise _____
- ☐ Athletics _____
- ☐ Bargain _____
- ☐ Blunt _____
- ☐ Bow _____
- ☐ Brawling _____
- ☐ Command _____
- ☐ Crossbow _____
- ☐ Diplomacy _____
- ☐ Disguise _____
- ☐ Dodge _____
- ☐ Endurance _____
- ☐ History _____
- ☐ Incantation _____
- ☐ Intimidate _____
- ☐ Language _____

LEVEL

- ☐ Large blade _____
- ☐ Lie _____
- ☐ Medicine _____
- ☐ Navigation _____
- ☐ Ostler _____
- ☐ Persuasion _____
- ☐ Pole arm _____
- ☐ Repair _____
- ☐ Sleight of hand _____
- ☐ Small blade _____
- ☐ Spot _____
- ☐ Stealth _____
- ☐ Streetwise _____
- ☐ Survival _____
- ☐ Swimming _____
- ☐ Thrown _____

CAREER SKILLS:

WEAPONS:

POSSESSIONS:

TRAITS:

SPELLS:



PURLOINED ON THE ROAD FROM POMPERBURG

Roll 1d20 to see what you...found.

- | | |
|----------------------------|-------------------|
| 1 Rock-in-a-sock. | 11 Small keg. |
| 2 Letters of introduction. | 12 Hunting horn. |
| 3 Juggling balls. | 13 Lucky toad. |
| 4 Manacles and key. | 14 Hand drum. |
| 5 Trained ferret. | 15 Fighting cock. |
| 6 Wooden mask. | 16 Spyglass. |
| 7 Fishing tackle. | 17 Wig and nose. |
| 8 Quill and ink. | 18 Lure for dogs. |
| 9 Foul-mouthed crow. | 19 Bagpipes. |
| 10 Lodestone on string. | 20 Dubious herbs. |

VERMINHAM

Sprawling city of kilns and canals slowing sinking into the West Mudlands. Of where, you have heard (roll 1d6):

- 1 Halfling heretics sculpt disturbing effigies in hidden basements.
- 2 The ghostly bride of the Traitor wails from the Forbidden Tower at curfew.
- 3 Rival families plot against Lord Vech, distant ruler of the West Mudlands.
- 4 Goblin river pirates secretly moor their barges, paying tithe to the Mayor.
- 5 The agitator Hemlock gathers recruits from the fugitive nobility of Far Hissain.
- 6 Skittering shadows stalk the labyrinthine alleys while the city sleeps.

PART 2: THE GRIMOIRE







WILD MAGIC

Magic is rare and largely unknown. No one in the Kingdom, not even the most powerful mage, has compiled an exhaustive list of spells - such a task would be unimaginable. All wizards guard their treasures well, and do not spill their secrets even in death. This is further complicated by the large number of incomplete and dangerous spells that are in existence, making casting something newly discovered in a wizard's manse a dangerous proposition.

This part of the compendium introduces new spells, rules for wands and staffs, new magic items, new community wizard careers and discusses what can happen when someone tries casting that spell they 'liberated' from a wizard's pocket...



DISCOVERING SPELLS

If a character discovers a new spell, they will no doubt what to try and use it. This, however, is risky. The safest way to use it is to first try to decipher what it does and more importantly, whether it is a working spell or is incomplete or contains mistakes. This requires an hour of study, followed by a successful incantation roll. If successful, the wizard learns roughly what the spell does, and what condition it is in, i.e. if there are any mistakes etc. If the roll fails, the wizard cannot fathom any details of the spell - what it does or if it is safe. The games master could consider allowing the party of player characters to make a single roll for the entire party, perhaps giving the wizard a bonus of +1 to the roll for each other character with the incantation test that assists. Otherwise if each character in a party rolls separately, it's likely one will succeed which reduces the risk and tension that makes trying new spells so dangerous and fun!

If the character discovers the rough effect of a spell and that it is intact, they may cast it as normal. If it is not intact and they try, they will automatically miscast and must roll on the miscast table. If they didn't do the research or failed the incantation roll described above, they can still attempt to cast the spell but must test their luck. If they are lucky the spell works as it should, if not the spell is incomplete and miscasts.





COPYING SCROLLS

Magic spells are contained in scrolls, and must be read to cast - no know 'knows' a spell. As such, any new version of a spell must, of necessity, be a copy of an older scroll. Any magician can attempt to copy a scroll, but the procedure is very costly, hence scrolls are rare. This is because it is not just the words that must be copied, but the form, shape, and flow of the letters and shapes that encompass the spell, and the wizard must infuse the scroll with their very essence. Any mistake can lead to disaster.

To copy a spell, a wizard must have an incantation skill of at least 15. They also need an original copy of the spell, a blank sheet of vellum and a suitable quill - phoenix features work well. They must then set to work copying - this takes a number of days equal to the stamina loss associated with the spell. At the end of the process, the wizard must permanently invest life force into the scroll - they must permanently lose the stamina cost of the spell, which they will not recover by ordinary means. After they have done this, they make an incantation test - if successful, the spell has been written correctly, if not, the spell has failed and attempts to use it will miscast.

This why spells are rare, and scrolls are treasured possessions. It has been mooted that the majority of spells may have been written by otherworldly beings and magical creatures such as dragons, rather than frail humanoids.



NEW SPELLS

The spells in the core rules are relatively well known in the Kingdom, and hence are suitable for new player characters. However, there are other equally useful spells that are rumoured to exist. The following forty spells are examples of those that characters might come across as they adventure through the Kingdom.

BLEED (3)

The caster triggers a capillary collapse in a target with magical power. As a result, this spell causes the target to bleed profusely from all orifices for 1d6 rounds. This is not enough blood to cause lasting damage, but the target will have trouble seeing and so suffer a -3 penalty to all actions, and of course it looks horrific!

BEAM (4)

Upon uttering the invocation, the caster directs a beam of red light from their finger. This beam may be swept over up to three targets, who each suffer 1d3 damage that ignores armour unless the entire body is covered. Shiny metal may direct the beam back at the caster...

CURSE (2)

The caster inflicts the target with terrible luck that lasts 1d3 days. Everything that can go wrong



will go wrong, and the victim won't be able to shake a feeling that someone or something is out to get them...

DANCE (4)

A target within sight of the caster is suddenly struck by an incredible urge to dance. In slow and clumping steps, the victim shuffles in some mad parody of rhythm. For 1d3 rounds the target suffers a penalty of -5 to the result of all skill tests as their body is jerked uncontrollably.

DRY (3)

This spell protects the caster and any nearby from rain for as long as they concentrate, useful, as rain is a very common event in the Kingdom. The spell also has the side effect of afflicting all those it protects with a desperate thirst - anyone without water to drink will suffer a -3 penalty in all skill tests until they quench their thirst.

ENGULF (4)

Using eldritch energies, the caster opens up a magical portal in a wall or floor near a target that automatically engulfs them. Approximately half the target is so imprisoned; either the lower half in the floor or one side in a wall. It will take the target 1d3 rounds to free themselves, during which all skill tests suffer a -3 penalty.



FADE (5)

With this spell, the caster fades from the memory of everyone nearby them when it is cast, including allies. It is not that they disappear - rather that they slip from the mind such that those afflicted will be hard pressed to remember who they were, what they look like and what, precisely, they were doing.

FEAST (4)

This spell creates a feast of delicious food and drink, enough for four people. Eating it will stave off hunger and thirst, but the effect is illusionary - the next day, hunger and thirst will return unabated as if the magical meal did not exist (unless they are sated by ordinary measures in the meantime).

FIND (6)

Sending out tendrils of magical power, the caster can use this spell to locate one piece of treasure nearby. The definition of treasure is that the person who concealed it felt that it was treasure - of course, the caster may take a different view. The treasure's location glows with an unearthly light, visible to all.

FLASH (2)

Waving their hands, the caster creates a bright flash of light. Anyone caught nearby is in danger



of being partially blinded. Characters controlled by the games master can assume to be affected - player characters can test their luck to see if they blinked in time. Blinded characters suffer a penalty of -3 to all test for the first round, -2 for a second round and -1 for a third round, after which the effects have dissipated. Due to a magical peculiarity, characters cannot then be blinded a second time in the same day.

FOG (4)

With this spell the caster weaves a thick fog into a nearby area, reducing visibility to just a few feet. The fog eerily ignores wind, and lasts for 1d6 rounds before it dissipates. It does not reduce visibility sufficiently to effect those in direct contact or fighting, but renders anyone more than a few feet away invisible.

FORGET (5)

This spell allows the caster to target a single memory in a target, and erases it. The magician must be aware of the memory they are trying to remove. It is the games master's discretion what constitutes a single memory, but it should be short and relatively discreet.

FREEZE (3)

A spray of icy particles streams from the fingers of the caster, and freezes an area of water of nearby size. The freezing process is almost instan-



taneous, quick enough to trap anyone standing in the water. The frozen water can be shattered and will melt just like normal ice.

GLAMOUR (3)

Weaving lines of arcane force, the caster twists their face into something beautiful, miraculous. For the next hour they gain a bonus of +5 to tests where beauty may play a part. The drawback is afterwards hours the caster becomes ugly and repulsive for 1d3 hours.

GROWTH (4)

Drawing on the power of the earth, the caster causes one plant to grow to enormous dimensions, far greater than normal for its type. The plant must be alive for the spell to be successful. It has no effect on animals or people. The plant remains in its expanded state until it dies naturally or is destroyed.



HUM (2)

The little auditory charm makes a sound no louder than a hum originate from anywhere within the caster's line of sight. Useful for distracting guards.

JEALOUSY (3)

This spell is cast on two targets within line of sight. They must be friendly toward each other for the spell to work. Immediately the pair become jealous of one another, for unknown reasons that even they cannot define. The spell lasts until they have a chance to 'have it out', at which point the jealousy withers and they return to friendly terms.

KING (4)

Using this spell, the magician can take on a mantle of someone of importance. For 1d6 minutes, the caster appears as a direct superior to any they encounter - a watch command to a guard, a general to a soldier etc. Any who perceive the caster in this time will see their own version of a superior, which can lead to confusion should viewers compare notes.

MALLEABLE (4)

Folding magical vortices, the caster can use this spell to bend a piece of metal permanently. The item can be no thicker than a human's leg. If it is a freestanding item, it bends to the caster's desired shape. If it is attached at both ends to



something permanent, it bows out whilst remaining attached. Great for bending weapons and ruining machines.

PARALYSE (5)

This spell freezes a human-sized creature in place for 1d3 rounds. They are effectively paralysed and unable to attack or defend themselves. However, due to the mystical link between them the caster is also paralysed for 1d3 rounds, and if the target suffers damage, the caster suffers half the amount of damage (rounded up).

POISON (3)

The target of this spell will be suddenly convinced that the last thing they ate was poisonous, and will begin to feel terribly ill. In reality, the feeling is illusory, and if pushed (for example engaged in combat) the target can shake off the feeling.

POX (5)

This spell curses the target with a very visible pox. While not especially harmful, the target will feel unwell, and the pox is extremely visible with large sores opening on the skin of the whole body. The discomfort gives a penalty of -2 to all tests, and the pox lasts 1d3 days before fading.



QUEST (6)

Using this spell the caster can compel a target who is not aggressively disposed toward them to perform a quest to fetch something for them. This can be any item as long as the target understands what it is, and they must have some idea where the object lies. The target will do their best to achieve the goal for 1d3 hours. The target will work actively to achieve the quest, but without knowingly putting themselves in harm's way.

QUIP (3)

This spell reduces a target to a fit of mirth that is hard to control, as if they had heard a particularly funny joke. The effects lasts 1d6 rounds, and gives a penalty of -3 to all skill tests during this period. Laughter may also be in extremely poor taste, depending on the situation!



RAINBOW (4)

Using this spell, the caster can create a rainbow bridge that connects two platforms 100 feet apart or less. The rainbow looks fragile, but is strong enough to carry practically anything, including a horse and rider. It is however narrow, being only 2 feet in width. The bridge lasts 1d6 minutes, after which it slowly fades for one round before disappearing and sadly causing any still on it to fall.

ROT (4)

The caster can instantly age and rot any piece of wood or material that they touch, rendering it weak and prone to breakage at the slightest touch. The spell will also tarnish metals and age other materials although it will not appreciably weaken them. Only ageless things like gems remain untouched.

SHATTER (4)

The spell allows the magician to shatter any weapon within line of sight, the weapon must have been used against the caster - this creates a magical affinity that the magician can channel power through. If successful, the metal and wood of the weapon detonates with an ear-piercing crack.

SHOVE (3)

With this spell, the caster can push any object within line of sight as if they had shoved it themselves. This would be sufficient force to knock



over smaller objects, and perhaps a person (mainly because of the surprise at being shoved by nothing!).

SHADOWS (4)

This spell, a favourite of thieves and assassins, allows the caster to melt into the shadows for 1d6 minutes. They can effectively travel invisibly as long as they remain in shadowed areas, and can cross between shadows as long as there is a link. They can step out of the shadow into full view at any time, which breaks the spell.

SHOUT (2)

The caster of this spell is able to project their voice for the next 1d3 minutes, such that their quietest words are loud and their shout is deafening. This has the effect of the caster being able to speak over large distances (at the games master's discretion), deafening anyone nearby the caster if they use this spell in an enclosed space. The deafness lasts 1d6 minutes.

SLOW (5)

The caster wraps a single target in line of sight in magical force that slows and retards them. As a result, they must roll 1d6 at the start of every turn. On an even result they act as normal, on an odd result they miss their turn and suffer a -3 penalty to the results of skill rolls in the round



(i.e. when they are attacked). The effect lasts for 1d3 rounds.

SPIDER (4)

Glowing patches of force appear on the hands and feet of the caster when this spell is uttered. These patches are sticky with magical energy, and allow the caster to climb any surface as if they were a spider. The downside is that the magic is quite conspicuous, and glows with a soft purple hue.

STORM (3)

This spell allows a wizard to conjure a storm out of nothing. The caster must be outside, with the sky visible. The spell takes 1d3 rounds to complete, during which the caster must concentrate - lose concentration and the spell fails. The storm manifests as driving wind and rain, accompanied by thunder and lightning. The effects that the storm has on the current scene are at the game master's discretion.

SUMMON (5)

This is a group of spells rather than a single incantation. Each allows the caster to summon a specific creature type into a carefully constructed circle, replete with arcane sigils, usually drawn in salt - this takes an hour to prepare. If the spell is successful, one of the specified creatures will appear. The caster must be able to touch the circle to cast the spell. The caster must then test



their luck - if they are successful, the creature will be bound by the circle and unable to leave unless it strikes a bargain with the caster or the circle is disrupted. Any such bargains are binding. If the caster has bad luck, the circle was incorrectly drawn and the creature is free to step out of it - what happens next is up to the games master! Summoned creatures return from whence they came after one whole day, if they are killed or when they have achieved their side of any bargain struck, whichever comes first.

SWAP (5)

With this spell, the caster is able to swap positions with another creature in line of sight. The creature must be able to see the caster - it is



through their gaze that a connection is made. This also creates a magical link between caster and target, for the 1d3 days they will each know exactly where each other is.

TOAD (6)

A target touched by the caster is transformed into a toad for 1d3 rounds, during which they can do nothing but hop around and croak, and are susceptible to squashing! After the spell ends they return to normal, somewhat shaken by their ordeal!

TONGUE (2)

This spell ties the tongue of a target creature in line of sight into proverbial knots, so they will not be able to speak sensibly but will instead gibber and rant in a meaningless manner, although they will appear otherwise normal (i.e. not as if they are insane). The effect lasts 1d6 minutes.





TREMOR (5)

Stamping on the ground, the caster creates a minor earthquake. Anyone nearby must make an Athletics test to remain on their feet, and if a fall would result in serious injury or inconvenience (such as if a victim were standing on a narrow ledge), must test their luck not to fall - games master characters have a 3 in 6 chance of falling. The earthquake will dislodge loose items such as books and ornaments, but is not powerful enough to damage stable buildings.

WHISPER (3)

Using this spell the caster can have a whispered conversation with another known person. They must know the person well, and they must be roughly aware of where the other person is. The conversation lasts up to 1d3 minutes, the caster and target must actually speak in a whisper, but only they can hear the other talking.

YEARN (4)

This spell creates a deep sense of longing and desire in the target. The desire can be for a person, thing or activity, and the feeling lasts for 1d6 days or until the desire is sated. The target will either try to achieve their desire, pine for lost opportunities, or act otherwise according to their nature.



MAGICAL ARTEFACTS

There are several tools that can aid magicians in their magical spell casting, such as wands, rods, and staffs, or talismans and amulets. However, the method of their construction is not well known outside of the most powerful wizards, who jealously guard their powers. Seeking such items could be a quest in itself.

Using such items requires first attune to it, which requires a successful incantation test - fail, and they may never use the item.

WANDS, RODS AND STAFFS

Wands, rods and staffs are typical equipment of more accomplished wizards and magicians in the Kingdom, and for good reason. They can store cast spells. To be used in this way, the caster must first find such an item, not a simple feat, and then attune to it. Assuming they are successful, they may then store spells within such an item by successfully casting the spell in the normal way (i.e. with a successful incantation test and payment of the stamina cost). However in this case, instead of the spell taking effect, it is instead bound up in the item. It may then be released as an action with no further incantation test or stamina loss at a time of the casters choosing. Different wands, rods and staffs can 'hold' different numbers of spells - those that can hold more than one are extremely rare and valuable however.





TALISMANS AND AMULETS

These magical charms store stamina which may be used to cast spells. Each item can store a set amount of stamina, which the wizard pushes into it. In order to use a talisman or amulet, the magician must first attune with it. The amount of stamina that may be held by each item depends on its power, with a low power item holding as little as 3 stamina, while a powerful amulet might hold 8 stamina. The stamina thus stored and it may be used to cast more than one spell or to augment the stamina cost of a spell (i.e. the cost may be split over the amulet and the caster). Once emptied of stamina, the talisman or amulet will need refilling. Such items are very rare and much sought after by wizards.

RARE AND WONDEROUS ARTEFACTS

The following magical artefacts have been rumoured to exist in the Kingdom. These are invariably the creation of powerful sorcerers, and are rare and unique items with often wonderful or baffling powers.

DIADEM OF KULKAS

No one knows for sure who Kulkas was, all that remains of name is this beautiful diadem of ruby and green crystals. This magical device has a strange effect - on a miscast, instead of rolling on the standard miscast table, roll 2d6 on the table overleaf. Whether these results can be considered 'bet



ter' than the standard effects is hard to judge...

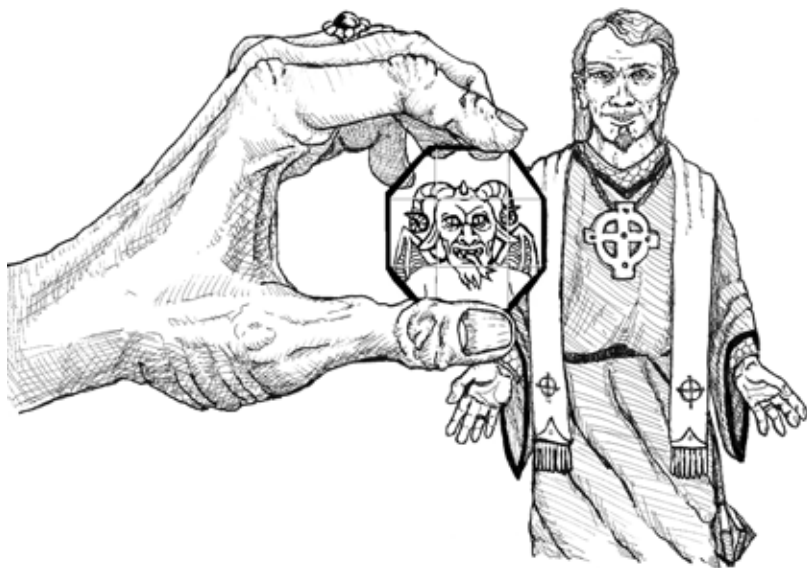
Roll 2d6

- 2 A head explodes, spraying all nearby with flowers.
- 3 A limb is transformed to gold, but still functions... Sadly, it is now worth a small fortune and will attract attention.
- 4 Two randomly selected creatures appear, one charmed by the caster, one very angry with them... Why?
- 5 A loud bang deafens everyone in the vicinity for the whole of the day.
- 6 A scaly hand pops out from another dimension and steals 2d6 coins... Whose and why?
- 7 Something or one starts to glow brightly, it will slowly dim over the next week.
- 8 Everyone in the vicinity feels a little bit better...
- 9 Pies and beer for all nearby appears.
- 10 All items become 'magical' for the rest of the day.
- 11 3d20 coins bearing the head of a Fish King fall from the sky... Whose are they and will they want them back?
- 12 A random spell discharges from the ether - if it targets an individual, determine who randomly, and ignore any normal limitations such as that the caster must touch the target. The games master is encouraged to be creative!



LENS OF TRUE SEEING

This item dates from the elvish empire, when demons summoned by prideful wizards menaced the land. The lens is a octagon of clear crystal, encased in a wire frame of gold. When held up to the eye, the lens will reveal the true form of any being that the holder observes, removing illusions, glamours and other magical effects that alter appearance. Interestingly, there are reports amongst previous owners of the lens that sometimes it appears to trick the user, and remove a glamour that isn't actually present, for example making a normal person appear to be a demon. Owners are encouraged to take that revealed by the lens with a pinch of salt!





HELM OF YERRIN

This rather plain looking iron helmet was once worn by Yerrin, a priest and paladin of the Thrice-blessed - where the helmet originally came from isn't known. It has the peculiar property of only allowing the wearer to speak the truth - if they speak the truth nothing happens, but attempts to lie instead are twisted to come out as the truth. For example, if the wearer were asked where their treasure was hidden and they tried to say that they didn't know, the voice that issued from the helmet would reveal the location. What's more, if the wearer tries to lie, the helmet becomes stuck and cannot be removed for five minutes. However, in return, all lies spoken within earshot of someone wearing the helm are revealed as such, so they instantly know if those in their presence are lying. Perhaps unsurprisingly, few priests wish to wear the helm...

KNIFE OF TERL

This dagger was made by goblins long ago in the fortress of Grond. The blade is made of star metal, and is very sharp. Once per day the holder can empower the blade with the warm blood of an intelligent creature (the bearer's or someone else's). This is dangerous, when doing so bearer must test their luck, on a fail the weapon inflicts 2d6 damage to the 'donor'. When empowered the blade will cut anything - metal, stone, whatever it is pressed against for the next 1d3 rounds. In combat, it does 2d6 damage that ignores armour and gives the owner a +5 bonus as the weapon cannot really be defended against - opponents have a 3 in 6 chance of having weapons destroyed by the knife.



BOOTS OF STRIDING

These beautiful leather boots have the finest stitching and sport rich golden embellishments, and would be coveted by the fashionable for their appearance alone. However, they are also wonderful, having been imbued with the power to leap great distances as if it were but a single stride. To use the boots, the wearer must know the destination of the stride intimately, and also in which direction the destination lies. They then just picture the location in their heads and make a stride. When the boots are used in this way the wearer must roll 1d20. On a 20, the boots have failed. One remains at the start of the journey, and one at the end. The wearer must test their luck - if they fail, it's not just the boots that split in two... Reuniting the boots restores their magical ability.



SUNDRY ITEMS OF DUBIOUS PROVIDENCE

Some minor magic items of varying usefulness, stashed under the creaking floorboards.

Roll 1d20

- 1 Mottled calfskin gloves embroidered with gold thread. When the wearer touches another person, they 'borrow' a single use of one skill.
- 2 Curious lump of green in a musty leather pouch. Saps 1 Luck per day from the bearer, gifts it to whoever is the object of their affection.
- 3 Ragged russet cloak dyed with faded symbols. The wearer may vanish in a whirlwind of autumnal leaves and reappear faraway. They may do this once daily at a cost of 1d6 Stamina.
- 4 Perforated iron ball on a rusty chain, containing a noisome black goo. When heated and swung, all at close range experience must Test their Luck. Those who fail must follow the bearer wherever they go for 1d6 hours.
- 5 Gaudy stuffed doll. On command it will animate to track down any treasured object lost or stolen. Will do this once, then leave to find a new owner.
- 6 Crimson eyepatch that allows the wearer to momentarily see through the eyes of any friend or ally, has 1d6+1 uses before its stitches unravel.
- 7 A blue box two feet square with a side that opens into a space twenty feet across.



- 8 A weapon that changes to any type or shape once a day.
- 9 Three glowing stones that grow warmer as they become closer, and can be used to start fires.
- 10 A trowel that if used to plant a tree causes it to grow immediately to full size.
- 11 A neckalce that causes the wearer to glow like candle light for an hour once a day.
- 12 Two goldfish that are intelligent and can telepathically bond with their owner.
- 13 A bag of chaos that transmogrifies anything of any size placed here into a random object for one day.
- 14 A spider that will bond physically into one's brain and reveal one pertinent hidden fact a week as determined by the games master.
- 15 A potion that in makes the imbiber a plant for one day, rooted to the spot where they imbibed.
- 16 A ring of blackened scaly skin which bonds to the arm, very ugly, but counts as light armour.
- 17 A giant earwig of gold, obedient and motive like a dog.
- 18 A chalice of tarnished gold, that is forever full of a succulent red wine that induces terrible hangovers.
- 19 A ring that glows with a ruby light when someone in its presence lies.
- 20 A cloak that makes the wearer appear as a goblin for 1d6 minutes once a day.



...and who owns them?

Roll 1d6

- 1 The wizard Kemp, irascible and irritable.
- 2 Goblins from the Cragtop mountains, who don't know what they have.
- 3 The Maid of Fesselburg, a collector of rare things, mad to boot.
- 4 Dwarven mercenaries, who will sell it for a pretty penny.
- 5 An armoured wight, who guards their treasure greedily.
- 6 A lovelorn elf, as a memento of a lover who died.





LOST RELICS

There are tales of unique objects, named and sacred, sought by the faithful of the major religions for their power and symbolism. Whoever is lucky enough to discover one will find they become a target for those seeking the relic.

VEIL OF CONCORD

A length of shimmering translucent silk sought by priests of the Thrice Blessed. When draped over the face, anything that the wearer says will seem perfectly sensible and agreeable to the listener, no matter how outlandish.

THE PERFIDIOUS FANG

Venerated by the Priests of the Red King, this curved bone-hilted dagger transfers the conscious being of anyone slain with it into the body of their assailant, whose soul transfers to the corpse.

CROWN OF FLOWERS

Crafted by Elves, this circlet of woven vines and flowers allows the wearer to speak and understand the birds and beasts of the forest, who feel the emotions of the wearer. The Wild Wood mourns its loss.



HELM OF HAUBRECK

The horned bejewelled helmet of the sainted Dwarven hero, Haubreck of Trime. At the wearer's command, rocks erupt from the earth to form a protective wall, steps or a pathway to bridge any obstacle.

DRAGONBLOOD RING

Ornate, golden and etched with runes, this hollow ring holds droplets of the Dragon's blood and is sacred to the Dragon's faithful. The wearer is in-



vulnerable to fiery breath and can feel the ring pulse when a Dragon approaches, just as that creature senses the amulet calling to it.

WAYSIDE SHRINES

Shrines dedicated to the gods are dotted along the forgotten backroads and dirt tracks of the Kingdom. These take the form of makeshift altars, stone cairns and crude statues, often set in eerie stone circles, caves or sylvan glades. Travellers making offerings of food, coins, candles or suchlike with prayer may recover 1d3 Stamina points on a successful Luck roll or receive a similar bonus to their next skill roll. Placed offerings mysteriously disappear within days but stealing from or defacing a shrine bestows a curse upon the traveller until they make amends.

Curses (roll 1d6)

- 1 Beset by bad omens, from a distance you are followed by a huge black dog.
- 2 Food tastes of ashes and you reek of sour milk.
- 3 All clothing worn provokes an itchy scarlet rash.
- 4 Animals turn aggressive in your presence.
- 5 You lose 1d3 Luck daily, ravens gather wherever you rest.
- 6 Suffering from restless sleep, you do not recover any lost Stamina at night.



COMMUNITY SPELLCASTERS

Just as the different communities in the Kingdom have specific careers found only among their members, they also have unique spell casting traditions. The following examples are advanced spell casting careers, in each case practitioners usually begins or at least serves for some time as wizard's apprentice.

DWARF RUNEFORGER

**Appraise 14, Command 14, Diplomacy 14
History 16, Incantation 16, Language 16**

Traditionally, Dwarves are distrustful of the fragility of magical scrolls, preferring to store magical energy within ancient runes. These spell-runes can be carved into crystal shards, or etched into objects, weapons and armour. Runeforgers are highly praised in Dwarven society, instrumental in great engineering projects involving multiple spell-runes, such as magical aqueducts and war-golems. Their mastery of the Dwarven runic alphabet often places them in positions of power, as esteemed scholars and diplomats.

Required Equipment: At least five 5 spell-runes, rune-carving tools, bag full of crystal shards and fake spell-runes, rune-encrusted gauntlets.



SPELL RUNES

Spell-runes contain spells, just like scrolls, but can be forged into items, or crystal shards. Activating a spell-rune requires a successful Incantation roll. Powered spell-runes glow with eldritch magic, this energy fuelled by the caster's reserves of Stamina, just like other forms of magic. You



need a scroll with the desired spell and a metal working forge or jewellers workshop to create a rune. You cut the rune while casting the spell. If you are successfully you make the rune, if not you have to roll as if you had miscast, i.e. make another incantation check to avoid rolling on the miscast table. When using a spell rune you are required to use stamina and an incantation check in the usual manner as with a scroll, but if you roll a 1 not only do you potentially miscast but the spell rune is destroyed.

HALFLING CONJURER

Disguise 14, Lie 14, Streetwise 14

Incantation 16, Persuasion 16, Sleight of Hand 16

Halfling wizards are rarely given the respect of their Human counterparts within the Kingdom, and many choose a different path. Conjurers are accomplished street magicians, enchanters and bunko artists, who use beguilement, illusion and skull-duggery to fool others. Some are merely entertainers who seek to dazzle and delight a crowd, while the less scrupulous of their kind enact elaborate deceptions for their own personal vendettas.

Required Equipment. At least 5 spells, one of which must be Dominate, Illusion or Multiply. Elaborate robes and wide-brimmed hat, fake spells, selection of conjuring tricks, glamorous assistant or gang of pickpockets.



ELF DRUID

Medicine 14, Small Blades 14, Spot 14
Incantation 16, Navigation 16, Survival 16

Deep within the wild places of the Kingdom, some elves have harnessed the power of a more primal form of magic. Druids worship dark, ancient spirits of nature and are revered among the elven people as protectors of their verdant homeland. Those that venture into the Kingdom of man may seek revenge for the ravaging of their forests, or choose to enlighten the younger race. Druids who do so must tread a dangerous path, as their spirits are quick to anger when they separated from the wilderness. Owing to their ties with nature, Druids do not suffer the effects of miscasts when in the wilderness. In rural parts of the Kingdom, such as villages or fields, such miscasts are treated normally, but when in towns and cities, Druids suffer a miscast if they roll a 1; they must immediately roll on the miscast table and do not make second incantation test to avoid the effects. When miscasts occur, they often take on aspects of nature, such as skin turning to bark or insects crawling under the Druid's skin...

Required Equipment: At least five spells, one of which must be Banish, Heal or Swarm. A ritual knife crafted from the antlers of a fallen stag, assorted animal skulls, carved stones and fetishes.

BLOOD SACRIFICE

Unlike traditional forms of magic, primal druidic magic can be fuelled by the blood of other sentient



creatures, but this is extremely dangerous. When performing a spell, Druids may extract the Stamina cost from a bound or willing subject, using a ritual knife. Each attempt to cast a spell takes 30 seconds (1 combat round) per point of Stamina required. If any test is failed, then the spell automatically miscasts and the druid must immediately roll on the miscast table. If a Druid performs blood sacrifice in an urban environment, any failed Incantation test is treated as a miscast.



PART 3: NECROMANCY







DREAD SORCERIES

In the Kingdom, magic comes in many forms, and is visible to the masses. The priests of the temples and churches beseech their various gods for aid, while wizards honour ancient agreements to cast their complex spells. Such workers of otherworldly power are common sights across the land. However, some dark sorceries are hidden from view. Practitioners of these lost or banned magics must work their magics in secret, away from the populace, to whom they are nothing but rumour and hearsay. This part of the compendium describes the foul practice of necromancy, magic associated with dead. Necromancers consider themselves masters of death, and use their powers to bind lost souls to their wretched causes.

Necromancers may not be suitable character types for players in a standard game of Warlock. However, their spells may be learnt by wizards, should they wish to do so. But such a path is not without risk, and should be very carefully considered indeed.

NECROMANCERS

Many wizards use their powers for the greater good, and turn magic to the service of civilisation and harmony. But not all wizards are so altruistic. Some follow the magical paths as a route to their own power and glory, seeing in spells and talis



mans a way to further their own desires and aims. Many such magic users are no better or worse than the common man or woman, and at worst can be called selfish and uncaring. But there are some who look to their own gain beyond any other consideration, and see all others as beneath their contempt. Such wizards can stray into the path of necromancy, and may not see the error of their ways until it is too late.

The path of necromancy can seem attractive, simply a way of talking with the dead and of uncovering secrets and hidden things long thought lost. Then comes the need for a servant or guardian, who is able to follow commands and will not question their master. Before long, the wizard becomes infected by the dark sorceries they practice, and will feel the need for a place they can work in secrecy and isolation. Preventing unwanted visitors means more guardians, and all of a sudden the wizard is a wizard no longer, they are a necromancer, the very antithesis of life and love, of sunlight and laughter.

NECROMANCERS AND SOCIETY

In the Kingdom, necromancy is a dark art, one forbidden and prohibited. Necromancers are at best shunned, at worst hunted and destroyed. For most folk, including wizards, the idea of harnessing the dead and twisting spirits to your will is highly abhorrent. So necromancers have to take their work underground, hiding from discovery. However, for



many of their rituals corpses are required, fresh and in reasonable number, so perhaps surprisingly many necromancers live in towns and cities. Only when the effects of their magics become so pronounced that they are unable to hide amongst normal folk do they slink away to thick forests and ancient ruins, to build their dark lairs.

NECROMANTIC SPELLS

The following spells are examples of those harnessed by necromancers. They are chiefly concerned with talking to the dead, creating servants and binding spirits to the material world, but there are many other dark spells not listed here that can be considered necromancy.

Bind spirit (7)

Using a dark command the necromancer is able to bind a spirit summoned by casting the spell 'spirit speak' (see later), such that it will remain in the material world indefinitely. After successfully casting this spell, a summoned spirit is compelled to remain in this world until either the necromancer releases it, or the remains that it inhabits are destroyed. This spell must be cast immediately after spirit speak (the necromancer cannot rest to recover lost stamina), and if a 1 is rolled in the casting the spell immediately miscasts (i.e. no second incantation test to avoid the miscast). The spirit can advise and act as a companion, but it must be bound to one object, for example an ornate



ly decorated skull. It is ethereal, and can hide as such.

Create guardian (4)

Binding magical force, the necromancer stitches together bones and flesh from one or more corpses (enough material for a human-sized construct) to create a guardian. This being has the same profile as a skeleton (see core rules), but cannot leave the room in which it was created.

Dead ward (5)

Summoning power the necromancer stitches an invisible barrier of negative force across a doorway or similar opening. Undead that seek to cross the barrier take 2d6 damage in doing so, with armour having no effect. If a 1 or 2 is rolled on the damage dice, the barrier breaks. The barrier lasts until the next sunrise or until broken, and its energy is visible to the undead and usually sufficient to rebuff them unless they have good reason to seek to cross it. Living beings may pass freely but feel a chill in the air that seems to reach into the core of their being.

Negative drain (6)

The necromancer gestures towards a target in line of sight whilst casting this spell, and immediately drains 3d6 stamina in a blast of negative energy. However, the negative energy also affects the necromancer, who loses 1d6 stamina. If this is



enough to reduce the necromancer to zero stamina, their soul immediately dislocates and they become a wraith, retaining their intellect, memories and spell casting abilities.

Puppet (4)

The necromancer can use this spell to animate a recently dead being, roughly human in size, and control it as if it were a puppet. To do so, the corpse must be within line of sight, and the necromancer must be able to maintain concentration. In game terms the puppet acts with the skills of the necromancer. This spell does not repair, hide or disguise the cause of death, so a messy corpse makes for a messy puppet. Once the puppet receives stamina damage equal to its original value, or the necromancer lose concentration, the puppet falls, a corpse once more and can no longer be reanimated.

Return soul (7)

With this spell, the necromancer returns a soul to a corpse. This effectively returns a recent corpse to life, with the necromantic emanations knitting together flesh and sinew, blood and bone such that the corpse appears returned to vitality. The soul has no memory of its death and resurgence, only a hazy recollection of darkness and pain. However, the magic only last so long, and after 1d6 days (rolled by the games master) the spell unknits and the soul returns to the embrace of death, leaving just a corpse, somewhat decomposed.



Spirit speak (4)

With this spell, a necromancer is able to converse with a spirit of the dead. In order to do so, they must have a significant portion of the person's remains, such as the corpse or at least the skull. This must then be covered in necromantic script, with either quill or brush, a task that takes many hours. Once complete the spell may be cast. If successful, the necromancer may freely converse with the spirit that once inhabited the remains, and may question it as they like. The spirit is not bound to reply (although most crave interaction and talk willingly), but may lie as it sees fit. Much of the preparation for this spell is finding something to offer the spirit in exchange for the information sought - revenge is common leverage. The spell lasts one day, and then the spirit is free to leave.

Summon dead (6)

Drawing power from the earth, the necromancer drags 1d6 skeletons (profile as in core rules) into the room, which sprout from the ground like weeds. The necromancer must then immediately succeed in another invocation test to control the skeletons. If they succeed, they can command the skeletons like creatures of dog-like intelligence. If they fail, the skeletons are out of control and attack everyone, including the necromancer, and the necromancer must pay the stamina cost of the spell for a second time as negative energy courses through them.



NECROMANTIC MISCASTS

Just like all wizards, necromancers miscast, and so do any who seek to use their spells. If a necromantic spell miscasts use the wrath of the otherworld table to determine what happens as usual. However, the games master is encouraged to make manifestation reflect the vile practice. All miscast effects should seethe with the reek of death and the undead, with rot and decay featuring strongly. The games master should feel free to make miscasts especially nasty, should player characters start to dabble in necromancy.



NECROMANTIC ARTEFACTS

As with all wizards, necromancers hoard talismans and the like that add to their power. The following magical items could be found in the home of any necromancer. User beware however, they often represent a first step on a dangerous path.



Black blades

These long, wicked knives are much in demand by necromancers. A stab from the blade does damage as normal, but also forms a mystical link between the knife's holder and the victim. As long as the necromancer holds the knife and expends 1d6 stamina, they are able to tell roughly where the victim is, whether they are alone and if not gain some fleeting glimpses of their companions and location. Only one such victim may be spied on at a time - if the blade is used on another victim, the first link is severed in favour of the second. The link fades with time, disappearing completely after around a week.

Black candles

These candles are made from a greasy, black wax, and are highly carved with symbols and images both arcane and profane. Casting necromantic spells in the presence of a lit candle adds a bonus of 3 to the incantation test to avoid the wrath of the oth-



erworld. However, if such a roll is still failed, roll twice on the miscast table and apply both effects. Black candles last long enough to power three necromantic spells before they are consumed.

Bone spells

Whereas most wizards write their spells on scraps of parchment, scrolls and the like, necromancers have other, darker habits. Typical necromantic spells are carved into bones, usually human, and infused with crushed ash and resin to render the lines dark. Necromancers have claimed that such practices make their spells more powerful, other wizards think it is just because such repulsive actions appeal to a necromancer's dark nature and make others leery of stealing their magic.

Dark talismans

Imbued with a malignant spirit, these ancient talismans may be used to hold spells. Using such a device the necromancer may 'store up' one use of one spell, which may then be cast from the talisman with no incantation test or stamina loss. To do so, the necromancer must cast the spell into the talisman using the normal procedure, however if they roll a 1 during the casting roll on the d20 they do not get a second incantation test to avoid a miscast - the spirit in the talisman mischievously reflects the miscast spell back on the user with glee.



Hand of Glory

Made from the left hand of a hanged man and holding a candle made from the same person's corpse fat, the 'Hand of Glory' can be used for evil purposes. When lit the candle only gives light to the bearer - in dark places, others remain blind. Each 'use' provides the owner with light for six hours. In lit areas, the necromancer can hold forth the hand and reveal the candle's light to a single victim, who is immediately frozen in place as long as they can see the candle. Only a single person can be frozen at any time (the necromancer may choose their victim if faced with many foes), and each 'freezing' counts as a use. At the end of each use, the necromancer must make an incantation test, on a fail the hand drains 1d6 stamina. After the hand has received a total of 12 stamina, it crumbles to dust.



PART 4: CORRUPTED







LURE OF THE DARK

Some magicians delve too deeply into the ways of other worlds, other existences. They seek to learn all that the cosmos has to offer, and wish to understand the very nature of creation. Much of this research starts out innocently enough, but in the quest for ever greater knowledge, these wizards are drawn to older sources and texts best left unread. Eventually, no matter the nobility of the goal, such research inevitably ends with demonic contact. Beyond the mortal worlds, there are all manner of beings more ancient than all the empires of man, elf, dwarf or halfling, and most are eager to talk to any that will listen. Magicians know the traps these beings set, and guard themselves well against the snares of demonkind. Nevertheless, such is the hubris of the mighty - in the end; all succumb to the promises of demons. Treading down dark paths, these magicians slowly change to become pawns of demon kind, wreaking havoc on the Kingdom. In the hushed circles where such things are discussed, these magicians are referred to as 'the corrupted'.

This part of the compendium outlines the corrupted, their nature, goals and powers, to allow the games master to incorporate these desperate lunatics into their campaigns.



DEMONKIND

It was millennia ago that wizards, probably elves, first made pacts with otherworldly beings to create what are known in the Kingdom today as spells. Those ancient formulae, exacting and precise, grant the caster power in exchange for life force, and are the basis of magic in the realm. It is considered by the learned that the otherworldly powers believe they got the poor end of the bargain, so much so that they became extremely pedantic about the manner in which spells are invoked, and miscasts became very dangerous. It is generally assumed by philosophers and magical academics that the beings that made these bargains then disowned the material world, considering mortals far too untrustworthy to deal with.

However, some scholars know that while this is true of many old gods and powers, there are some that still seek to deal with mortals, and strive very much to gain a foothold in the material realm. Invariably, otherworldly beings interested in the material world are called demons, although the precise difference between a demon and a god is a matter of intense theological debate. These beings seek to make new pacts with magicians, offering something different than can be achieved with known magics. In exchange for service, these demons offer extended life beyond the natural years.

Many demons seek to interact with the material world for their own complex reasons. Trying to ascertain the motives of such strange and powerful beings is considered beyond mortal ken, but some scholars believe it is the rapid mutability of the material realm, and especially the mortals within it, that



fascinates - hence their love of mutations. In the ethereal realm demons inhabit, time does not flow as it does in the material world, and life is eternal. Therefore, for demons fascinated by change, the material world can become an obsession.

Whatever the reason, some demons seem perversely obsessed with the mortal world and do much to foster relations of some kind, and their numbers are legion.

CULTIST

Type	Civilised
Actions/round	1
Weapon/skill/damage	Weapons/6/-
Armour	Armour
Adventuring skills	4
Stamina	17
Notes	Intelligent

Description - all manner of desperate individuals, criminals, obsessives and fools are drawn to demons and their fallen servants. Whether it is power they seek, and an end to their tormented lives, or some other dark desire, it seems there's no end to those who ally themselves with demons.

Cultists often wear robes and masks marked with arcane symbols and sigils that hurt the eyes. They carry wickedly curved knives, blackened with the stain of sacrifice. Sometimes cultists are gifted with mutations as a mark of favour from their masters - detailed later in this supplement.



FALLEN KNIGHT

Type	Demonic
Actions/round	4
Weapon/skill/damage	Demon sword/12/2d6
Armour	The dark gift dread armour
Adventuring skills	10
Stamina	36
Notes	Intelligent, spell caster

Description - magicians that fall under the sway of demons often become fallen knights. They are typically old, with a vitality at odds with that great age - one of the gifts that demonkind give their followers is a way to live beyond their natural lifespan. As a result, fallen knights are powerful sorcerers, with more than a lifetime's accumulated magical knowledge. They may have eluded death, but the mark of demonic influence lies upon them, even if far less extreme than that afflicts the unmen, and they often look somewhat unnatural. Despite their appearance however, their bodies course with a vile vitality.

GOALS AND MOTIVATION

Fallen knights still quest for knowledge - this overriding drive led to their ensnarement at the hands of demons in the first place. They also work to achieve the goals and ambitions of their demon masters - chaos and destruction, the very physical embodiment of disorder and change. Most of the corrupted know that they commit evil deeds, but they consider it a worthwhile cost for the knowledge and vitality that their demon masters can give to them.





FALLEN KNIGHT'S MARK OF DARKNESS

Roll after every year a corrupted knight has spent in demonic service. These effects are mainly cosmetic, and make it hard for fallen knights to blend in to civilised society.

1d20 result

- 1 Pallid, dank skin.
- 2 Prominent fangs.
- 3 Pure white eyes.
- 4 Long rat's tail.
- 5 Loss of all hair.
- 6 Fingers become tentacles.
- 7 Weeps blood.
- 8 Sibilant voice.
- 9 Cloven hooves.
- 10 Surrounded by flies.
- 11 Forked tongue.
- 12 Small horns on forehead.
- 13 Scaled skin on face.
- 14 Curved talons on one hand.
- 15 Mottled, blood red skin.
- 16 Acidic blood.
- 17 Webbed fingers and toes.
- 18 Rearranged facial features.
- 19 Extra eyes.
- 20 Featureless face.





DARK GIFTS

The demons that have corrupted fallen knights often give them strange gifts to enhance their power. These typically take the form of demonic spells, dread armour and demon swords, the hallmarks of fallen knights.

DEMONIC SPELLS

As one of the sources of magic in the Kingdom, demons grant their followers' dark spells to aid them in their quest to spread chaos and destruction. Player characters may learn such spells, although given their source, it is probably best not to try to employ them.

BLACKEN (6)

This spell unleashes a wild maelstrom of evil magic that blasts and blackens all within nearby range. Every living thing in the area except the caster suffers 1d6 damage that ignores armour, and is stunned and unable to act for one round. The damage manifests as a strange black rot that leaves permanent scarring.

SOW MADNESS (5)

With this spell, the caster is able to drive a target in nearby range temporarily mad. The effects last two rounds, during which the target will froth, rage, and savagely attack the nearest



creature irrespective of whether they are friend or foe. After the spell ends, the victim of the spell is plagued by terrible dreams, haunted by the vision of the caster that attacked them.

PLAGUE (4)

The caster is able to spread a plague of insects from their hands into a nearby area. The insects fly into eyes, mouths and noses, and make fighting, talking or anything else incredibly difficult for three rounds. For any tests performed during this time, anyone affected suffers a penalty of 3 to all dice rolls.

DREAD ARMOUR

One gift that demons often grant their followers is dread armour, demonic protection forged outside of the material world. This armour is invariably black, gold or silver, and is often inscribed with glyphs and sigils. This counts as heavy armour, offering the best protection. The armour is also very intimidating, fear imposing a penalty of 2 to attacks against the one wearing it. In addition, while wearing the armour the occupant cannot truly die, not matter how grievous the wound; instead they will slowly heal back to full strength over many days. To truly kill the wearer, they must be separated from the armour and beheaded. The armour is tied to the demon who made it, and any who don it become its servant, whether they wish to or not. Dread armour can only be destroyed by melting it down in the hottest flame, such as in dragon fire.





DEMON SWORDS

Many warriors bound to demon masters wield demon swords, cruel weapon forged from star metal. These blades are bound with demon essence, and have a will of their own. As a result, they can be quite fickle - if they don't think their owner using them correctly, they may refuse to use their powers. Demon swords are able to cast spells, typically two or three cruel and destructive invocations. The swords power their spells with the blood of their victims - for every two points of stamina damage inflicted by the blade, one stamina point can be stored to cast spells. The blade counts as another combatant under the games master's control, and gets one turn in a round of combat to cast it's spells. An invocation roll is still required - the demon that originally granted the spell in the distant past is unlikely to be the one bound into the sword! Rolls use the bearer's invocation skill, and miscasts can still occur - if they do it is the bearer who is affected.

HOSTS OF THE DAMNED

Corrupted knights gather hosts around them, to allow themselves to wreak the destruction that their masters demand. They accept anyone into their forces who will accept their creed, so often they have the most despicable and desperate within their ranks. The following creatures can often be found rallied to a demon's banner of war.



DARK GOBLINS

Goblins and hobgoblins can be spiteful and selfish, but they are not inherently evil. However, some are black hearted just as any humans, elves and dwarves can be. These pitiful souls gather to corrupted knights, drawn by their power and their aggression. These warriors are called dark goblins, and are some of the most fearsome of their kind. Typically armed with cruel blades and armoured in thick steel, the dark goblins are formidable foes.

Dark goblins are as loathed by their own kind as they are by civilised folk. They have turned from the worship of Dragon, the god of their more sensible kin, and devoted themselves entirely to demon kind. As a result, they are greatly feared even by hobgoblins.

Surprisingly, dark goblins rarely show the mutations seen in other servants of demons. Scholars guess they are resistant to such changes.

DEMON MASTERS

Each fallen knight follows a demon master. These terrible beings command the host, and in reality, a corrupted knight cannot truly be defeated until their demon master is defeated and banished. They must be completely destroyed to free the Kingdom from the danger and chaos that demons represent.

Demons come in all shapes and sizes. Their base statistics are listed in the Warlock core book, but they often exhibit major and minor mutations as listed later in this supplement.



The following demon lords and their minions are relatively well known in the Kingdom, and have in the past drawn many fallen knights to their banners. They entice the foolhardy with promises of knowledge, but as with all their kind inevitably snare those that treat with them and turn them into slaves. Demon lords themselves are great powers, but their servants are often part of a demonic host.

LORD DELOCK OF THE DEPTHS

The demon usually known as Delock seems to have some affinity for the void; whether that be the unknowing void some say hides earth from heaven, or the great dark and uncaring void of the oceans of the world. It is a strange entity, dark and unfathomable, but it promises sorcerers great knowledge of the beginning and end of things for their bound service. Delock is not as outwardly aggressive as some other demons - it keeps its slaves hidden, away from sight, but it does have designs upon the Kingdom just like all of its kin, and seems to seek societal upheaval and distress as its goal. When governments fall and cities are wracked with riots and ruin, it is often the minions of Delock that are to blame.

The demonic minions of Delock are known as Void Lords. They are silent, unearthly creatures, their inability to speak hiding a dark and malign intelligence.



VOID LORD DEMON MASTER

Type	Otherworldly, demonic
Actions/round	3
Weapon/skill/damage	Claw /10/1d6+4
Armour	1d6 hide
Adventuring skills	8
Stamina	38
Notes	Intelligent, Flight

Description - Void lords resemble large, powerful creatures with tentacled faces and great wings.



They are able to fly with ease, and can move at great speed. Corrupted sorcerers sometimes learn how to summon these beings, and even ride them, but many find their faceless mien hard to bare.

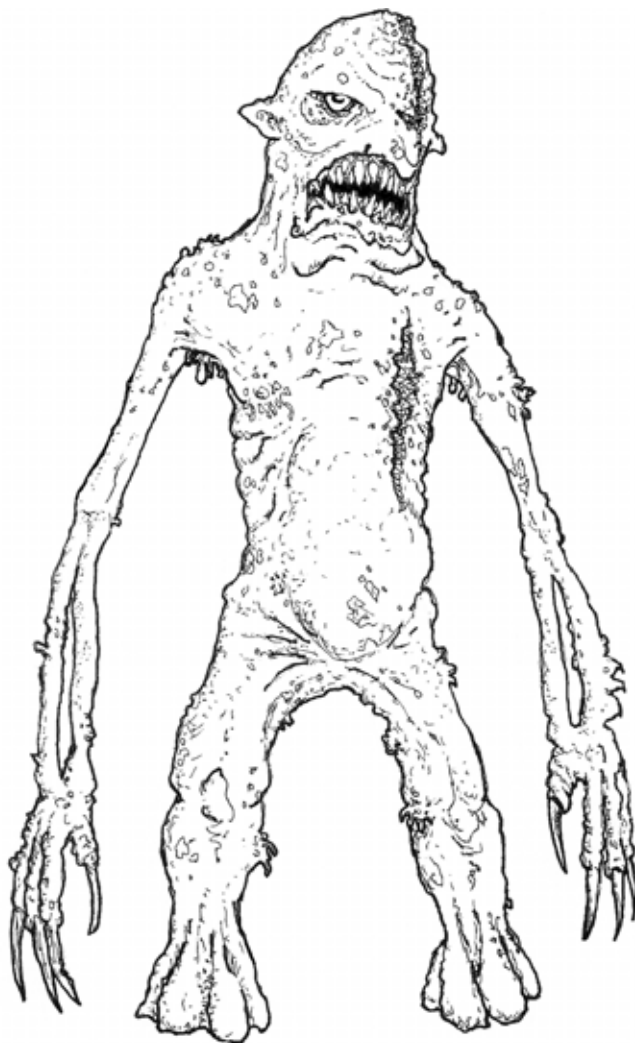
DEMON LORD PAZAALI

Of all the demons that stalk the civilised peoples of the Kingdom, none is as close as Pazaali, the demon of war. This being delights in causing destruction and ruin, seeing in this the most violent and rapid change in the nature of people and places. Pazaali seeks always to sow discord and strife, and for this to fester and bubble into open war. It is even happy to see its own forces destroyed - it is not winning that Pazaali seeks; it is the destruction and wreckage that war weaves. In return, the demon offers powerful spells to those that serve it, and promises secrets that can lead to an advantage over a hated foe.

The most numerous servants of Pazaali are the dark servants, disgusting beings that feed on carrion. They are often seen picking over the aftermath of battles, seemingly drawn to the destruction.

DARK SERVANT DEMON MASTER

Type	Otherworldly, demonic
Actions/round	4
Weapon/skill/damage	Claw /12/2d6+2
Armour	1d3 hide
Adventuring skills	6
Stamina	50
Notes	Intelligent



Description - Dark servants are slightly smaller than men, with twisted and grotesque bodies often covered in wounds and sores. They are hunched in posture, with grey skin and sharp claws. Unlike many demons, dark servants are not outwardly aggressive but instead obsequious and grovelling. This is to aid their true aim - to be underestimated and set free to wreak havoc and destruction



UNMEN

Of all the creatures of the Kingdom, the unmen are the most desperate. Not quite human but not quite animals, they are shunned by both, and forced to live in the dangerous depths of the forests, their only sanctuary. Unsurprisingly, the unmen flock to a demon's banner, the less intelligent ones making the bulk of a corrupted knight's host.

Unmen subjected to the presence of demons bare horrible mutations, scholars believing that their hybrid nature makes them exceptionally susceptible to change. Bands of unmen often include individuals with extreme mutations, such as multiple heads or no head at all, limbs of different size, number or arrangement with varying skin colour and textures.

Unmen are loathed and feared by all other creatures, living in small bands deep in the forests of the Kingdom, emerging to ravage human settlements before fading back into the woods. Unmen speak the guttural tongue of demons that brooks no expression beyond the capacity for dominance, subjugation and the infliction of terror.

All unmen within demonic hosts have suffered from mutations, typically 1d3 lesser mutations.



MUTATIONS

Demons are obsessed by change. Many of their followers are 'gifted' with mutations, changes to their physical nature that result in strange and twisted forms. Needless to say, many creatures are driven mad by the appearance of mutations.

Table 1 shows minor mutations, and table 2 major mutations. When rolling for mutations, if multiples or contradictory results are rolled, the games master is encouraged to exaggerate and blend the results, as the gifts of demonic are fickle. Games masters are also encouraged to expand and develop their own tables. One of the results on table 1 allows a roll on table 2, greater mutations, representing greater gifts of demonic masters.

TABLE 1: LESSER MUTATIONS

1d20 result

- 1 **Bestial Legs** - legs are fully bestial. The creature can take another move action before or after its normal action.
- 2 **Cadaverous** - the creature appears emaciated, halving Athletics and Endurance skills.
- 3 **Colour** - the Unman has unusual pigmentation of skin or fur. Roll d6 - 1: Albino, 2: Jet Black, 3: Sickly Green, 4: Blood Red, 5: Deep Purple, 6: Sky Blue.
- 4 **Crest** - Wattle or crest instead of hair on head. Cosmetic.



- 5 **Eye Stalks** - 3d6 inches long. Cosmetic.
- 6 **Great Jaws** - and savage teeth. May bite as its attack action for 1d6 damage.
- 7 **Headless** - head is set into chest. Any critical strike to the head is ignored.
- 8 **Hunchback** - severe kyphosis. Cosmetic.
- 9 **Huge Head** - twice the size of normal, often ridged or horned. May headbutt as its attack action for 1d6 damage.
- 10 **Long neck** - 1d2 + 1 feet in length. Roll d6: 1-3 = rigid, 4-6 = flexible.
- 11 **One eye** - a singular, cycloptic eye. Cosmetic.
- 12 **One leg** - creature hops madly.
- 13 **Pin Head** - severe microcephaly. Halves all weapon and adventuring skills.
- 14 **Quadruped** - Arms extend to knees, creature may move on all fours.
- 15 **Rearranged limbs** - Legs and arms are swapped. Creature halves weapon and adventuring tests that require balance or gross motor competency.
- 16 **Tentacle arms** - prehensile, cosmetic.
- 17 **Third eye** - roll d6 for location: 1: head, 2: arm, 3: torso, 4: groin, 5: buttock, 6: leg. Cosmetic.
- 18 **Tough skin** - light armour. Roll d6 for type: 1: chitin, 2: quills, 3: dense fur, 4: thick leathery hide, 5: scales, 6: rubbery flesh.
- 19 **Marked by demons** - roll twice more on this table.
- 20 **Chosen of demons** - roll once on table 2.



TABLE 2: GREATER MUTATIONS

1d20 result

- 1 **Arms of the ogre** - arm(s) reach to ankles, knotted with muscle. Roll d6, 1-3 = one arm, 4-6 = all arms. Extra d6 damage with melee weapons wielded with the affected arm.
- 2 **Bestial Head** - the creature's head is fully animal. Such creatures are more capable than their brethren: +2 to weapon and adventuring skills and +4 to stamina.
- 3 **Boneless** - flexible bone, cartilage and viscera; halves all damage received from weapons, can squeeze through spaces 6 inches in diameter. Can distend jaw to swallow unconscious or bound victims whole.
- 4 **Blood Rage** - the creature is subject to frenzy, adding +5 to its weapon skill but taking double damage from hits against it.
- 5 **Breathes Miasma** - once per round, as an extra attack action, the creature spews caustic vomit at an engaged opponent, inflicting 1d6+3 damage that ignores armour.
- 6 **Demon Spawn** - gains an additional 1d3 greater mutations.
- 7 **Champion of arms** - endowed with surpassing ferocity by the dark gods: +2 actions per round.
- 8 **Evil Eye** - an extra eye in the forehead glowing with sickly light that scours and ruptures all it regards. The beast can make an extra gaze



- attack action each round, inflicting 1d6+3 damage that ignores armour.
- 9 **Flyer** - the creature is endowed with a functioning pair of wings they may glide or fly with.
- 10 **Gaping Maw** - a cavernous, toothy mouth in the centre of creature's torso. An opponent inflicting a successful melee attack against this creature must make a successful luck roll or be bitten for 2d6 damage.
- 11 **Giant** - the creature is double in size and eight times the mass, with +2 to attack skill rolls, +1d6 to damage rolls and +12 stamina.
- 12 **Great Horns** - may charge, attacking one opponent for 2d6 damage.
- 13 **Hideous Appearance** - endowed with a visage so horrific even fellow corrupted become uneasy. For example, torso and limbs composed of writhing tentacles, flesh putrid and rotting, hundreds of eyes and mouths, etc. The games master is encouraged to play this for all it is worth. Double adventuring skill total for Intimidate rolls.
- 14 **Horrible Stench** - noxious body odour that can be smelled from the next field. Halve adventuring skill attempts at stealth and any social interaction except Intimidate.
- 15 **Leaper** - prodigiously muscled legs. Can leap over obstacles at the games master's discretion.



- 16 **Multiple Arms** - the creature has 1d3 extra arms and gains 1 extra attack action per round.
- 17 **Multiple Heads** - the creature has an additional head that chatters and bleats continually. When coordinated, with the first, gains an additional attack action per round. If one head can be distracted, thwarted or otherwise disengaged from its task the creature will begin to argue with itself, becoming unresponsive to anything other than life threatening circumstances for 3d6 minutes.
- 18 **Poisonous Bite** - the creature's bite is venomous doing 1d2 damage and has the Poisonous quality.
- 19 **Prehensile Tail** - capable of wielding a weapon, 1 extra attack action per round.
- 20 **Shaman** - gains 1d6 spells, rolled randomly as per Warlock page 96-97. Gains the Incantation skill at 8. The shaman's 'scrolls' are either in the form of talismans fetishes and other unholy regalia, or tattooed, burned and scarred across their body in writhing, unholy script. All spells give evidence of their corrupt origins when cast via noxious fumes, unearthly howls, sickly colours, withering of nearby wildlife and the like.



DEMONIC FINDS

Roll 1d20 when looting the corpse of a demonic servant.

- 1 A demon-bone comb.
- 2 A curved eating dagger.
- 3 A bag of demonic coins.
- 4 A shrunken head.
- 5 Elvish ears on a string.
- 6 A halfling drinking skull.
- 7 A dice made from bones.
- 8 A flute made from a femur.
- 9 A pulsing ruby, flecked with green.
- 10 One rotten human foot.
- 11 A ring of red gold, covered in sigils.
- 12 A small, vicious torture kit.
- 13 A love letter, from better times.
- 14 A demon's clawed finger.
- 15 A draught of poison.
- 16 Some euphoric dust, made from corpses.
- 17 A demon's name, carved on a bone.
- 18 A heart, still beating.
- 19 A bag of eyeballs.
- 20 A collection of vials full of blood.



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