

RuneQuest

Book of Spirits

For the purposes of this work, spirits will be separated into the following categories: Elementals, Demons, Spirits, and Undead.

ELEMENTALS

Annis

Annis appear to be a type of genie closely associated with the element of darkness. More than just intelligent shades or powerful hags, annis are among the nobility of darkness races.

Annis are typically powerful spellcasters, utilizing darkness spells at their skill/2.

Annis						SV: 159
STR	CON	SIZ	INT	POW	DEX	
6d6	3d6	4d6	5d6	6d6	4d6	

Powers: Armor (6), Claws x2 (1d6+db), Eyeballs x2, Hands x2, Legs, Mouth (1d10 damage), Shadow Void (3m, 10m range, 6 rounds), Spawn Shades, Teleport (20 SIZ).

Skills: Bite Attack (3d10+POW%), Claw Attack (6d10+POW%), Command Shades (POWx2%), Scan (2d10+POW%), Teleport (POWx5%) .

In addition to their spells, annis can create and control a number of shades equal to their INT/4. Each of these shades is effectively their familiar, casting the spells they know with their skill and magic points.

Annis reputedly can travel to anyplace where there are shadows large enough to permit them to step through them. A bound annis will consent to carry her master or another he designates through such shadows three times, after which her bonds are broken and she is free to return to her place of origin.

Chaggrin (Earth Grue)

Resembling squat moles comprised of tainted soil and rocks, these corrupted earth elementals live to spread their taint as far and wide as possible.

Those chaggrin summoned by followers of Urdlen generally have a high percentage of white stones and a pale, leprous moss that furthers the likeness to their dread lord.

Chaggrin

Characteristics		Average
STR	1d6	3-4
SIZ	1 cubic meter	
INT	1d3	2
POW	1d6	3-4
HP	1d6	3-4
AP	1d3	2
Move	6	6

Chaggrin generally burrow close to the surface, and either allow their tunnel to collapse beneath a foe or spring forth to rend targets on the surface. The claws of a chaggrin do 1d6+3 damage, ignoring armor made from metal or earth.

Chaggrin themselves are immune to critical hits, and have a disruptive aura (equal to their POW in meters) that disrupts any spell that affects the earth or minerals (enchanted effects are not dispelled, and Control Chaggrin isn't affected, either). Such spells simply do not work whenever a chaggrin is near, and spells cast at such a time are wasted.

Chaggrin, though loathe to speak at all, generally know their own tongue as well as that of the dao.

Dao

Ancient legends among the Bakluni say centuries prior to the Twin Cataclysms, Warlocks serving their Elements infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

Whether this is true or merely a fanciful legend, none now can say; whether the most ancient temples of these gods still contain the formulae for such transformations or not is similarly unknown. What is known is that the Fate of the Bakluni is definitely tied to the genie races, for good or ill.

Dao are the type of genie most closely

associated with the element of earth. More than just intelligent gnomes, dao are the nobility of the Plane of Earth.

Dao are typically powerful spellcasters, utilizing earth spells at their skill/2.

Dao					SV: 151
STR	CON	SIZ	INT	POW	DEX
12d6	3d6	5d6	5d6	6d6	5d6

Powers: Armor (12), Burrowing (16), Dust Cloud (3d6 damage, centered on self, 5m radius), Eyeballs x2, Hands x2, Knowledge (where buried treasure can be found), Legs, Transmute (Copper to Gold).

Skills: Cloud Attack (3d10+POW%), Command Gnomes (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%), Transmute (5d10+POW%).

In addition to their spells, dao can strike the earth with their fists, causing tremors equal to a 6 point Shake Earth spell.

The most famous ability of dao, however, is their knowledge of, and ability to retrieve wealth that lies buried beneath the earth. A bound dao is compelled to do so three times, after which it is freed of all other obligations.

Djinni

Ancient legends among the Bakluni say that centuries prior to the Twin Cataclysms, Warlocks serving the Elemental Courts infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

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Djinni are the type of genie most closely associated with the element of air. More than just intelligent sylphs, djinni are the nobility of the Plane of Air.

Djinni are typically powerful spellcasters, utilizing air spells at their skill/2.

Djinni					SV: 185
STR	CON	SIZ	INT	POW	DEX
6d6	3d6	4d6	5d6	6d6	5d6

Powers: Armor (6/12), Eyeballs x2, Grant Wishes, Hands x2, Knowledge (secrets spoken in a breeze), Legs, Weapon (3d6), Whirlwind (40).

Skills: Command Sylphs (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%), Whirlwind Attack (3d10+POW).

In addition to their spells, djinni can create a

powerful whirlwind of air, a cone that is 1m across at its base, rising 12 m high, and 10 m across at its peak.

Djinni can either use this whirlwind for travel or attack; as a traveling device, it increases the djinn's movement (to 40) and provides 12 AP vs. attacks.

As a weapon, it picks up a number of targets equal to the djinn's STR, and does damage equal to his damage bonus each round to all caught within.

The most famous ability of djinni, however, is their knowledge of any secret spoken where a breeze was blowing,, as well as their ability to grant wishes. Each wish granted costs the djinn 5 CON.

In either case, a bound djinn need but tell three secrets (or grant three wishes, if such is within his power), after which he is freed of all other obligations.

Drains (Void Elementals)

Drains are commonly found only in the deepest reaches of the spirit plane, where they are exceptionally rare, or on the Negative Material Plane, where they are common.

While most are similar to elementals of other planes, it is whispered that there are some with a malevolent intellect, who rule over the others with iron discipline.

Characteristics	Average	
STR	1d6	3-4
SIZ	1 cubic meter	
POW	1d6	3-4
HP	1d6	3-4
Move	equal to POW	

Drains manifest as balls of ebony colored flame. The flames of their body hiss and crackle ominously, for they are the very antithesis of life and living things.

A drain attacks targets by lashing out with a pseudopod of flame (range equal to 2x SIZ in meters, 1 pseudopod per cubic meter of SIZ) and wrapping it around its target (dodge to evade, otherwise it hits automatically).

Once in contact with any living creature, it matches its STR vs. the STR of his victim, and on any round that it maintains its hold, that target loses 1d4 hit points. In addition, at the end of each round of contact, it will match its POW vs. the POW of its target, success indicating that the target must make Aging and Inaction check, as well as physically age 1 year in the process. On a critical success, the target ages 10 years, and must make 3 Aging & Inaction checks.

Efreet

Ancient legends among the Bakluni say centuries prior to the Twin Cataclysms, Warlocks serving their Elements infused themselves with their chosen element, becoming wild and strange to their fellows until they merged with the Element they had chosen, and became the first members of the various genie races.

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Efreet are the type of genie most closely associated with the element of fire. More than just intelligent salamanders, efreet are the nobility of the Plane of Fire.

Efreet are typically powerful spellcasters, utilizing fire spells at their skill/2.

Efreet					SV: 141
STR	CON	SIZ	INT	POW	DEX
10d6	3d6	6d6	5d6	6d6	6d6

Powers: Armor (8), Burn Attack (4d6x10m), Eyeballs x2, Grant Wishes, Hands x2, Legs x2.

Skills: Burn Attack (3d10+POW%), Command Salamanders (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%).

In addition to their spells, efreet radiate heat in a 10m radius. Anyone within that circle takes 4d6 damage per melee round.

The most famous ability of efreet is their ability to grant wishes to those who have successfully bound them. Doing so costs 5 CON to the efreet, and makes it VERY angry. An individual efreet will do so three times at most, and then is free from it's bondage.

Flares

Flares are elementals of the purest light; some say they are native to the Positive Material Plane, while others argue that their true home is the Plane of Brilliance.

Characteristics	Average	
STR	1d6	3-4
SIZ	1 cubic meter	
POW	1d6	3-4
HP	1d6	3-4
Move	6	6

Flares manifest as globes of brilliantly shining light. Anyone within a flare has all of their senses overloaded, sight is impossible in the light, a vast roaring fills the

ears, and the senses of taste, touch and scent fluctuate wildly from one extreme to another.

A flare's primary attack is it's blinding presence, whereby it matches it's magic points vs. the target's CON. The flare must be touching or partially engulfing the target's head to use this attack form.

When a flare attacks, it may engulf 10 SIZ worth of opponents for each cubic meter of SIZ it possesses. Victims within a flare are grasped by it's STR (match STR vs. STR to overcome) and anyone grasped by the flare is subject to it's blinding attack. Anyone else remaining within the flare's presence loses 1 fatigue point per round to the wildly changing sensory input inside the flare's volume.

Marids

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Marids are the type of genie most closely associated with the element of water. More than just intelligent water elementals, marids are the nobility of the Plane of Water.

Marids are typically powerful spellcasters, utilizing water spells at their skill/2.

Marids					SV: 145
STR	CON	SIZ	INT	POW	DEX
12d6	3d6	5d6	5d6	6d6	5d6

Powers: Armor (8), Boat (20), Eyeballs x2, Hands x2, Knowledge (where submerged treasure can be found), Legs, Squirt (3d6 damage, 15m range), Transmute (Water to Wine).

Skills: Command Undines (POWx2%), Fist Attack (6d10+POW%), Scan (2d10+POW%), Squirt Attack (3d10+POW%), Swim (10d10%), Transmute (5d10+POW%).

In addition to their spells, marids can, while in water, clap their hands together and create an effect similar to a 3 point Water Fist spell.

The most famous ability of marids, however, is their knowledge of, and ability to retrieve wealth that lies beneath the waters. A bound marid is compelled to do so three times, after which it is freed of all other obligations.

Skriax

The skriax are actually a unique type of sylph that takes the form of a small whirlwind loaded with sand and debris.

Whenever a follower of Ragniyah commits an offense against her, somewhere in the world a skriax is created. Slowly these skriax come together, until at last they find the offender and attack.

For each skriax that has come together with the others, the size of the skriax increases by 1 cubic meter, and all of its stats are similarly increased. Offenders engulfed by a skriax are blinded by the flying debris, and take damage equal to 1d8 per cubic meter of the skriax each round.

Temporal Spirits

Temporal spirits are often viewed as a kind of Elemental, as their statistics are similar. However, Time (as much as it is understood, anyway) is not an Element, so they are referred to simply as spirits.

Temporal spirits all have common statistics:

Characteristics	Average	
STR	1d6	3-4
SIZ	1 cu m.	
POW	1d6	3-4
HP	1d6	3-4
Move	POW	3-4

Much like an elemental, temporal spirits are measured in cubic meters, though that is not precisely accurate, either, but it is a useful measurement for comparison. While there are several varieties of spirit, the two most common ones are known as Passages and Pauses.

Passages attack by matching their STR vs. the STR of their target. If successful, they grasp the victim and match POWs; if successful the victim is effectively aged a number of months equal to the POW of the spirit and must make an immediate Aging and Inaction check.

Pauses attack in much the same way, but when successful their victims stand motionless, trapped by the moment and unable to act. While so trapped, the victim must make a Fatigue check each round.

Each type of spirit can engulf 10 SIZ points of opponent per cubic meter of volume.

SPIRITS

Archons

Archons are said to be the spirits of all the mortals who have ever fallen in the service of Rao. They continue to serve their Lord in spirit form, by answering the calls of mortals in need of aid.

Archons come in several forms, representing various levels of "purity" or perhaps rank in Rao's service.

Most common are the Lanterns, softly glowing spheres of light, who will come to the aid of any who call them by means of the Summon Archon spell.

Next most common are the Warden Archons, who resemble Lanterns in form, but are usually larger, and more blocky in appearance. Wardens will not usually answer the call of initiates, sending Lanterns to aid them instead.

Least common are the Sword Archons, that take the form of a glowing warrior with a sword; Swords will only answer the summons of priests. Other forms of Archons are known to exist, but these are the ones that answer summons most often.

Lantern Archons			
SIZ:	2	MV:	20
INT:	4d6	HP:	3d6+6
MP	equal to hit points		
AP	equal to hit points		

(Lantern Archons are effectively the same as Hellions. Their entropic attack weakens and tires opponents, but does not kill. See the RQ3 creature book for more detailed information.)

Warden Archons		
Characteristics	Average	
STR	1d6+2	3-4
SIZ	1 cubic meter	
POW	1d6	3-4
HP	1d6+2	3-4
Move	10	
AP	equal to hp / 3	

Warden Archons do not possess an attack form; rather, they either impose themselves between the summoner and harm, or can encircle and entrap 10 SIZ worth of opponents for each cubic meter of SIZ it possesses. Victims trapped within a Warden can be grasped by its

STR (match STR vs. STR to overcome) if they attempt escape, and anyone so held loses 2d6 fatigue points per DEX strike rank in their struggle to escape.

When performing either function, the Warden takes on the appearance of a wall or fence, and either encircles the target or keeps itself between the caster and his enemies. (Think of a gnome turned inside out; rather than a pit, it forms a cell above ground.)

Sword Archons	
Attribute	Equals
SIZ	POW
INT	4d6
POW	varies
DEX	POW
Move	POW
Armor	MP
Hit Points	MP
Attack/Parry%	5xMP
Weapon Damage	MP

Sword Archons are so named because they alone will fight for the cause of peace. Sword Archons are beings of pure force; possessing only INT and POW. Most of their stats are based on their POW or current magic points.

As Sword Archons accrue damage, they become weaker, but they cannot be truly destroyed unless their POW somehow is reduced to zero.

Binla

Thought to be the offspring of Ekaaron's Spirit of Retribution, Binlar, these spirits are a perverse fusion of a shade and a hate spirit.

Binlas attack much like shades, matching their STR vs. the STR of their target to hold them fast. Rather than fearshock, however, a Binla engages its target in spirit combat, and if victorious, possesses the target as a hate spirit would.

Such a possessed victim takes on the black color of the shade and their hair turns white of it's own accord. Driven by the hate spirit, they go on a berserk rampage, attempting to kill anything nearby or seeking their own violent end if alone.

Even if another successfully exorcises the Binla, the victim's hair retains the white coloration as a reminder of the experience.

Characteristics	Average	
STR	1d6	3-4
SIZ	1 cu m.	
POW	1d6	3-4
HP	1d6	3-4
Move	POW	3-4

Hearth Spirits

Hearth spirits are typically found in homes or lodges where a particular family or clan has dwelled for more than a single generation. When they choose to manifest, they usually appear as translucent members of the family they have under their care.

Most hearth spirits go unnoticed in a home, preferring to help in small ways. They typically aid those who live under their protection find lost items, make small repairs, or drive out unwelcome vermin. Their most useful function, however, is in driving out unwelcome spirits.

Any disease or passion spirit attempting to enter their domain is instantly attacked by the hearth spirit. If defeated, the hearth spirit will recover it's magic points and seek out the invader anew, attempting to cast it out of any member of it's household that it might have affected. Each such failed attempt, however, costs the spirit 1 POW in order to reform.

Hearth Spirits		
Characteristics	Average	
INT	3d6	11
POW	4d6	14

All hearth spirits possess the following innate abilities: Repair (spell level equal to POW/6), Extinguish (spell level equal to POW/6) and Disruption. They can also add their POW to the percentage chance of any member of their household performing any of the following skills: Craft (any normal household craft, such as cooking, etc.), First Aid, or Search.

Tzoktal

Tzoktal is the spirit of reprisal for this cult, taking the form of a churning cloud of purple mist or smoke, within which can be glimpsed a single golden eye, surrounded by three mottled purple and mauve tentacles.

Tzoktal has an INT of 16, a POW of 18, and his tentacles have 14 HP / 3AP each, but possesses no spells (though see below). Each of the three 6m tentacles attacks with 95% skill.

Once manifested, it will emit a beam of golden

light from it's Eye, that will instantly cancel the effects of any spell on it's quarry with an Intensity less than 6 (i.e. Countermagic 6 or Shield 3 would both fail), and proceed to attack with it's three tentacles.

When the first tentacle strikes, all of the poison the offender has ever resisted through Ghaunadaur's favor takes effect at once; with the second hit, all the acid. The third tentacle delivers 1d20 points of damage, ignoring armor.

Once it has landed three successful hits, Tzolkta draws it's substance back into the Spirit Plane and troubles the offender no more.

UNDEAD

Liche

A Liche is a form of undead related to vampires and mummies, but whose thirst for knowledge has overwhelmed them, so much so that they have exchanged their mortal lives for the chance to spend eternity learning and discovering more about the world around them.

A Liche can be created in one of two ways. The first (and most common) is the Create Liche ritual spell, which the prospective liche must cast on himself. Details of the ritual vary from cult to cult, and between magic types (currently only sorcery and divine magic spells of this type are known to exist), but in one cult the caster must sacrifice seven virgins of a sentient species, then commit ritual suicide and succeed in a successful ceremony roll. Success means that the character's soul is dissolved (much like a vampire's) and they have become a Liche. Failure means that the character dies, their soul being sent to whatever afterlife it is meant for where it will be damned to whatever Hell that character's God has waiting for those who dabble in Chaos, Undeath and the mysterious Arts.

The second means is far more rare, but has been known to happen from time to time. If a particularly diligent sage should pass away while pouring over his tomes, sometimes his raw will to continue is enough to animate his body in unlife, negating the need for the ritual or spell at all.

While the spell can be cast by anyone with the will and knowledge, Liches are often found in Truth Rune cults, especially those additionally tied to the runes of Magic, Chaos, Undeath, or Loss. In divine cults, it is rare for anyone other than a Priest or Rune Lord to voluntarily become a Liche, as cult advancement becomes far more difficult once the soul has been burned away.

Liches appear as withered, emancipated figures,

drained of fluids and with their flesh wrapped like dry, brittle pages around their bones. Normally there is no smell of decay, but if the liche spends sufficient time in a moist enviroment, rot or mold can set in. Liches in this predicament often use perfumes to cover the smell.

Liches who dwell close to their old human habitats will sometimes emerge under the cover of heavy clothing and venture back to purchase books, tomes and grimoires, but otherwise spend most of their time secluded in their libraries. Liches are often solitary in nature, though a few have been known to tutor others if approached correctly.

Stats		Avg		
STR	3d6x2	22	HP	22
CON	3d6x2	22	FP	32
SIZ	2d6+6	13	MV	Species+1
INT	2d6+6	13	DB	1d6
DEX	3d6+6	17		
APP	1d6	3		

Liches often wear armour if expecting trouble, and usually have some forms of protective magic.

Weapon	SR	att	dmg
Touch	7	25% base	1d3+db+special

Magic: Never has Spirit Magic, but they are often either powerful sorcerors or priests.

The touch of a Liche is especially devastating. Upon striking it drains 3d6% of a skill chosen by the Liche. This skill can be any Knowledge skill, Speak skill, Magical Art or Sorcery spell. The loss is permanent. In return the Liche gains an "experience tick" in that skill, even if one cannot normally be gained in (lores etc...). The tick is instant, and if it succeeds then the Liche gains 1d6% in that skill to reflect the knowledge it has learnt from the drained victim. Liches often capture victims alive to use this upon. They usually have a myriad of Lores, some in the region of 150% to 200% if the Liche is of any reasonable age.

Sorcery Notes: Liches have access to the Vow of Lichehood. This adds their old POW as Presence. It is lost if they ever attempt to stop being a Liche.

Sons of Kyuss

The form of undead known as the Sons of Kyuss are particularly loathesome. While resembling zombies at a distance, their decaying flesh is riddled with thousands of green worms, and they are surrounded by a powerful aura

of fear.

The curse which creates a Son of Kyuss resembles a disease in some ways, and those tainted by the touch of a Son can have the onset of the transformation into one of these horrid creatures slowed or halted by the service of a Healing Spirit. Once the victim has died of the infection, however, nothing can bring them back, and death of the body is the only thing that will free the spirit to rest.

Each successful blow struck by a Son has a 25% chance of a worm leaping from the body of the attacker to his target, which will immediately begin squirming it's way towards the nearest piece of exposed flesh. Once it reaches such a juncture (which takes a number of strike ranks equal to the AP rating of the armor worn by the target), the worm furiously begins burrowing beneath the skin towards the belly of the target, there to gestate and breed more of their kind until such time that they are numerous enough to overcome the victim and slay him, turning his corpse into another Son of Kyuss.

Each worm that occupies a body is considered to have a VIRulence of 1, and each worm can reproduce itself every hour. When the total number of worms equals the CON of the afflicted character, they will begin to spread throughout the body, and the target must at that time make a CON x5 roll, or become prostrate with the pain of the worms burrowing through his flesh.

At the same time, the worms attack the POW of the target, pitting their combined VIR vs. the POW of the target in much the same manner as the Soul Waste disease.

A target dies when it's POW is consumed, transforming into a Son of Kyuss over the next few hours after death. A Son of Kyuss has the following typical stats:

Stats		Avg		
STR	3d6x1.5	16	HP	17
CON	3d6x1.5	16	FP	32
SIZ	2d6+6	13	MV	3 (S-1)
INT	2d6+6/2	6	DB	1d6
DEX	2d6	7		
APP	1d4	2		

Location	d20	HP	AP
R Leg	01-03	6	*
L Leg	04-06	6	*
Abdomen	07-11	6	*
Chest	12-15	7	*
R Arm	16-17	5	*
L Arm	18-19	5	*
Head	20	6	*

*Armor is typically that which the victim wore at or near his time of death.

Sons of Kyuss typically possess fixed INT, and thus

cannot know or cast magic spells. They attack anyone whom they encounter with their bare hands, seeking to either kill them outright or infect them with sufficient worms so that they join the Sons as a new 'convert'.

The attack roll of a Son of Kyuss is always equal to their DEX x10, and their fists do normal damage plus damage bonus, where applicable.