



# Creations

Made to Serve

*Familiars, Homunculi and Artificial Creations  
for Legend*

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# Contents

Introduction	3
Familiars: Small Servitors	4
Homunculi: Alchemical Wonders	15
Animates: Remote Control	19
Automata: Golems, Galateas and Creatures	27





# Introduction

## By The Hand Of Man

Sometimes, a human assistant is not enough.

Humans are clumsy, need someone to explain even the most basic tasks to them, require breaks for food and sleep and to go to the wardrobe and to bathe, they turn up late or early, they sometimes skip turning up to work because they have hangovers, and sneak out early to go on a date. At work, humans engage in idle chatter, give backchat and offer their own ideas and opinions when they are not wanted; and on occasion some of them will steal, commit sabotage or even attempt murder for no apparent reason.

## In Man's Image

This article presents some ideas for those automated assistants which sorcerers occasionally create to help about the lab. Homunculi created from alchemical experimentation; mindless Clockwork animates driven by simple sorcery spell matrices and guided by the mind of the caster, and true Automata such as Golems are looked at in detail.

## Drawn From Nature

This article also looks at familiars with a fresh eye. Previous treatments of familiars have involved elaborate rituals and the gifting of permanent characteristics to incomplete animals to make them complete. These have been missing the point.

A familiar is a spirit inhabiting an animal form. This means that either a spirit is summoned and ordered to permanently possess an animal in a combination of overt possession and the Binding Enchantment, or it is summoned and commanded to permanently assume an animal's, or an imp's, form. In either case, the spirit has to be located and summoned: something which this article addresses.

## Artificial Life

Two types of flesh-form artificial creations are also looked into: Galateas and Creatures. Galateas are born of Divine intervention, creations bestowed as a gift to a believer by a deity, and Creatures are Frankenstein-like creations born of blasphemous sorcery.

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# Familiars

Small Servitors



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# Familiars

## Called To Serve

Accounts of witches during the various witch trials around the world described familiars as spirits, summoned to inhabit the bodies of animal companions or summoned in the form of animal companions.

This article addresses the topic of familiars in that light.

## Called From The Air

M R James' short story "Count Magnus" described how the eponymous sorcerer visited a location called Chorazin, where he summoned and communed with "The Prince of The Air," which bestowed upon the Count a servant.

Other accounts describe how ancestral spirits appeared before the sorcerer before loaning them an assistant spirit, effectively granting the sorcerer a fetch spirit. Still other accounts recount of how a familiar would appear spontaneously before a cunning man or woman or a witch, offering assistance at a time of great need for the sorcerer.

## Imps, Fetches And Animal Helpers

Some familiars appear as ordinary animals, albeit creatures possessed of extraordinary abilities and a noticeable connection with the sorcerer with whom they share a bond. Other familiars are less tangible, appearing as a vague shape always lurking around the sorcerer or sometimes appearing on their own, pursuing an errand for the sorcerer. While the animal familiars look solid enough – black dogs, black cats, toads, snakes and birds from owls to falcons being typical familiars – the less tangible ones are as difficult to describe as smoke.

Different observers looking upon the same familiar at the same time may see completely different things: one may see a perfectly normal pigeon or dove resting on its owner's shoulder, its wing feathers jarringly made of shards of obsidian, while another may see nothing but a swirling column of writhing smoke or what looks like a swirling, animated scrawl of charcoal.

An intangible spirit form familiar may appear to a gossip as a disembodied mouth whispering in its owner's ear, while an author might see it as a writhing ball of swirling letters and numbers that form words which make no sense. And yet another person may see a chubby baby floating in the air, its skin scaly like a reptile, its eyes orbs of solid blood red with no irises or pupils, its full lips also blood red and its open mouth filled with tiny, razor sharp, triangular teeth.

Sometimes, the same observer looking on the same familiar might not see it the same way twice, seeing something different each encounter; yet despite that, the familiar always remains recognisable and identifiable as belonging to its sorcerer owner.

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# Generating A Familiar

## Form and Intent

When creating a familiar, the player must declare his intent to the Games Master. The player also decides what form the familiar will take, and the manner by which the character brings it into the world.

## Form of the Familiar

The familiar can either take on a *tangible* form, e.g. a small animal, or an *intangible* form, e.g. an imp or miniature dragon. Both forms have their advantages and disadvantages.

### Tangible Familiars

A familiar can be summoned as a spirit and bound into a tangible form, such as a small animal of some kind; a black, dog or cat, a rat, toad, monkey or some form of bird – common birds favoured as familiars include doves, swans, owls, hawks, falcons, ravens, magpies, and even small hedgerow birds such as song thrushes, sparrows and robins (the phrase “a little bird told me” has its origin in fairy tales, which themselves were describing the act of communicating with avian familiars).

Unless your campaign allows outlandish creatures such as flying mini dragons or the like, it is suggested to Games Masters that tangible familiars take the physical form of ordinary, everyday animals.

### Intangible Familiars

A spirit familiar that remains a spirit is effectively a fetch (see *Legend Spirit Magic*). The player determines what form the familiar takes, and to him the familiar will always look like that. However, regardless of its appearance to the perceptions of the owner, to onlookers the familiar will always have a vague, shifting appearance and an undefinable presence around the owner, inconsistent and impossible to describe by anyone not using a spell to detect spirits.

Even with spells such as Sense Spirit, an intangible familiar will have an appearance completely different to the image the owner perceives; an image which reflects the owner's actual personality. For example, while the owner might see his familiar as a tiny fluffy glowing rainbow fairy with dragonfly wings, someone else might see it as the floating blood-eyed, sharp-toothed reptile baby above, suggesting the owner's deep seated hungry and predatory nature shrouded by a rather thin mask of innocence.

## Obtaining the Familiar

How does the familiar appear? Does the sorcerer call the creature down from the air, or does it just pop into existence in front of the magician? Is it gifted to the magician by a sorcerer as a bequest, or is it a gift bestowed upon a faithful Divine Magic caster by an ancestor spirit or a deity?

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If it is the tangible animal spirit kind and it is summoned into being as a spirit, rather than granted, gifted, bequeathed or bestowed, does the magician call it down into an existing animal form, or does he command it to take on solid, permanent animal form?

## System

### Summoning the Familiar

The mechanic for calling the familiar varies from practitioner to practitioner. Shamans, users of Common Magic, Divine Magic priests and sorcerers all have different ways of calling down their familiars. The character rolls his relevant magical skill, below. Success summons the familiar in whatever form the creator desires it.

#### Common Magic

The familiar will only appear to someone who is committing his life to studying and practising Common Magic, not just to some casual user.

A Common Magic user who wants to have a familiar must have a minimum POW of 15 and Common Magic 50% or more, and must know Second Sight and Spirit Bane. Beast Call is useful to know if the character wishes to summon up the desired animal form of his familiar from a wild animal.

#### Divine Magic

The priest must roll his Pact skill. The deity or ancestor spirit answers, and bestows the character a familiar. The form that familiar takes is determined by the deity (in game terms, the player still makes the choices, not the Games Master) and its appearance and form might not be what the Divine Magic user had intended, but will symbolise and reflect the nature of the bestowing deity.

#### Spirit Magic

The shaman enters a trance, rolls Spirit Walking and quests for his Fetch – or has a Fetch granted him by his totem or ancestor spirit. Rules for the Spirit Walking and Spirit Binding skills are found in *Legend Spirit Magic*.

In Civilised cultures, an urbanised shaman might summon up a Fetch temporarily inhabiting an animal form so as to blend in; only a shaman's Fetch can enter and leave animal forms, and only a shaman can extricate a familiar spirit from another sorcerer's animal familiar body or force the familiar to return to its true intangible self.

#### Sorcery

The sorcerer must roll his Grimoire skill to summon the familiar.

#### Summoners

Characters possessing the Summon magical skill from *Arcania of Legend: Blood Magic* may use the Summon skill to call their familiar. See *Arcania of Legend: Blood Magic* for details.

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## Other Kinds of Summoning

A familiar might appear before a character with no real magical skills. Not Common Magic, Pact, Grimoire or Summoning. Such a familiar can appear at time of great need; and the basic roll the character must make is POW+CHA.

In all cases, the familiar does not need coercion to obey the magician or character; upon being summoned, the familiar is predisposed to like and with to assist its summoner and follow his instructions accordingly.

## Concert Casting

The Concert skill can apply, enabling a caster to pool the relevant magical skills of a group of assistants to create truly stupendous familiars. See the Concert Skill in *Arcania of Legend: Blood Magic* for details. The familiar is only bound to the leader of the group, though all present must spend the Magic Points as if they alone were calling the familiar; and only the group leader makes the Sacrifice, below.

## Offering

The summoner must now spend Magic Points to create the familiar. How many Magic Points, and what they're spent on, depends on the player: but each Magic Point requires one hour of time to perform the ritual.

Two exceptions exist. First, a familiar already created and gifted to another, or a familiar sent by the deity in a Pact, or one that spontaneously arrives, just appears before the owner within 1d6 Combat Rounds.

Second, familiars granted by a deity cost no Magic Points – instead, the character can call upon a number of factors in familiar creation equal to one-tenth the sum of his Pact + Lore (or Piety+Invoke) skills; a minister with Pact 65% and Lore 80% has 15 factors.

For those summoners who have to spend Magic Points, the maximum one can spend is equal to one – tenth of the sum of the following skills:-

Common Magic	Common Magic + POW + CHA
Sorcery	Grimoire + Manipulation
Summoning	Summon + Manipulation

## Allocating Factors

Factors must be allocated to various characteristics, whatever form the familiar takes.

Factors	Item
1	Each +3
2	Each +1d6
2	Each +6

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*Example: Seminus, with Grimoire 70% and Manipulation 80%, calls up a “creature of air and darkness” from the fabric of his soul. He has 15 factors to spend. He allocates factors to each of his familiar's INT, POW and CHA characteristics; his familiar now has INT 1d6 POW 1d6 CHA 1d6 and Seminus has 9 factors left.*

*Putting one factor in his familiar's INT to give it INT 1d6+3, Seminus spends another four factors on POW to give it +12 and two more factors on another +1d6 to POW.*

*His familiar now has INT 1d6+3, POW 2d6+12, CHA 1d6 and Seminus has two spare factors to spend on some other enhancement to his spirit.*

## Intangible Spirit

A familiar spirit which remains intangible has just three characteristics: INT, POW and CHA. Since the summoner has to allocate factors to nonexistent characteristics, the first three factors have to go towards 1d6 ratings.

## Tangible Spirit Commanded To Take Permanent Animal Form

A familiar spirit conjured up and forced into tangible animal form has to allocate seven factors to generate 1d6 ratings for all seven characteristics.

## Tangible Spirit Forced Into An Animal

A typical animal has STR, CON, DEX, SIZ, fixed INT and POW. Animals don't have a CHA characteristic. In order to conjure up a familiar spirit and place it in an animal requires that the conjurer have knowledge of the Enchant skill or the Sorcery Binding Enchantment ritual.

The familiar spirit as conjured has just INT, POW and CHA; in order to prepare the host, the Binding Enchantment must previously be applied over the animal that will play host to the familiar spirit as per the Enchantment section of *Arms of Legend*. This could be performed at any time prior to the summoning of the familiar, because it simply readies the animal to be a host vessel to the spirit at a later date.

The Binding matrix requires three Magic Points to prepare it for the familiar spirit. The animal must be restrained in a cage for the entire duration of the summoning ritual, or

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### Games Masters: Keep It Sensible!

So your player character declares his intent to create a familiar. You guide him through the process. And just when you ask him what form the familiar takes, he takes out his copy of *Monsters of Legend* and points to the entry under “Tyrannosaurus Rex.”

What are you going to do about it?

Nothing in *Legend* says that you *can't* have your character summon up and create a tiger or Wyvern or T. Rex familiar.

However, do think about where your story is going and what your character wants his familiar to do – and clearly a tiger or Tyrannosaurus is only going to be used by the player character for one thing – act as a sentient trained combat beast to do his bidding rather than fight his own corner – and be prepared to veto firmly any creation, whether a forty foot tall iron golem or a Tyrannosaurus Rex as a familiar, which might ruin the game.

This article is a resource, not an entitlement. And for all that the game includes weird monsters, bear in mind that this is *Legend*, not Pokemon. It is the characters that become legends in this game. Not their pet maulers.

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otherwise held in some form of sleep, for instance a sleep spell or sleeping potion.

The only factors that have to be spent during the summoning must go on INT (1d6) and CHA (1d6) to turn its fixed INT into a variable INT, and to impart CHA on the beast. Remaining factors can go to other characteristics as extra dice or as +3 or +6 factors. Adding factors to SIZ makes the animal bigger, which may raise questions if the sorcerer conjures up a housecat the size of a tiger following him around everywhere.

It is recommended that the player spend no more than between half and 75% of available factors on characteristics, and that some factors be spent in other ways.

## Other Uses for Factors

As well as granting dice and bonuses to characteristics, factors can be spent in certain other ways.

### Extra Movement

Each factor given to Movement increases the familiar's natural Movement rate by 1 metre per round.

### Damage Modifier

One factor can give a smaller animal a damage modifier of +0, if it was negative, or +1d2 if it was already +0. Each further factor takes the damage modifier down one row in the Damage Modifier table of *Legend Core Rulebook*, p. 10.

### Extra Magic Points

The familiar can store magic points above and beyond its natural POW rating. Each factor grants it the capacity to hold +1d2 Magic Points in its body, which both the owner and the familiar can use at will.

### Extra Skill Points

Factors can be used to purchase extra skill points. Each factor adds +20 skill points available to the familiar. See below.

### Healing Factor

Factors can be spent on giving the familiar a healing factor, which the creator can make use of as long as familiar and creator are within a metre of one another. This ability acts like the Treat Wounds sorcery spell on the familiar, or creator should either or both be injured. The effect is automatic, requires no dice rolls or Magic Points and cannot be dispelled. This feature costs 2 factors.

### Features

Features, whether chaotic or otherwise, from *Monsters of Legend* can also be applied to the familiar, one factor purchasing one feature, such as Alluring, Breathe Flame, Clever, Dark Sense, Formidable Natural Weapons, Heart of Wealth, Magic Sense, Possession (overt or covert – a handy trait to have in an intangible familiar) or Regeneration (which is stackable with the Healing Factor ability above).

*Example: With two factors spare, Seminus buys the Healing Factor feature for his familiar.*

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## The Sacrifice

At this point, the owner must complete the act of bonding the familiar to his soul. He does this with a permanent sacrifice of one point of POW which he gifts to his familiar. This point of POW is gone forever. Restoration or similar spells will not restore the lost point, and the sacrificed point of POW can never be recovered even if the character personally banishes the familiar back to the place where it came from. The owner will have to recover the lost POW through Improvement Rolls.

*Example: Seminus gasps as his familiar tears itself free. A chill wind courses through his body as part of his soul separates from him to form the corpus of his swirling, insubstantial familiar.*

## Completing Generation

Once all factors have been allocated, the character can now roll up the familiar's characteristics, compute its Combat Actions, Strike Rank, natural Damage Modifier, base Movement, natural Magic Points and its new base skills based on its altered characteristics. Intangible familiar spirits remain spirits and have the advantages of Fetches as listed below.

## Skills and Improvement Rolls

A familiar starts with 200 skill points to be assigned to its skills. Familiars can grow in experience just as the owner does. If desired, the owner can transfer any or all of his skill improvement rolls to his familiar instead.

The familiar can use those Improvement Rolls any way it likes: spirit familiars tend to seek to boost skills such as Culture, Evaluate, Languages, Insight, Lore and Perception, and animal familiars also go for more physical skills such as Athletics, Evade, Persistence and Resilience to go alongside the skills preferred by the spirit familiars.

Improvement rolls can also be used to purchase improvements in characteristics, new features and so on. Each new feature costs two Improvement Rolls.

*Example: Seminus' familiar has 200 Skill Points available. He sinks them into three Languages, Insight, Perception, Lore (Herbalism) and Lore (Alchemy).*

## Second Hand Goods: Experienced Familiars

It is entirely possible for a character to be given a bequest of an older, more seasoned familiar. The Games Master can allow the familiar to have received some experience already from its previous master in the form of extra Improvement Rolls, within reason.

The gifted seasoned familiar is transferred in one of two ways.

Firstly, the previous owner must agree, releasing the familiar in a formal ritual that costs no Magic Points but does require the same dice rolled as when it was first summoned. At the same time, the prospective new owner must complete his own summoning roll, performing the POW sacrifice to transfer the bond to him.

It is suggested that an experienced familiar receive 50 free Skill Points to apply to its

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skills for each year it has been in the service of its previous owner. The rules for Free Skill Points on pages 23 – 25 of *Legend Core Rulebook* apply here.

## Finishing Touches

### Name

No sentient familiar is complete without a name. Classic familiars' names have included Graymalkin or Grimalkin, Salem, Paddock, Harpier, Archimedes and Pyewackett. In naming the familiar, the player can choose any name he likes, but exercise reason and try to remind that player that there are other players around the table – don't give the familiar a name that happens to be a word considered offensive by other players, including the Games Master.

### Mannerisms and Quirks

What makes the player characters' familiar uniquely theirs? Does it have a fascination for butterflies and chase them around for hours, to the exclusion of all else? Does it have the odious habit of bending over and cleaning its nether regions when the character is trying to entertain friends? Does it live to jump up and lick the player character's face every time he comes through the door, or just sit sullenly curled up in his basket in the corner of the room, indifferent to everything that's going on around him?

Your player might like to think of ways his character's familiar can make him endearing, or irritating, to everyone around him.

## Familiar Advantages and Disadvantages

### Advantages

- The owner can transfer the Magic Points of the familiar to replenish his own.
  - The familiar and owner are in permanent mental contact and are aware of each other's senses.
  - The owner may invoke any power or ability his familiar knows and likewise the familiar may cast any Common Magic the owner knows, as well as acting as a conduit for spells directed through the familiar emanating from the familiar as if the caster were standing in the familiar's place..
  - For 1 Magic Point the owner can teleport the familiar to any known location within 1 kilometre times the owner's Manipulation factors or POW, and likewise bring it back with an expenditure of 1 Magic Point.
  - The bond between owner and familiar is not vulnerable to magical dismissal.
  - Because they have variable INT, animal familiars can learn Languages and even read.
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## Spirit Familiars

Spirits that choose to remain intangible additionally confer the following benefits, which are very similar to those of shamanic Fetches from *Legend Spirit Magic*:-

- The familiar can disincorporate the soul of a mundane living being, who may resist with an opposed roll of his Persistence against the spirit's Disincorporation skill.
- The familiar can possess the owner's body whilst he is disincorporate, protecting it.
- The owner can see spirit entities and the spirit world at all times.
- The familiar can substitute itself instead of the owner in spirit combat (if in the same location).
- Familiar and master both learn from each other and about the world more quickly. In addition to the Improvement Rolls obtained through adventures, masters and familiars gain an extra Improvement Roll for use in any one of the following: Lore (any), Culture (any), Insight, Perception, Language (any).

## Spirit Familiars In Animal Form

- The owner can see spirit entities and the spirit world at all times.
- The familiar can substitute itself instead of the owner in spirit combat (if in the same location).
- The teleport range is 10 kilometres per Manipulation factor or point of POW of the owner, and it requires 1 CA of concentration and no Magic Points expenditure. The destination must not contain any physical obstacles, or the attempt fails automatically.

## Animal Familiars

Animal familiars can have a number of very specific and powerful advantages.

- *Decrepitude Consumption*: Each time the sorcerer has to suffer an ageing roll, the familiar negates any damage sustained by ageing. The sorcerer's lifespan might remain the same, barring death in combat or by accident – but as long as he remains linked to the familiar, for his lifetime that familiar will keep the sorcerer looking young.
- *Physical Manipulation*: A manifest animal familiar has one advantage over an intangible spirit – at least it can, within reason, pick up objects and carry them around, fetching and carrying items for its master or infiltrating an enemy stronghold and stealing valuables.
- *Healing Factor*: Purchasing the Healing Factor feature, above, only costs 1 factor and the feature works over a separation of 100 metres.

## Disadvantages

The detriments of a familiar are:

- The familiar may influence the personality of the owner depending on its archetype.
  - The familiar may draw upon the Magic Points of the owner in times of dire need.
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- If the familiar suffers damage, it can transfer the damage to its owner.

Once a month, usually at the beginning of the first day of each month, the familiar requires feeding. The familiar draws blood enough to inflict 1 Hit Point of damage to the owner. This is recovered normally. If the familiar is not fed regularly it will hunger, losing 1 Hit Point per day. Animal form familiars can offset this point loss in a rather horrifying way, by drawing out the Hit Points from sleeping people by sitting on their chests and stealing their breath, particularly infants. Feline form familiars, in particular, are fond of doing this, giving them the nickname “Witchcats.”

If the owner is dead, the familiar will disincorporate, releasing its animal host if it was bound into an animal form.

The location of the body where the feeding occurs develops a characteristic mark. This mark is numb to pain, and in time resembles a mole or in extreme cases a superfluous nipple. This is known as a witchmark.

## **Harming A Familiar**

Animal form and spirit familiars only have one Hit Location, regardless of the animal form's apparent SIZ. Animal form familiars' Hit Points are the average of its apparent CON and SIZ. Animal host familiars have the Hit Points and Hit Locations of their animal hosts, plus whatever their CON and SIZ are. Animal host familiars can have the Armouring Enchantment bestowed upon them to make them harder to harm.

If the familiar dies or is permanently disincorporated, the owner suffers a major trauma from the loss, in the form of a loss of Magic Points equal to the SIZ or POW of the familiar, whichever was higher. These Magic Points can only be recovered at a rate of one Magic Point per day, and until then they are considered “dedicated” and unrecoverable, as if spent on an enchantment.

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# Homunculi

Alchemical Wonders



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# Homunculi

## Products of Alchemy

Accounts of witches during the various witch trials around the world described familiars as spirits, summoned to inhabit the bodies of animal companions or summoned in the form of animal companions.

## Homunculus

Born of alchemy, homunculi invariably take the form of small, roughly-formed tiny humanoids created to assist the alchemist to perform his experiments.

The instructions on creating a homunculus are very specific, but each ritual varies from alchemist to alchemist. Two things, however, feature in all alchemical experiments to create a homunculus.

Firstly, the experiment consumes Magic Points and a sacrifice of a single point of POW, just the same as for the creation of a familiar above. Secondly, the skill required is Lore (Alchemy), although Craft (alchemical homunculus) will suffice as an alternative.

## Process of Creation

The alchemist declares the intent to create a homunculus, exactly the same way as for creating a familiar. The alchemist then must gather the raw materials to prepare for the experiment; he has until the day before the next New Moon to gather these materials.

The alchemist must gather or purchase raw materials for a maximum of five times the SIZ of the finished homunculus, at a cost of 200 SP per SIZ point. At the Games Master's discretion, at least one of these raw materials must be rare enough that it will require the hire of Adventurers to go out and gather it somehow.

Apart from the raw materials, the process – known as a circulation – requires Magic Points equal to one tenth the alchemist's Lore (Alchemy) skill, a rating called the Intensity in this chapter. The alchemist can create a maximum SIZ of 1 point per level of Intensity. Regardless of the final SIZ of the homunculus, the circulation takes one Lunar month, from New Moon to New Moon.

At the end of the circulation, the alchemist must make the sacrifice of 1 POW to the new homunculus, exactly the same as for a familiar. Also, like the POW sacrificed to a familiar, this POW is not recoverable and must be repurchased with Improvement Rolls.

## Generating the Homunculus

Apart from SIZ, which is generated as described above, the alchemist has a number of factors to bestow upon the homunculus. All homunculi begin with 1d6 in each of their characteristics except for SIZ, which is determined as described above. Factors can only

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be applied to characteristics, in the case of homunculi.

A homunculus' natural Movement is based on the average of its SIZ and computed DEX. Other factors are calculated as normal. Homunculi, as they have randomly determined INT, are sentient and cannot be enchanted into familiars.

At SIZ 3 or below, the Hit Points of the homunculus are computed as the average of its SIZ and its computed CON. At SIZ 3 or below, it only has one Hit Location; from SIZ 4 on up, it uses the human Hit Location table from the *Legend Core Rulebook*.

## Abilities

A homunculus confers similar benefits on the alchemist to an animal host familiar.

The homunculus can store Magic Points within it equal to twice its natural POW rating, and it can hold on to those surplus Magic Points indefinitely. The alchemist can call upon those surplus Magic Points at any time, but he must replenish them from his own Magic Points because they do not regenerate – the homunculus' own POW can only restore its own Magic Points.

When within 10m times the alchemist's current Intensity, the alchemist gains +10% per point of the homunculus' INT to Lore (Alchemy), Craft (alchemy), Craft (herb lore), Craft (poison) and Craft (antidote) skills.

In a event of a laboratory mishap, the presence of the homunculus allows the alchemist to roll the result twice on the appropriate mishap table and pick the less damaging result.

On a critical success with the Lore (Alchemy) roll to create the homunculus, it is considerably more advanced in knowledge, and its assistance in creating the Philosopher's Stone can increase the Stone's Purity by 1 higher than the alchemist could achieve on his own (maximum of Purity 5).

## The Price

Each night of the New Moon, regularly, the homunculus must be fed. This requires a diet typically of milk, raw liver and a few drops of the alchemist's own blood. The recipe calls for “virgin's blood,” so if the alchemist should lose his virginity, such as by taking a mate, any virgin could contribute – but only a few drops. Not even enough to cost the contributor 1 Hit Point.

The homunculus must consume 1 SIZ worth of this food each month. Otherwise, it begins to sicken, losing 1 Hit Point per night until it is fed or it dies.

## Lifespan

The alchemist has one final decision to make. He can grant the homunculus a specific life span, or he can set its lifespan as equal to his remaining years; when the alchemist has spun out his allotted time and dies, so will his homunculus. This is the default. For an extra POW, the alchemist can make the homunculus immortal, outlasting him; when he dies, the homunculus is always bequeathed to his successor. Some homunculi can live for decades, passing from master to student and so on.

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# Animates

Remote Control



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# Animates

## Wind-Up Servants

In contrast to self-aware familiars and alchemical homunculi, animates are not really alive or sentient at all. They are just mechanical creations, humanoid shells of clockwork and gears automated by sorcery and given simple instructions to carry out.

## Clockwork Traps

Sometimes, a sorcerer will create an animate as a guardian or a trap. The trap takes the form of an animated statue that springs to life when a given condition is met, such as the characters disturbing a treasure chest belonging to the sorcerer or even by their presence casting a shadow over the animate.

Set to act as a sentry, the animate's function is very simple – protect the item and ensure it never leaves the chamber without authorisation, for example, or simply to kill everyone moving inside the room.

## Remote Control

Sometimes, the sorcerer needs to have hands and senses on an object that he cannot touch; for whatever reason, sometimes he has little choice but to create an animate to act as a man-sized “glove” for him to slip his mind into and operate remotely.

A simpler use for such animates is to operate them with simple mental commands, delivered through concentration, allowing the animates to perform simple tasks. Once concentration lapses, the animate goes back automatically into its default rest mode.

A sorcery spell that enables a sorcerer's consciousness to slip into an animate and ride it from within is given below.

## Beyond The Human Form - The Ingenuity of Sorcerers

The spells which create animates are simple to learn, as are all sorcery spells; and with the right choice of conditions, and the Enchantment ritual, the sorcerer can create animates which conform to no human form.

Examples are mechanical beasts set as temple guardians, padlocks which respond only to authorised users, mechanical segmented brass worms which dig through soft soil or pull wires through narrow conduits and flying birds and swimming mechanical fish.

The limits depend on the ingenuity of the sorcerer and his Craft skills as much as on his Grimoire and Manipulation skills.

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# Creating an Animate

## Requirements

### Mundane Skills

As constructs, animates require a relevant construction skill to build. These are Craft (Animate), Mechanisms and Engineering. Both to build and to repair such mechanisms requires knowledge of at least one of these skills.

### Magical Skills

If the rules for enchantment from *Arms of Legend* are used, the sorcery skills of Grimoire and Manipulation are all that are needed.

### Spells and Rituals

If using the rules for enchantment from *Arms of Legend*, the Enchantment Ritual Sorcery Spell (described on p. 139, *Arms of Legend*) is all that you need. If the enchantment rules in *Arcania of Legend: Blood Magic* are being used instead, the Enchant and possibly also the Concert magical skills are required. The Concert skill allows for much larger animates to be created than a single sorcerer can create alone.

The specific form that the animate enchantment takes is described below, along with some new Conditions which can be applied to any form of enchantment.

#### *Animate Enchantment*

An enchantment designed to turn a mechanism into an animate construct. Each dedicated Magic Point allows the enchantment of 3 SIZ of the animate shell, up to a maximum of three times the Intensity.

## New Enchantment Conditions

#### *Always On*

This can be set as a default duration setting in a Common Magic spell matrix or sorcery spell matrix enchantment. Most commonly used as the default duration condition for the Animate (animate) and Form/Set (animate shell) spells, this condition can be applied to other sorcery and Common Magic spell matrices, apart from those which inflict direct damage to targets and inflict wounds upon them.

#### *Blood*

The item cannot be sheathed or put away unblooded; once drawn, the item has to taste blood before it goes back, or the matrix will fail to activate next time until it does. Often applied to weapons, if a weapon is not blooded by the end of combat the user customarily cuts on his own hand, inflicting 1 Hit Point of damage, before sheathing the weapon again.

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### *Contingent Activation*

This condition is tied to some other triggered enchantment. If the conditions are right to activate this spell matrix, the activation of this spell matrix or effect automatically activates the second effect on the same target or targets as the first active enchantment.

### *Limited Activations*

The enchanter sets a specified number of times that this item can be activated. The sorcerer can only impart a maximum number of uses of the enchantment equal to his Intensity; the sorcerer can choose whether the enchanted object remains intact, or breaks down into trash, once the last spell has been cast or the object has been used for the last time. On expiring, the dedicated Magic Points return to its creator.

### *Proximity*

The caster can set a Proximity condition on the enchantment, typically setting the proximity distance as less than the Range of any spells which may be cast through the enchantment. For instance, a Wrack spell matrix with a range of 45 metres has been set up with a Proximity Condition set at 40 metres. Should an intruder encroach within 40 metres of the spell matrix it activates and targets the intruder with a Wrack spell.

### *Reflect*

Usually used only on sorcery spell matrices containing hostile spells such as Disruption or Wrack. An unauthorised user finds that the hostile spell targets himself instead, bypassing every form of mundane and magical protection.

### *Self Destruct*

This condition can be set to activate when a trigger word is spoken, or the object falls into the hands of someone designated an enemy by the caster. The enchantment self-destructs, taking the item with it. The energies released by the self-destructing enchantment matrix destroy the device. All dedicated Magic Points are burned and likewise unrecoverable.

### *Timing*

This condition sets an elapsed time after the spell or animate is triggered, after which the spell is activated. The timing condition can be specific, such as “activate the Wrack spell matrix exactly one minute after the intruder triggers it” or vague, such as “At sunset” or “Once the intruders get halfway across the rope bridge.”

### *Use*

This condition requires that the enchanted object be used for its intended purpose in order to activate it; a craftsman's mallet must be used to craft something, a pen must be used to write, a sword must be used in combat. The contained spell can only activate once the item has been used at least once in a circumstance requiring a task check for its intended skill.

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# Animate Creation Procedure

## Declaration

The player makes the declaration to the Games Master of his intent to build an animate.

## Concept

The character now describes the basic concept – e.g. “An animated marble statue that comes to life when approached,” or “a guardian temple dog made of articulated joints of brass and clockwork that will attack any unauthorised intruder trying to steal the silverware from the altar or defile it.”

## Design

An animate can't just spring up out of nowhere: it must be designed, a process requiring a successful extended Craft (animate), Mechanisms or Engineering roll to create the design or develop the concept. The first and most important part of the design is to select its SIZ, because the character will need to gather at least that much material in order to create an animate that size.

## Materials

The character must now obtain the materials to make the animate. Costs depend on what material the character wants to use, but the total cost is multiplied by its SIZx2.

Material	Cost
Wood	50 SP
Ceramic Plates	75 SP
Light Stone	100 SP
Heavy Stone	200 SP
Copper	80 SP
Bronze	100 SP
Brass	120 SP
Iron	150 SP
Steel	250 SP
Wondrous Metal	500 SP

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## Fabrication of the Shell

The fabrication of the shell itself requires an extended Craft (animate), Mechanisms or Engineering roll with a unit duration of one month. See *Arms of Legend* for details of the extended task roll.

## Enchantment of the Shell

The shell is now enchanted. The following sorcery spells are needed:-

Animate (animate)

Form/Set (animate)

At least one sense, e.g. Project (Sight) or Project (Kinaesthesia)

The enchantments must have the Always On condition, allowing them to operate continuously without need to apply Manipulation factors to the Duration of the spells.

## Applying Factors

The character can apply a number of factors equal to one tenth of his Manipulation skill to the enchantment. He must have sufficient Grimoire skill to be able to apply the above spells to a maximum of 3 SIZ points per point of Intensity: any surplus Intensity factors can be added to the Manipulation factors.

Each factor purchases either a +3 to a characteristic or a +1d6 to a characteristic. Animates start with 1d6 each in STR, CON and DEX by default; animates are not sentient, typically having a fixed INT no more than 5 (though the character can set a higher or lower fixed INT at the time of creation for no cost in factors) and neither POW nor CHA, since they are not living things. The animate's SIZ is already set, as described above.

An animate created for fighting has the character's natural combat styles, including Unarmed, at the time of its creation. If it was created for another purpose that required a skill other than a combat style, it will have the appropriate skill at the level of the character at the time of its creation. The animate cannot improve its skills or characteristics in any way whatsoever.

## Computing Characteristics

Once the animate's STR, CON, SIZ, INT and DEX are worked out and rolled, other factors such as its Combat Actions, Strike Rank, Damage Modifiers and so on are now worked out. If a computed characteristic such as Combat Actions requires a missing characteristic or a fixed characteristic such as INT, either use the fixed INT or double the characteristic that is not missing.

Animates have natural Resilience of +100% and are naturally immune to spells designed to influence minds and souls, since they have neither.

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Animates, further, never gain Fatigue, nor do they require sleep, rest, food, water or air. An animate set to do a simple task such as turn the handle of a wheel can turn it all day, every day, forever.

## Finishing Touches

### The Sacrifice

Since animates are simple mechanical creations, no sacrifice is needed beyond the dedication of Magic Points for an enchantment – see *Arms of Legend* for the rules surrounding enchantments.

### Additional Enchantments

The character doesn't have to stop at merely animating the shell. If he has sufficient amounts of Magic Points to dedicate, he can place the Armouring Enchantment on the animate – particularly if he intends the device to be used in combat.

### Care and Maintenance

As an option, animates that are designed to aid the character in some task such as acting as gigantic walking glove boxes hosting the character's disembodied spirit, or even as simple automated palanquin bearers, will need regular routine checking and maintenance and a steady supply of spare parts amounting to no more than one tenth the SIZ of the animate per year, using the SIZ factor costs table above. Without regular care and maintenance, the animate's DEX will decrease at a rate of 1 per year until it seizes up.

Ancient temple guardian statues set to protect ruined temples may or may not be exempt from this ruling, depending on the Games Master's sense of humour and cruelty.

## Strengths and Weaknesses

### Animate Strengths

*Loyalty:* Animates have no concept of greed, betrayal or disloyalty. They can be relied upon to do their job, more or less forever.

*Fatigue:* Animates do not accumulate Fatigue, so they can be set to do the most strenuous activity. Sufficiently resourceful seafaring sorcerers can create crews of indefatigable mechanical rowers to power their ships.

*Strength:* Animates don't have the limits of the human frame. A human form animate can be built bigger, stronger and faster, and far more enduring, than a human.

*Armour:* The ENC of an animate's armour does not hinder it; it is considered to be Natural Armour for all intents and purposes.

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## **Animate Weaknesses**

*Fixed INT:* The lack of intelligence in an Animate means that it literally cannot learn from its mistakes.

*No Initiative:* Animates are incapable of solving problems. If the characters trapped an animate in a room, it would not have the intelligence to try opening the door unless it had been programmed to do just that.

*Heavyweight:* The materials which go to make an animate are likely to be very heavy. If the animate had to cross thin ice, it would very likely break through and sink straight to the bottom.

## **New Sorcery Spell**

### **Machine Rider**

Autonomous

The spell removes the conscious mind from the caster and places it inside an animate. The sorcerer's body is unconscious for the duration of the spell. Unlike most sorcery spells, this spell cannot use the Targets Manipulation factor – the sorcerer can only operate inside a single animate at a time.

Once inside the animate, the sorcerer has the animate's STR, CON, SIZ, DEX and access to its skills, or he may use his own skills if they are higher. He also has access to his own INT, POW and CHA – although people who are not used to seeing an animate interacting with them socially may treat his natural CHA as 2d6.

If the animate is not created with a voice box, it cannot Sing or use Oratory. In all probability it cannot use Seduction either, unless it was created by a very strange sorcerer. The sorcerer has access only to the senses the animate uses: if the animate was created with Project (Sight) and Project (Hearing) only, the sorcerer can only see and hear what the animate sees and hears.

If the animate is destroyed, the sorcerer's consciousness returns to his body. The sorcerer can also drop the spell at any time. If the sorcerer dies, the consciousness will remain within the shell of the animate for the rest of the duration of the spell, and then the consciousness will dissipate into death.

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# Automata:

Golems, Galateas and Creatures



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# From Animates to Automata

## Artificial Life

The ultimate goal of a sorcerer is to create life in the laboratory. While creating a human being is still the easiest way of going about this, sorcery does offer other ways of turning unliving material into something alive and aware.

This section looks at such a process: the creation of autonomous animates, both of unliving matter and of flesh: known as Golems, Galateas and Creatures.

### Golem

The term *golem* derives from Hebrew lore, which is itself an echo of the Hebrew story of Creation. In the beginning, according to the lore, God created Man out of clay. Armed with the Word of God, according to the lore Jewish elders could learn a method by which they could fashion an uncultivated servant out of clay, animate it and give it the semblance of life but no soul and no voice.

"Seven characteristics are in an uncultivated person, and seven in a learned one," goes the Hebrew text. A golem would be created for a given purpose, and either a Hebrew scripture would be written on parchment, rolled up and placed inside its mouth, or a Hebrew word such as *emet* (אמת, "truth") written on its forehead. In order to deactivate it, the aleph "א" could be struck from its head leaving only *met*, מת, "dead."

In *Legend*, sorcery does not have to conform to one source of lore and legendry. A golem can be fashioned from any suitable raw materials, the same as animates. In a way, the creation of a golem is an upgrade from an animate to a truly intelligent being.

The most crucial difference is the heart: a golem must have a specially – constructed heart, essentially a container housing a summoned and bound spirit which forms the "soul" of the golem, animating it and giving it a purpose.

### Galatea

The artist Pygmalion of Cyprus, according to Greek mythology, carved a statue of a beautiful woman from ivory. Galatea (Γαλάτεια; "*she who is milk-white*") was so beautiful that Pygmalion prayed for her to be a real woman whom he could love. And the Gods answered. Aphrodite (Venus) bestowed life on Galatea, bringing her to life, and uniting the living statue with her creator in marriage.

A Galatea is a living creature brought forth from unliving matter by an act of Divine Magic. The mechanics behind their creation involve Divine Magic skills rather than sorcery, but a similar mechanic is involved. A Galatea is effectively a living being of flesh and bone for all intents and purposes. Instead of dying, a Galatea reverts to its original form on expiring, turning back into an inert statue frozen at the last moment of its life.

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## Creature

The ultimate goal of a sorcerer is to create fleshy, breathing life in the laboratory. Creatures are the highest expression of this desire: the fashioning of a living being from nothing more than cold human meat. The reanimation of life from matter which once had lived and breathed.

Considered an act of necromancy by many cultures, Creatures are made from assemblages of human body parts looted from graves and mortuaries. The parts must be fresh and undiseased – they must come from a corpse no more than 1d2 days dead – and the creature must be complete, i.e. it must be anatomically intact, with a head, body, both limbs, five digits on both hands, five toes on each foot and complete genitalia.

The act of raising a Creature requires a special sorcery enchantment ritual, *Raise Creature Enchantment*, and its own game mechanics.

For more squeamish sorcerers a Sorcery spell, Create Shell, is listed below. This creates a soulless, unliving shell of flesh into which the sorcerer can breathe life, enabling the sorcerer to raise a Creature without the drawback of having to go looting graves.

## New Sorcery Spells

### Create Shell

Autonomous

This spell creates an unliving humanoid figure from a sample of human blood or tissue. The tissue could come from any human being, and must be the equivalent of 1 Hit Point of damage sustained by the donor. The shell created has a maximum SIZ of three times the Intensity. The shell created is permanent, and anatomically complete.

The shell created is not a clone of the original donor, and it does not have to be the same ethnicity or even gender as the original donor. The sorcerer sets the desired looks, features and gender of the shell, from its eye and hair and skin colour to the proliferation of body hair (or lack thereof) and whether the shell is male, female, a hermaphrodite or sexless and androgynous.

The sorcerer even has the option of allowing the shell to be physically fertile, and can even set its starting physiological age, from a mature person to a child.

Once created, the shell remains unalive, not dead or decaying but not capable of doing anything until it is animated as part of the enchantment that raises a Creature.

One drawback of this spell is that while it is unoccupied, the shell is vulnerable to possession by spirits. Typically the shell tends to be protected by the Spirit Resistance spell until it is ready.

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## Form/Set Flesh

Autonomous

This variation of Form/Set works on unliving flesh. It affects a maximum SIZ of three times the Intensity.

The spell allows the creation of a viable shell for a Creature from a collection of body parts. The body parts must have been prepared for the Creature in very specific ways – the flesh must be reasonably fresh, no more than about 24 hours old, and no part of the shell may have been embalmed before harvesting. Parts may come from different bodies, and may come from people of disparate races and even genders – but the creator must have all the body parts together to raise the Creature, right down to genitalia: in other words, the Creature must be anatomically complete.

It is possible to create a Creature with body parts from disparate species – a Creature with an Orc arm, Human chest and abdomen, Elf legs and arm and an Ogre head – but the resulting life form is a Creature first and foremost.

## Preserve

Autonomous

This spell keeps a mass of perishable material from decaying, rotting, souring or curdling. It can be used on food, preserving a maximum SIZ of three times the Intensity or a number of cubic metres of liquid material equal to the Intensity.

Because it can be used on perishable materials such as flesh, it can be used to preserve a severed body part long enough for it to be brought back to civilisation in order for it to be reattached to the adventurer through a spell such as Regenerate or Regrow Limb. The spell can preserve a maximum number of Hit Points equal to three times the Intensity.

Materials so preserved remain fresh and viable for the Duration of the spell. Cast on something where the process of decay has already begun, the spell merely halts the progress of that decay, requiring the casting of a spell such as Restore below to reverse that decay.

## Restore

Autonomous

This spell affects a maximum SIZ of three times the Intensity, or a number of cubic metres of liquid equal to the Intensity, or in the case of a body part a maximum number of Hit Points of three times the Intensity.

This spell restores the freshness and viability of a mass of perishable material which has been exposed to the elements for some time, providing the process of decay is not yet complete. The spell eliminates mould, decay and larvae and instantly restores the flesh or liquid to the state it was when it was fresh, or a body part to the state it was at the moment it was severed.

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Used on flesh, it only works on something like meat or body parts that are not currently part of a living animal or being. Used on substances such as blood or milk, it restores the blood to full viability and reverses clotting and curdling; milk becomes potable, and what one may do with the blood is up to the character.

This spell can be useful or baneful; it can be useful in restoring a lost limb to allow it to be reattached to an adventurer through magic, but it can wreak havoc in a brewery.

Once restored, the processes of decay prevalent in the environment will resume immediately unless another spell such as Preserve above is used to preserve the restored substance.

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# Assembling A Golem

## Declaration

As with creating an animate, the player must make the declaration that he intends to create a golem.

## Design Process

The process of creating a golem out of unliving materials is exactly the same as for creating an animate, as described in the chapter above; from the design drawings to the procurement of the raw materials and the building of the shell. The creation process requires the Craft (Golem), Mechanisms or Engineering skill in an extended task, each task round having a one month duration.

The process differs in a number of crucial ways.

## Seven Characteristics

A golem has all seven characteristics: STR, CON, SIZ, INT, POW, DEX and CHA. Like an animate, the character sets the initial SIZ of the golem – it is recommended that it be set at a minimum SIZ of 12.

Unlike an animate, a golem automatically has 1d6+6 in all of its other characteristics: STR, CON, POW, DEX and CHA – and automatically has 1d6+9 INT.

Like the process of animate creation, the character can apply Manipulation and surplus Intensity factors directly to the golem's characteristics – 1 factor buys +3 or +1d6 to a characteristic. Golems, likewise, do not suffer the restriction of having a maximum racial limit to characteristics, although many sorcerers tend to keep the INT score low because nobody wants a creation that is smarter than its creator.

## Skills

A Golem cannot learn Magical Skills. Common Magic, Pact, Lore, Piety, Invoke, Grimoire, Manipulation, Concert, Lore (Alchemy), Enchant and Summoning are forever beyond its reach.

However as it has POW, a Golem can pick up and use a Common Magic or sorcery spell matrix provided that no conditions exist on the matrix preventing the Golem from doing so, e.g. a minimum skill requirement of Manipulation 60% or “non-Golems only.”

## The Golem's Heart

The heart of a golem is the site of its controlling spirit.

The heart is constructed separately from the rest of the shell. It is designed to be filled with a spirit which has been summoned and bound into it, then inserted into the Golem

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during creation. From the confines of its heart, the spirit animates the Golem through its Animate and Form/Set spell matrices, senses through the Golem's senses and so on.

The golem spirit has three characteristics – INT, POW and CHA. It is summoned through the Summon magical skill (see *Arcania of Legend: Blood Magic*) and bound into the heart with a Binding Enchantment (see *Arms of Legend*).

The initial INT, POW and CHA are always as described above – in essence this spirit is the Golem's INT, POW and CHA score.

The heart can take any number of different forms – a baked clay tablet with words inscribed on it; a diamond; a ticking mechanism of brass, gears and springs; a ceramic jar containing gold dust and a rolled-up scroll with mystical words and sealed with wax; a scroll in the mouth or words written on its forehead. It only matters that the heart be removable or easily defaced.

A gemstone used as a Golem's heart must cost at least 3,000 gold pieces and be flawless. A Golem with a gemstone heart has the Heart of Wealth property (see *Monsters of Legend*).

Destroying a Golem's heart destroys the Golem permanently. Even just damaging it inflicts 1 Hit Point of damage to every Hit Location of the Golem per point of damage applied to the heart's HP. The heart has its own AP/HP, and is enchanted separately to the Golem's shell, typically with Armouring Enchantment.

**Games Masters:** Optionally, the very centre of the heart must house a fleck of a special mineral, a Wondrous Mineral which might require that characters be sent on a quest to find it. Wondrous Mineral (whatever name you use for it) is a special stone found within your setting, which is reputed to have magical properties. This Wondrous Mineral is the essence of the Golem, its controller – the heart within the heart – and the characters don't need very much of it at all to place in the heart.

Not much at all. Just a tiny chip ...

## The Sacrifice

As with the creation of familiars and homunculi, the sorcerer must dedicate a point of permanent POW to his creation. This POW is not recoverable, and may only be regained through Improvement Rolls.

The sacrifice of a point of permanent POW brings the Golem to life. From the moment of its creation the Golem possesses all of the mundane skills known to its creator. A Golem has full self-awareness, knows what it is and who its creator is. If the creator also gave the Golem a purpose during its creation, the Golem will instinctively want to fulfil its purpose, that instinct driving it every moment of its life.

## Finishing Touches

The creator can prepare his Golem with additional enchantments appropriate to its nature; typically a protective creator enchants his Golem with the Armouring Enchantment, though some may also incorporate Common Magic or sorcery spell

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matrices on its body – even though a Golem cannot access Magical Skills, it can still use sorcery spell matrices.

The creator of a Golem has no mind link with its creation. And since Golems have no way of learning Magical Skills it does not need to be gifted Magic Points – nor will a Golem ever need to draw from its creator's Magic Points or require feeding. However, the creator can still offer the Golem Improvement Rolls to develop its skills, in addition to any Improvement Rolls the Golem gains on its own.

As with Animates, a creator must have on hand enough spare parts going to keep his Golem in good repair. A Golem in the wild can learn to make its own spare parts, if it learns enough Craft (Golem), Mechanisms or Engineering to be able to make them.

As Golems cannot learn magical skills, they cannot create new Golems themselves.

## Strengths and Weaknesses

### Golem Strengths

*Learning Machine:* Golems can learn from their mistakes, and quickly too. Each Improvement Roll its creator bestows upon the Golem counts as two.

*Fatigue:* Golems do not accumulate Fatigue, so they can be set to do the most strenuous activity. Sufficiently resourceful seafaring sorcerers can create crews of indefatigable mechanical rowers to power their ships.

*Strength:* Golems don't have the limits of the human frame. A human form Golem can be built bigger, stronger and faster, and far more enduring, than a human.

*Armour:* The ENC of a Golem's armour does not hinder it; it is considered to be Natural Armour for all intents and purposes.

### Golem Weaknesses

*Restless:* A Golem deprived of its driving purpose, or a Golem created without one, can potentially grow restless and violent. The creator has no control over the Golem once created, and unless the Golem can be taught to learn how to give itself a purpose like any human being, it may grow berserk, striking out at random until it is destroyed.

*Driven:* On the other hand, a Golem given a driving purpose could become insular and unstable, pursuing its purpose no matter the cost. Even if the creator intended for the Golem to be able to learn to do other things, it might do so only half-heartedly and reluctantly, eager to get back to pursuing its obsession.

Such a Golem suffers a penalty of -20% on all skills not directly related to pursuing its obsession, until and unless it learns to break its dependency on the compulsion and begin to define its own purpose in life.

*Heart:* If the heart of the Golem is somehow removed, the Golem still lives – but if the heart is damaged, the Golem takes damage in every Hit Location, and if the heart is destroyed the Golem is destroyed forever.

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# Creating a Galatea

## Divine Will

Galateas are creations of Divine Will; they are created by Divine Magic. As such considerations such as the design and procurement of raw materials are handled differently here.

## Appropriate Skills

The creator of a Galatea must be a paragon of his art. As such, he is required to have a minimum score of Art (sculpture) 75%, a minimum Pact (or Piety, if using the Bloody Miracles chapter of *Arcania of Legend: Blood Magic*) of 50% and a minimum Lore (or Invoke) of 50%.

## Declaration

The character declares his intent to carve a statue and create a Galatea. This requires an extended Art (sculpture) roll (see *Arms of Legend*) with a task round of one month. The statue must be perfect in every detail – a fitting vessel for the portion of the soul of a God or Goddess. The SIZ of the finished statue is the SIZ of the Galatea.

## Creation

Creation requires the dedication of at least one Magic Point to the statue, and a roll against Pact. This is dedicated to the deity, but channelled through the statue. On rolling the Lore skill, the Galatea rises up, a living, breathing person with echoes of the personality of the deity which bestowed that miracle upon the statue.

## Galatea Generation

Unlike most other creations, the creator of a Galatea has little choice over his creation's statistics. Each characteristic is rolled for as follows: 2d6+6 STR, CON, DEX, INT and POW and 1d6+12 CHA.

The Galatea's species maxima for STR, CON, DEX, INT, POW and CHA are only as high as the human species maxima. It can never increase its SIZ.

## Skills

The Galatea has access to the cult skills of the deity as appropriate – a Galatea devoted to the Goddess of Love will know Sing, Oratory, Play Instrument and Seduction, and a Galatea dedicated to the Goddess of War will know a variety of Combat Styles.

## Magic

Galateas have a Common Magic skill equal to the creator's, but they can learn quickly.

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They know Common Magic spells appropriate to their deity or cult. A cult of the Thunder God would have access to Skybolt and Thunder's Voice, for instance, and a Trickster's Galatea would know Push/Pull, Befuddle and Bandit's Cloak. Galateas take only 1 Combat Action to cast these spells and they do not cost any Magic Points, since the Magic Points come from the Pacts of the thousands of followers of the Deity.

Galateas do not have access to Divine Magic despite their divine origins – their presence in the world is miracle enough.

## The Sacrifice

The creator of a Galatea pays a price for his piety. For as long as his creation lives, he can never cast any more Divine Magic, and loses any spells he has learned. Nor can he renounce his Pact or connection to his deity. Should he do so, he regains his dedicated Magic Points – but his beloved permanently reverts to unliving stone.

## Finishing Touches

### Name

The Galatea is a living, breathing being, and they all have a name, usually one relevant to the deity bestowing life on the unliving stone. If the creator does not name his creation, the Galatea will announce her name on her creation.

### Care and Maintenance

Galateas are as much flesh and blood as born human beings. They can become Adventurers if they wish, and gain Improvement Rolls and learn new skills along the way. They can even increase their characteristics, including SIZ.

## Galateas In Play

### Strengths

*Human Form:* A Galatea is, to all intents and purposes, human. She has all of the strengths of humans, and the Galatea's characteristics are all skewed towards the high end of human accomplishment making the Galatea a paragon of physical strength, dexterity, intelligence and particularly charm.

*Skills:* Improvement Rolls made on the Galatea's deity's cult skills count as two.

*Fatigue and Ageing:* Galateas can ignore the effects of the first three levels of Fatigue, and they begin ageing from the chronological age of fifty from the moment of her creation, not on her apparent age at the time of creation.

*Sustenance:* A Galatea only requires one third as much food and water as a normal human.

### Weaknesses

*Human Frailty:* A Galatea is no more powerful than any human, and can suffer pain just

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like a normal human. They can be cut and bleed and, although they do not show scars from injuries they sustain, they can still suffer Serious and Major Wounds and die from fatal injuries.

*Behavioural Constraints:* A Galatea is a gift from the Deity and, as such, must obey her cult's strictures and mores. A Galatea of a Goddess of Healing cannot learn combat styles; a Galatea of a Trickster cannot resist the temptation to deceive.

A Galatea which is forced or tricked into doing something contrary to her deity's strictures is immediately turned back into stone. If the creator was responsible for this, the deity will immediately sever the Pact and restore all dedicated Magic Points, but he will suffer nightmares of separation and loss for one week per POW which had been previously dedicated.

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# Raising a Creature

## Unliving Flesh

A Creature is unashamedly a creation of sorcery. Sorcery brings these hapless, pitiful things to life, and Sorcery alone can destroy them.

## The Spark of Life

The Creator must assemble the Creature in secret, somehow procuring reasonably fresh body parts. Some attempt must be made to keep each body part preserved, perhaps keeping the whole work in progress in ice until it is ready to be animated or using the Preserve and Restore spells above.

When the body is prepared for the ritual, the creator infuses it with life force, bringing the Creature to life.

## Creation Process

The process of raising a Creature involves an enchantment ritual.

### Creature Animation Enchantment

Autonomous

If using *Arms of Legend*, this ritual would require the Sorcery (Grimoire) skill and learning this enchantment from a Grimoire. If using *Arcania of Legend: Blood Magic*, this ritual needs the Enchant magical skill.

The ritual requires one dedicated Magic Point per characteristic – thus, seven Magic Points. The ritual also requires the Sacrifice - 1 permanent POW.

On completion of the Sacrifice and the ritual, the Creature will arise.

### Characteristics

Creatures have minimum 1d6 in all characteristics by default.

Manipulation factors can be applied to the Creature's characteristics as follows:-

Magic Points	Can purchase
1	Each +3
1	Each +1d6
2	Each +6

A Creature cannot have characteristics greater than 24.

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# Creature Strengths and Weaknesses

## Strengths

*Resilient:* Creatures gain +60% to Resilience rolls to resist diseases and poisons.

*Indefatigable:* Creatures do not suffer from Fatigue. They also eat and drink half as much food and water as normal humans and need sleep for no more than half an hour a day.

*Unstoppable:* Creatures possess a natural regeneration function allowing them to recover from injuries as if they had a perpetual Treat Wounds and Regenerate spell cast on them.

*Quick Learners:* Creatures pick up one Improvement Roll daily from just observing life going on around them. They can learn any skill, all Magical Skills, and advanced skills are considered the same as Common Skills. Creatures never require training.

## Weaknesses

*Stubborn:* Creatures are as hard to sway from their pursued goals as Golems. Creatures face a penalty of -20% to Persistence rolls to do something other than their obsession.

*Volatile:* Creatures can fly off the handle if provoked. Under extreme duress, a Creature has to make a Persistence roll to keep calm: otherwise the Creature will go berserk, attacking everyone in sight until stopped or the character succeeds in the Persistence roll, which is made once per combat round of the berserk fury.

*Hideous:* Initial reactions to the Creature may vary from disgust to fear to outrage. If a person encounters the Creature for the first time, make a roll of INT + CHA; if this roll fails, they see the Creature as if it had a CHA of 2d6. It takes (22 – INT) encounters, or continued exposure to the Creature for (22 – INT) hours, to allow the onlooker to see the Creature at his true CHA score.

## Finishing Touches

### Name

Not all Creatures ever get the luxury of a name. Often, people who know of the Creature end up calling it after its Creator, and confusing the Creature with its Creator.

### Appearance

The Games Master or Player must describe the Creature. Is its face scarred or flawless? Bald or patchy hair, or hair of two different colours on its head? Does it have eyes the same colour, or from different donors, or even from different species?

### Lifespan

What is the physiological age of the Creature at creation? Does it suffer normal ageing in its various body parts, or will the sorcery that brought the thing to life keep it going ageing, keeping it alive to suffer possibly for centuries? That is up to the Games Master.

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