

SIMULACRA FOR C&S 3

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Based on Work by E. E. Simbalist, W. K. Backhaus and S. Turner.

With some suggestions by Nigel Clarke and Bernard Kaufmann.

Simulacrum are artificial creatures into which a spirit has been bound, the most common vessels for this spirit are statues of metal or stone or hideous constructs composed of the parts of various corpses. Usually these are in vaguely human shapes, though it is possible to make them in the shape of animals.

Once the spirit has inhabited the "body", then it can animate it, obeying the instructions given it by its creator until it is released from its servitude or its "body" is so damaged that the spirit can escape its shell. Release is possible by the wish of the creator or by the spell expiring (the pact with the spirit has run its course). The commands are part of a pact with the spirit, and so it is usual for those who wish to live to ensure that the last command given is "When you are released, depart from this plane and cause no harm to me".

However, if the spell goes horribly wrong, it is possible that the Simulacrum will become possessed by a malevolent spirit that will seek to dispose of the person who so rudely brought it into our world. The Simulacrum should not be confused with the Alchemical Homunculus, who is a being brought into existence through Chemical Arts, nor yet with the Kabbalistic Golem, which is a figure of Earth brought into life by secret means, this is a Simulacrum, a creature of quite different enchantments.

CREATING THE SIMULACRUM

To create each type of Simulacrum the magick-user has to gather the finest materials with which to make the body which will then be enchanted ready for the spell to come. Metal and Stone must be of the highest quality castings must contain no flaws, the chisel must not crack the Simulacrum through else it will cause the Simulacrum to break. When a Necromancer constructs a Simulacrum from dead flesh then the individual parts of the corpse must not contain any wounds or disease and must be fully enchanted within 48 hours of the life leaving the body. Once enchanted, decay will cease, and will allow the Necromancer to set the parts aside until he is ready to join the parts together and give it a semblance of life. This short time-span means that only the most ruthless and skilled Necromancers ever make these foul monstrosities.

THE SPELLS

All the Spells are Summoning Spells. Note that the description below REPLACES the description in the C&S 3 rulebook.

Failures in binding the Spirit.

When a normal failure occurs then the spirit is not summoned, 2D10 - ML days must be spent preparing the shell again before another attempt can be made to create the Simulacrum.

If the creator of any Simulacrum fails the final enchantment with a critical failure then he must then quickly cast a dismissal to the spirit, using the same spell. If he succeeds in the dismissal then the spirit departs with D10 of the materials involved in the enchantment being ruined and having to be replaced. If the dismissal critically fails that then dire consequences may ensue **in addition** to the ruined materials. Roll D100.

D100	CONSEQUENCE
01-50	The spirit departs, but the mage takes D10 x 2 Fatigue Damage and is unconscious for D10 hours
51 - 75	The shell is inhabited by a Demon of Possession, who will try and flee the area in its new shell and commit as much evil as possible, This Demon will depart the shell in D10 days.
75 - 89	The shell is inhabited by a Demon warrior who will try and kill the caster before departing on the rampage for D10 hours.
90-100	The shell is inhabited by the spirit of a deceased enemy of the caster. That spirit will try and kill the caster and depart the shell.

ANIMATE SIMULACRUM OF FLESH RANK7

NECROMANTIC

TYPE Ritual

RESISTED Varies

RANGE 2 feet per ML

DURATION 1 or 2 years per ML

In creating the Simulacrum of Flesh the Necromancer has two options, it can create a soulless creature whose is inhabited by the sort of wandering spirit used in other Simulacrum, or he can try the much harder task of summoning a specific person to inhabit the mobile corpse.

If creating a mere slave, then the mage must first build a new body out of superior and perfect corpses (5% on D100 of any particular body part being suitable). There are considered to be 9 parts to the body and each part is 4 measures at **MRF 4** for enchanting. The place where the Simulacrum is stored must itself be enchanted with 15 different herbs, spices and other materials to ward off further decay. If the parts are removed then decay

begins anew and soon (within an hour) the part will be useless for the project.

This version needs no internal organs of any sort, it is dumb though the spirit can “hear” things. If the Necromancer attempts to put the Spirit of an actual person into this corpse, the spirit will have a (Willpower x 2 – PSF) roll to resist. This form lasts 1 year per ML of the caster and the Spirit will obey 1 command per ML of the Necromancer though the Necromancer can choose to replace his commands with new ones once tasks are complete. If the creator dies before the expiry of the Spell without issuing instructions on what to do in that event, then the Spirit can choose either to depart the shell or to wander the world on its own until the Spell fails.

If the Necromancer is creating a home for a person’s soul then the procedure is more complex. In addition to the body, the Necromancer must also enchant several portions of soft tissue. Consider it another 9 measures at **MRF 5**. This means that the components must be fresh. Moreover, there must be three measures of some remnant (hair, nail clippings etc) from the original person present in the Simulacrum. These remnants are MRF 3 and it doesn’t matter what age they are, even tomb or house dust will do if sufficient is there. Once the body is prepared, the Necromancer must negotiate with the departed, using the **Rank 3 “Speak with the Dead”** Ritual three times successfully in succession.

If the Spirit agrees to inhabit the shell, then the Spirit will not resist the summons to inhabit the corpse, else it gets a (Willpower – PSF) roll to resist being placed in the Simulacrum shell. Once in the shell the person can use all their skills, mental, magical or physical, though most people thus brought back to life would have no access to Divine Power. The Simulacrum will stay active for a maximum of 2 years per ML and will stay obedient, within the limits of the command that are given. If the spirit is hostile to the Necromancer, and has a chance to thwart the spirit of the command by adhering strictly to the letter then that Spirit will do so.

In almost every culture such a creation is deemed abhorrent and unnatural, and, if found out, will usually result in the destruction of the creature and its creator. If the creator dies before the Spell expires then, again unless instructions have been issued, the creature is free to do as it wills. Such is the abhorrence this creature induces, that anyone seeing it must make a WILLPOWER roll or be at half PSF for any skills for D10 rounds.

ANIMATE SIMULACRUM OF WOOD RANK 7

TYPE	Ritual
RESISTED	No.
RANGE	3 feet per ML
DURATION	½ year per ML

To create the Simulacrum from Wood the mage must have created a sculpture from seasoned wood with no

knots, cracks or rot in it. (1% chance that any piece of wood large enough to create such a sculpture is good enough). The mage must care the figure by hand himself, or find a skilled craftsman to do it for him. The raw material cost is CR 40 and the cost to pay the craftsman (including the cost of materials is CR 90) In addition to the main body the mage will have to enchant 8 other materials to bring make the device a suitable home for a spirit.

The Simulacrum of Wood is not a perfect host for an animating spirit. The wood is more prone to cracking as it moves and the organic nature of the material is not a comfortable place for the spirit to reside, hence of all the Simulcra this one lasts the least amount of time.

The Simulacrum will obey 1 Command per ML of the creator, though again a command can be replaced by another once a task is complete. The command will be obeyed literally though the spirit will not try and twist the letter of the command to confound the spirit, it will just do as it is told.

ANIMATE SIMULACRUM OF STONE RANK 8

TYPE	Ritual
RESISTED	No.
RANGE	4 feet per ML
DURATION	3 years per ML

In creating a Stone Simulacrum the magick-user either has to make with his (or her) own hands the statue, or pay a master artist to make it for him. If bought the cost is between CR 150 and 200 at a minimum. If the mage makes the Simulacrum then the raw materials will cost between CR 85 and 100. In addition to the main body the mage will have to enchant 15 other materials to bring make the device a suitable home for a spirit.

The Simulacrum of Stone obeys commands in the same manner as the Simulacrum of Wood

ANIMATE SIMULACRUM OF METAL RANK 9

TYPE	Ritual
RESISTED	No.
RANGE	3 feet per ML
DURATION	4 years per ML

As with the Stone Simulacrum, the creator of a Metal Simulacrum must either make it himself, at a raw material cost of 130 - 150 CR, or pay a sculptor at least 250CR to make it for him. In addition to the main body the mage will have to enchant 22 other materials to bring make the device a suitable home for a spirit.

The Simulacrum of Metal obeys commands in the same way as the Simulacrum of Wood.

THE ENCHANTMENTS

Mention is made above of various materials used in the enchanting of Simulacra. To find out what materials you need, the mage finds out the Astrological Sign of the day when the project is to start. For this sign there are seven materials associated with it, a metal, a gem, a plant, an essence, a liquid, a skin and a bone. Every

enchantment has 22 “correspondences”, though not all are used in the creation of the device.

The **correspondences** are the materials from the Astrological Sign of the device, in this case the Simulacrum, the seven materials from the signs before and after and the gem from the sign six months removed from the Astrological Sign of the device.

Dates	SIGN	METAL	GEM	PLANT	ESSENCE	LIQUID	SKIN	BONE
(Mar 21 - Apr 20)	Aries	Iron	Ruby	Oak	Sage	Blood	Wolf	Bear
(Apr 21 - May 21)	Taurus	Copper	Topaz	Pine	Sandalwood	Lake Water	Dove	Swan
(May 22 - Jun 21)	Gemini	Mercury	Onyx	Willow	Orchid	Spring Water	Ape	Ibis
(Jun 22 - Jul 23)	Cancer	Silver	Emerald	Lotus	Frankincense	Rain Water	Dog	Dog
(Jul 24 - Aug 23)	Leo	Gold	Opal	Sunflower	Myrrh	Wine	Lion	Hawk
(Aug 24 - Sep 23)	Virgo	Mercury	Diamond	Palm	Mace	River Water	Swallow	Ape
(Sep 24 - Oct 23)	Libra	Copper	Jade	Yew	Aloes	Beer/Ale	Sparrow	Dove
(Oct 24 - Nov 22)	Scorpio	Iron	Carnelian	Oak	Sulphur	Blood	Horse	Wolf
(Nov 23 - Dec 21)	Sag.	Brass	Sapphire	Poplar	Cloves	Oil	Eagle	Eagle
(Dec 22 - Jan 20)	Capricorn	Lead	Black Opal	Ash	Musk	Holy Water	Crocodile	Lizard
(Jan 21 - Feb 19)	Aquarius	Lead	Aquamarine	Elm	Pink Rose	Lake Water	Frog	Snake
(Feb 20 - Mar 20)	Pisces	Bronze	Pearl	Beech	Nutmeg	Sea Water	Hawk	Peacock

The materials used always include the gem from the sign six months removed from the Astrological Sign of the Simulacrum. If the Simulacrum requires 15 materials then the first seven are from the Astrological sign and the second seven are from the sign **after** the Simulacrum’s sign. And if the Simulacrum needs 22 materials, then the seven from the sign before are used.

So a Necromancer starting to create a Simulcrum of Flesh on September 29 needs 15 materials to preserve the portions of the corpses before his work his finished.

The sign would be **Libra** and for the seven correspondences of that sign he needs to enchant Copper, Jade, Yew, Aloes, Beer/Ale, Sparrow Skin, and Dove Bone. For the seven correspondences of the Sign after, **Scorpio**, he needs to enchant Iron, Carnelian, Oak, Sulphur, Blood, Horse Skin and Wolf Bone. Finally he needs to enchant the Gem stone from the sign six months removed, which in this case is Ruby from the sign of **Aries**.

If a mage was creating a Simulacrum of Metal on the same day, he would require, in addition to the materials listed above, Mercury, Diamond, Palm, Mace, River Water, Swallow’s skin and Ape’s bone from the sign before, in this case **Virgo**.

QUESTIONS AND ANSWERS

Questions courtesy of Bernard Kaufmann

What kind of spirit can be bound in the simulacra?

These are low grade Demons or Animistic Spirits. No one in their right mind, or with a minimum of survival instincts, is going to put a Power of any description into something like this, it would be almost impossible for

the mage to bind such a thing.

Are clay simulacra possible? After all not all people live where stone is very common; and clay has some advantages;

I’m trying to steer clear of clay here, after all I’m making a distinction between Simulacra and Golems, the Kabbalistic Creations of Jewish folklore. If one were to create such a thing the clay would have to be baked, treat it as Stone with half the Body and Fatigue points of Stone.

What about wood?

What about wood? Seriously though the Simulacra of Wood is now included, see above and below for details.

What about sand? Imagine, the sole simulacra a good wind takes away; or you could try blowing at it

Now you’re being silly. Sand would be impossible to keep still long enough unless wet, and when dry would blow away and disrupt the spell releasing the spirit. It would count as STONE though, and you could make a simulcra out of sand if you made it into ...

Glass simulacra would be exquisite creations.

They would. And would be prized possessions and marvels of rich despots. They would be brittle (half the armour for a stone Simulacra and divide the body and fatigue by three (round up). A glass Simulcra weighs about 750lbs. Realistically it’d probably be crushed under its own weight, and the enchantment is required to keep it together.

Once the body points expire, the whole simulacrum will smash into thousands of unidentifiable pieces.

What about Faerie Glass?

Faerie Glass is Obsidian. It weighs the same as a Glass Simulacrum above, but has other statistics as per a Metal Simulacrum.

Can simulacra be cast?

If you mean “Can Metal Simulacra be made by a casting process then yes, that’s how you make them.

The pieces are cast in a sand-box and the sections are hollow, hence the relatively low weight.

Is the fabrication of simulacra open to all types of mages?

If they can achieve the necessary ranks of Summoning spells, then yes.

Wouldn't the mage need a skill either in sculpting, glassblowing or pottery? Or metalworking?

Yes. Absolutely. This would require a few successful rolls to achieve, or a load of downtime at least.

Could he get help from a sculptor?

Yes. However he would have to pay in some way in most cases.

Could he turn an existing statue into a simulacrum by enchanting and placing the correspondence somewhere in or on the statue (think about those good old gargoyles; equip the simulacrum with a fly spell, and here they go).

If the statue was of sufficient quality then yes. But as the ritual will involve some time and the placing of enchanted materials into the statue, it would not be a quick or trivial matter. If the statue is of inferior quality then it will shatter once the spirit tries to move it.

If the gargoyle is part of the building, then it will not be able to move, in fact the spell might well fail as you’d be attempting to enchant too large a body of stone, even though the gargoyle is a separate block.

The mage would have to ensure than the statue is just the shape for the being it purports to be, and that it is not fixed to solidly to a plinth or other structure.

My main problem with it is, what spell is used to create it; could you shape one of your simulacrum as a door, a table, and make them walk, move, react?

The spell is one of the “Animate Simulacra” series as outline above, involving a rituals that, as part of it, involves “painting” musculature on the shell with the enchanted materials.

As to the door, table etc, no, we’re back in the land of the silly. Part of any spell is symbolism and similarity, a statue moves because it is shaped like the thing it represents. A door’s only movement is to swing back and forth. If your mage wants to create an expensive, and temporary automatic door then go ahead, a sensible person would employ a doorman or do the job themselves

What does it look like when it moves: fluidly, with limbs like a living person, or with the stiffness of a statue?

Flesh Simulacra move like a person, but with an slightly odd motion occasionally especially if the thing animating the Simulacrum is not the spirit of a person enchanted materials. As to the door, table etc, no, we’re back in the land of the silly. Part of any spell is symbolism and similarity, a statue moves because it is shaped like the thing it represents. A door’s only movement is to swing back and forth. If your mage wants to create an expensive, and temporary automatic door then go ahead, a sensible person would employ a doorman or do the job themselves.

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TYPE	FLESH	WOOD	STONE	METAL
EXP AWARD	2000	1500	2500	3500
AGIL / AR	10/58%	12/66%	8/50%	9/54%
CON / AR	15/76%	13/70%	17/82%	19/88%
DISC / AR	15/76% *	15/76%	15/76%	15/76%
INT / AR	8/50% *	8/50%	8/50%	8/50%
STR / AR	16/79%	14/73%	19/90%	22/94%
HEIGHT	About 6'	6½ to 7 feet	6½ to 7 feet	6½ to 7 feet
WEIGHT (LBS)	220lbs	174lbs †/122lbs ‡	600lbs	480lbs §/500lbs ¢
CCAP (LBS)	145lbs	100lbs †/70lbs ‡	485lbs	600lbs
BODY	30 + 1 /ML of Creator	30 + 1 /ML of Creator	45 + 1 /ML of Creator	35 + 1 /ML of Creator
FATIGUE	10 + 2 /ML of Creator	15 + 2 /ML of Creator	30 + 2/ML of Creator	20 + 2/ML of Creator
MOVE	13	13	13	14
WALK	5' / 5 MPH	6' / 6 MPH	5' / 4 MPH	8' / 7 MPH
DBL TIME	10' / 10 MPH	12' / 12 MPH	10' / 9 MPH	16' / 12 MPH
SPRINT	18' / 15 MPH		THESE SIMULACRA DO NOT SPRINT	
JUMP	7		THESE SIMULACRA DO NOT JUMP	
BMR	15	10	20	25
DODGE 40%+	5	10	0	0
STAM 40%+	40 + 40%	40 + 45%	40 + 55%	40 + 50%
WIL 40%+	40 + 30%	40 + 30%	40 + 40%	40 + 50%
SIGHT 05%+	25 PSF	15 PSF	20 PSF	20 PSF
SOUND 5%+	20 PSF	10 PSF	10 PSF	10 PSF
SMELL 5%+	10 PSF	0 PSF	0 PSF	0PSF
ATTACKS				
FISTS				
BASE ATTACK 40%	+ 2 PSF / ML	+ 2 PSF / ML	+ 3 PSF / ML	+ 3 PSF / ML
BASE DAMAGE	5 + 1 / 3ML	5 + 1 / 4 ML	7 + 1 / 3 ML	10 + 1 / 3 ML
BASH	25%	20%	35%	45%
ARMOUR				
SLASH	2	5	10	12
CRUSH	5	10	1	11
PIERCE	5	9	13	14
MISSILE	4	12	10	10
ENERGY	4	5	6	7

* If the shell of the Simulacrum is inhabited by the spirit of a vengeful person or, in the case of the Simulacra of Flesh inhabited by spirit of a person then the skills and derived statistics will be those of the person in life.

† Oak

‡ Pine

§ Iron

¢ Brass