

Susuk Magic

(Damian May)

In the culture of the Thousand Islands, Susuk - or charm needles - are items made of gold or other valuable materials that are inserted into the soft tissues of the body to act as talismans.

Susuk has various purposes, ranging from purely aesthetic to the treatment of joint pains and other minor ailments. This practice is also used as protection against injuries and accidents.

Susuk are embedded accompanied by different incantations for each purpose and traditionally done at certain times of the year to increase its effectiveness.

Susuk needs to be removed before death or the person will have difficulty truly dying, the practitioner who first placed the Susuk (or another who knows the relevant spell) simply performs the spell again to remove it.

Susuk Healing (Sorcerer 1)

Range: Touch

Casting Time: 4 rounds

This spell restores 4 Health Points to a wounded character. It will not increase their Health Point score above their normal (unwounded) level. The cost of the spell is 4 Crowns worth of Susuk needles, which are permanently inserted under the skin, leaving no marks. This spell can only be cast on someone three times during their lifetime.

Susuk Protection (Sorcerer 4)

Range: Touch

Casting Time: 10 minutes

This spell permanently adds + 1 to the receiver's EVASION or DEFENCE, determined by the caster. The cost of the spell is 10 Crowns worth of Susuk needles and a 50 gp gem, both of which are permanently inserted under the skin, leaving no marks. This spell can only be cast on someone three times during their lifetime.

Susuk Glamour (Sorcerer 6)

Range: Touch

Casting Time: 10 minutes

This spell permanently adds + 1 to the receiver's Looks. The cost of the spell is 50 Crowns worth of Susuk needles and a 100 gp gem which are permanently inserted under the skin leaving no marks.

If the items are not removed before death, the Susuk bearer will rise from the grave after three days as one of the undead, depending on what Rank they were when they perished: 1–4 Ghoul, 5–7 Barudath, 8–9 Spectre, 10+ Vampire.

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