

LICENSE TO SUMMON

CONTENTS

Introduction	3	Chapter Four: Grimoires	57
		Grimoires For Traditional Magic	57
		Non-Textual Grimoires	58
		Modern Art Grimoires	60
		Musical Grimoires	61
		Computational Sorcery Grimoires	61
Chapter One: Computational Demonology	4	Chapter Five: Psychics	64
Defensive Bindings	4	How Psychic Abilities Work	64
Destiny Entanglement Geas	5	Psychics as Player Characters	65
Entropy Manipulation	6	Psychic Abilities	67
Exorcism	7	Thaumaturgical Emergency Procedures	74
Gates	8	Chapter Six: Faustian Research	76
Geas	8	Homo Sapiens Necrosis	76
Glamour	11	GENOA FRACTAL (Polyps)	79
Prognostication	13	NOMENCLATURE PENDING	81
Srying	13	PANDORA WAITING	82
Sympathetic Magic	14	Esoteric Alchemy	84
Summoning	14	Chapter Seven: Reality Bleeds	89
Possession	15	Thaumic Resonance	89
Warding	17	Resonance Poisoning	92
Banishment	18	Chapter Eight: Hostile Magics	94
Advanced Traditional Sorcery & Mental Magic	19	Encounters & Reports	96
Safer Traditional Sorcery	19	Chapter Nine: CASE GOBLIN WILLOW	101
Inefficient Spells	24	1. The Briefing	103
The Power of Traditional Sorcery	26	2. Welcome to Quaere	103
Unique Traditional Sorcery Spells	26	3. The Field Office	105
		4. Project TRANQUIL	108
		5. Project WESTMINISTER	111
		6. Optional Horrors	113
		7. Moon Farm	114
		8. Reality Breach	117
		9. Death Spell	118
		10. A Funeral	118
Chapter Two: Smartphone +2 of Shiny	30	Index	124
The Laundry	30		
Direction Centrale de la Securitie Extraordinaire (DCRI) - France	34		
Geheime Sicherheitsabteilung (GSA) - Germany	35		
National Countersubversive Organization (OCN), Section Five - Spain	35		
The Black Chamber - USA	36		
Thirteenth Directorate	39		
The Nameless Bureau (MSSNB) - China	40		
Chapter Three: The Morpheo Section	42		
The Dreamworld	42		
Section History	44		
Executing Dream Operations	46		
Combat & Manifesting Technology	52		
Waking Up, Recovering Sanity	53		
Sleep Disorders	54		



Introduction

James Bond had his license to kill.

There's no such thing in the real world, of course. It's not that the SIS doesn't carry out the occasional bit of wetwork, but they don't give their operatives *carte blanche* to go around shooting people. If Her Majesty's Government kills you, then rest assured that your death has been discussed in numerous committees, they've got ministerial sanction on a case-by-case basis, and that it's, pardon the pun, a one-shot deal. They approve one death, not a blank cheque for multiple murders.

Laundry employees can get a license to summon. It's not that hard. Just complete a few basic Health and Safety and Demonology Courses, do the test, complete the very simple practical exam, and you're certified. Peter-Francis Young has one, for Yog's sake! It's less demanding than getting a Microsoft Certified Professional qualification, and just like an MCP, a license to summon allows you to loose mind-eating horrors on an unsuspecting world.

Make no mistake – a License to Kill is really small potatoes compared to a License to Summon. There are *things* out there in the more unpleasant corners of unreality that are much more dangerous than a Walther PPK. Brain-eating contagions that turn everyone into zombies, alien space gods who want our women, tentacled tyrants who consider us an infestation on their planet, cosmic horrors that slouch towards a premature armageddon...

No, Mr. Bond, I expect you to curl up into a little ball and rock back and forth, trying to deny the awful, inescapable truth.

There's no such thing as a license to banish, but there really should be. The theorists say that magic is just mathematics from another angle, that witchcraft is derived from half-remembered alien superscience, and that the whole thing is morally neutral. Magic's just a tool.

Anyone who's been in the field knows the truth. Magic is a twisted, malignant thing. It corrodes whatever you define as a human soul. There are secrets man was not meant to know. There are things that should not be.

Do not call up what you cannot put down.

And do your best to put down whatever the other guy called up.

How To Use This Book

License To Summon expands on the magic available to employees of the Laundry. It's got twists on existing spells, new forms of sorcery, new gadgets, and lots of alarming new powers. Most of these new spells, though, are experimental, restricted and highly dangerous. They don't hand these formulae out to anyone, just to the field agents who need them.

And if you need them, you're in trouble...

Recovering lost POW

Many spells and effects in this book inflict temporary POW damage - having your soul bruised, sucked, sold, folded, spindled or mutilated is par for the course when you work in the Laundry. In general, lost POW returns at the rate of one point every few hours. Assume it takes eight hours to recover one point if you're exerting yourself or stressed, four hours under most circumstances, and one point every two hours if you're doing nothing but resting or sleeping.

