SPIRITS BETWEEN HEAVEN AND HELL

The jinn in the *Bartimaeus* books are roughly in line with their conception in Islamic study. Jinn are categorised by their magical strength and standing within jinn society. Summoning is knowing the true name of the entity called. Each jinn holds this name as its most prized secret, for without this, a magician cannot summon it to perform years of ensalvagery. Such attempts require extremely careful preparation, the use of various paraphernalia to aid concentration and drawing of pentacles or other magical wards to aid the performance of the ritual, which calls the named jinn (if available) to the prepared pentacle. This initial conjuration of the jinn requires spending a number of Magic Points equal to twice the jinn’s spirit Intensity.

Conjuring a jinn is similar to the Animism rule for summoning spirits. The magician uses their Trance skill to perform the ritual, which calls the named jinn (if available) to the prepared pentacle. This initial conjuration of the jinn requires spending a number of Magic Points equal to the Intensity of the Spirit.

Once manifested, the real struggle occurs. This comprises of a battle of wills and will between the magician and the jinn, represented by the equivalent of a Spirit Combat using the Binding skill of the conjurer and the Willpower of the jinn.

If the jinn is reduced to zero Magic Points before their summoner, then they are chained to the magician’s will and can be forced to personally serve until released from service (or the premature death of the magician); otherwise, they cannot break free from the conjurer’s control, allowing free use of their magic or immediate escape to their home realm. Whilst an unconscious imp may be an aggravating annoyance, losing control of a Djinn might result in the conjurer being consumed, leaving a pile of picked-clean bones.

**WEAKENING OF BOUND JINN**

Jinn in the physical world, whether bound to attending the will of a magician or trapped within an object, are prevented from rejuvenating themselves. They can neither heal any damage suffered, nor recover Magic Points. Unlike normal * RuneQuest* jinns, jinn actually take damage to their POW characteristic—which can only be recovered if allowed to return to their home realm. Running out of POW leaves a jinn helpless, open to utter and final destruction.

Using magic drains jinn of their strength. A conjurer can replenish its Magic Points if permitted to feast upon the life-force of a living creature, effectively recovering a number equal to the victim’s POW characteristic. If a jinn performs the dubious act of consuming another jinn, then they absorb whatever Magic Points were left to the entity before its death.

**JINN MAGIC**

Jinn use sorcery to perform their miraculous acts, although imps are barely capable of harming small animals, the largest marids can create vast palaces in a single night. Jinn do not use the *RuneQuest* skill per se, each spell costing a single Magic Point to cast with a Range of POW metres. Duration of POW minutes, a single Target and a Magnitude of 1d6 (twice the jinn’s spirit Intensity).

The following spells are suitable for jinn with, known, the associated names utilised in the *Bartimaeus* books placed in parenthesis — most of which are deceptively orientated!

*Abjure, Animate, Banish (Void), Castback, Damage Resistance (Shield), Diminish SIZ (Compression), Enhance SIZ, Enlarge, Hide, Life, Hinder, Holdfast, Impression (Nexus), Mystic Vision (Pulse), Neutralise Magic (Phase), Palsy (Spell), Phantom, Protective Ward, Repeal, Revive, Sculpt, Sense, Shapechange, Shrink, Smother (Constrict), Spell Resistance (Shield), Wreck (Deatonism, Plasm, Inferno, Poseidon, Essence Lancer)*