

Ranna

The Sleeper

Ranna is the smallest of the seven necromantic bells used to control the dead in the Old Kingdom. Known as the sleep-bringer, this bell sounds a soft lullaby that quiets the **Lesser Dead** and slows down the **Greater Dead**.

Ringling Ranna

Ranna is one of the easiest bells to use. It has a forgiving nature. Ranna does not attempt to ring itself or purposely put to the bell wielder to sleep.

1. Remove Ranna from the **bandolier** while carefully holding the clapper with one hand.
2. Concentrate your **will**.
3. Remove your hand from the clapper.
4. Use your other hand to swing the bell forward.
5. Ring the bell once using this motion.

Using Ranna and Saraneth in Conjunction

Used in conjunction, Ranna and Saraneth can bind the **Greater Dead** with greater ease than either bell alone. Ranna's lullaby distracts the **Greater Dead**, while Saraneth binds them to the wielder's will.

1. Remove **Ranna** from the bandolier without letting it sound.
2. Remove **Saraneth** from the bandolier without letting it sound.
3. Concentrate your will.
4. Swing Ranna forward to make the bell ring once while simultaneously swinging Saraneth in slow loops (rings multiple times).

Mosrael

The Waker

Mosrael is second of the seven bells used to control the dead in the Old Kingdom. Known as the waker, Mosrael sends any dead within hearing range into Life, at the expense of casting the bell wielder further into **Death**.

Sometimes used to awaken old spells, Mosrael is typically used by evil necromancers to create armies of the dead.

Ringling Mosrael

Mosrael is difficult bell to wield because it tries to ring of its own accord. It is a dangerous bell because its voice sends the wielder further into **Death**.

1. Remove Mosrael from the **bandolier** while carefully holding the clapper with one hand.
2. Concentrate your **will**.
3. Remove your hand from the clapper.
4. Use your hand to ring the bell once.
5. Exert your will in order to avoid being swept beyond the seventh gate of **Death**.
6. Begin walking back toward Life.

Kibeth

The Walker

Kibeth is the third of the seven bells used to control the dead in the Old Kingdom. Known as the walker, Kibeth makes the listener walk where the wielder wants them to walk.

Kibeth can be used for both good and evil. Once **Saraneth** binds the dead, Kibeth can make them walk back into Death. However, Kibeth can also be used to control the dead, making them walk where the wielder desires. Evil necromancers use Kibeth to control armies of the **Lesser Dead**.

Ringling Kibeth

A difficult bell to control, Kibeth tries to make the wielder walk where he would prefer not.

1. Remove Kibeth from the **bandolier** while carefully holding the clapper with one hand.
2. Concentrate your **will**.
3. Remove your hand from the clapper.
4. Grasp the bell with both hands.
5. Swing the bell in a figure eight pattern.

Dyrim

The Speaker

Dyrim is the fourth of seven bells used to compel the dead in the Old Kingdom. Known as the speaker, this bell has a clear sound that can restore speech to the dead. Contrastingly, Dyrim may also be used to silence a listener.

Dyrim is best used for gathering information from the dead.

RinginDyrim

Like Kibeth, Dyrim attempts to ring when the wielder would prefer it not. It is a difficult bell to ring properly.

1. Remove Dyrim from the **bandolier** while carefully holding the clapper with one hand.
2. Concentrate your **will**.
3. Remove your hand from the clapper.
4. Use your other hand to swing the bell forward.
5. Ring the bell once using this motion.

Belgaer

The Thinker

Belgaer is the fifth of seven bells used to compel the dead in the Old Kingdom. Known as the Thinker, Belgaer can restore independent thought to the dead. Contrastingly, Belgaer can also be used to erase memories.

RinginBelgaer

1. Remove Belgaer from the **bandolier** while carefully holding the clapper with one hand.
2. Concentrate your **will**.
3. Remove your hand from the clapper.
4. Use your other hand to swing the bell forward.
5. Ring the bell once using this motion.

Saraneth

The Binder

Saraneth is the sixth bell used to control the dead in the Old Kingdom. Known as the Binder, Saraneth compels the dead to obey the wielder of the bell. Saraneth can also be used to control the living.

Saraneth is a powerful bell, second only to **Astarael**. It can be used to control massive armies of the Lesser Dead or compel the Greater Dead. Saraneth is particularly powerful when used in conjunction with **Ranna**. This bell's power is only limited by the strength of the wielder's will.

Ringing Saraneth

Saraneth is a fairly easy bell to use. It is often described as large and trustworthy.

1. Remove Saraneth from the bandolier while carefully holding the clapper with one hand.
2. Concentrate your **will**.
3. Remove your hand from the clapper.
4. Grasp the bell tightly in one or both hands.
5. Swing the bell in slow loops.
6. Command those who hear the bell.

Ringing in Conjunction with Ranna ([link](#))

Astarael

The Weeper

Astarael is the most powerful of the bells used to control the dead in the Old Kingdom. Known as the weeper or the sorrowful, Astarael sends everyone who hears it deep into **Death**, including the bell wielder.

Astarael is a last resort. Necromancers who use this bell typically die a true death and cannot return to Life. Few have returned to Life once they have heard Astarael.

Ringing Astarael

Astarael is a dangerous bell and should only be rung as a last resort.

1. Remove Astarael from the bandolier while carefully holding the clapper with one hand.

2. Concentrate your will.
3. Remove your hand from the clapper.
4. Use your other hand to swing the bell forward.
5. Ring the bell ONCE using this motion.
6. Prepare to enter the final gates of Death.

Death

In the Old Kingdom, Death is a swiftly running river, grey and indistinct. Death is divided into seven gates with seven precincts in between the gates. The first precinct is closest to Life and is where necromancers enter Death purposefully. Beyond the seventh gate is final death.

The river runs further into Death. Without the will to resist the river's pull, necromancers would be swept past the seventh gate and into final death. Each precinct is harder to resist. While the first precinct is shallow with a light pull, later precincts have rapids and swift currents.

The power of dead creatures is often determined by how far they have returned from death. The Lesser Dead typically come from the first or second precinct. The Greater Dead often come from beyond the fifth gate.

Will

Using the bells and controlling the dead requires a great deal of mental training. Will refers to the ability to focus upon:

- a) what you want the listener of the bell to do,
- b) resisting the bells yourself
- c) resisting the pull of Death (if entered)

Ring the bells or entering Death without concentrating your will can result in unanticipated consequences of the bell and/or your death.

Bandolier

The bandolier is a device used to hold the seven bells. It is a leather belt worn across the chest. They are ensconced in leather and hang pointing to the ground.

This is an important piece of equipment because it keeps the bells from ringing accidentally. Some bells actively attempt to ring or resist the **will** of the bell wielder, so it is important to keep them silent when not being actively used.

Lesser Dead

The Lesser Dead are typically bodies reanimated with the souls of the recently dead by necromancers. They have no independence and actively respond to the commands of the bells. However, if there are multiple necromancers wielding bells, they respond to the necromancers with the most powerful **will**.

The Lesser Dead can be quelled by **Ranna** and bound by **Saraneth** with some ease. They are more dangerous in large numbers.

Greater Dead

The Greater Dead are usually necromancers that have returned to Life from beyond the fifth gate of **Death**. They are independent and often are powerful practitioners of **Free Magic**.

Ranna will slow the Greater Dead, but not stop them. Typically **Saraneth** is needed to bind the Greater Dead. Saraneth may be more successful at doing so when **used in conjunction** with Ranna.

Free Magic

Free Magic is a branch of magic typically used by necromancers who intend to build their **Dead** armies by killing the living. When used, it has a characteristic sharp metallic smell. It is also difficult to control.

The **bells** themselves are Free Magic items. However, in rare cases, the bell's handles are **Charter Magic**. This type of magic bounds the dangerous free magic within the bells.

Charter Magic

Charter Magic is a type of magic typically used against necromancers. It opposes **Free Magic**. Unlike Free Magic, which is difficult to control, Charter Magic is structured by symbols. Employing Charter Magic requires knowing these symbols, their use and how to impart your will into them.

Charter Magic is used in the handles of the Free Magic **bells** in rare cases.