

## Chapter 13

### Elemental Core Magic

Non-divine magic is derived from the natural forces present in the environment: Air, Water, Earth, and Fire. Magicians must learn how to control and shape these forces to create magical manifestations.

Each type of force, or **element**, is controlled in very different and incompatible ways. When a magician begins to learn his art, he must choose an element with which to work. Once declared, the magician may only buy spell groups from that element, or the element it dominates (see **Acquiring Spells from other Elements** on page 37 and **Elemental Relationships** on page 50).

There are seven spell groups common to all magicians, and four unique spell groups related to each element. The base cost of the **Necromancy/Time**, **Mind Twisters**, **Charms** and the **Dimensions** groups is 600 EP. The base cost of the rest of the spell groups is 300 EP.

#### 13.1 Magical Core Spells

All magicians have access to certain “core” spells. These spells are created by the power of the caster’s element, but manifest themselves similarly regardless of the element. Thus, some form of the caster’s element must be present so that he may draw elemental power from it.

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**Defer** spells are the means by which a magician manufactures magical items and creates permanent or delayed spell effects.

**Common Magics** is a group that makes a magician’s everyday and professional life easier.

**Movement** spells enable the magician to move quickly and efficiently from place to place.

**Revocation** spells are used to cancel another magician’s magic. It has no effect on divine magic.

**Tongues and Scripts** provides the means to communicate by spoken, written, or cyphered word. All elemental mages understand and use the same basic concepts and ideas when

casting, teaching and learning about their magics. These concepts transcend any normal human tongue, being the same for all elemental casters regardless of race, sex, or creed. This group of spells includes the ability to create, interpret and use this elemental cypher.

**Shadow Magics** enables the magician to manipulate shadow for useful and wondrous effects. They involve the use of both light and darkness. Light is used to delineate darkness, and thus these spells cease to function in the presence of extreme light (greater than daylight), or absolute darkness. The shadows created have no physical substance, and cannot be harmed by any physical or magical attacks. They cannot, on the other hand, have any effect upon things in the physical world except as explicitly stated within each spell.

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**1. Defer**

- 1 Defer 1
- 2 Defer 2
- 3 Defer 3
- 4 Defer 4
- 5 Defer 5
- 6 Defer 6
- 7 Defer 7
- 8 Defer 8
- 9 Defer 9
- 10 Defer 10
- 11 Defer 11
- 12 Defer 12
- 13 Defer 13
- 14 Defer 14
- 15 Defer 15
- 16 Defer 16

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- 4 Shadow Object
- 5 Shadow Servant
- 6 Shadow Hide
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- 8 Light Bane
- 9 Shadow See
- 10 Multishadow
- 11 Shadow Leap
- 12 Shadow Mount
- 13 Shadow Life
- 14 Shadow Target
- 15 Shadow Guardian
- 16 Shadow Port

### 13.1.1 Defer

#### 1 – Defer

Spell Rank: 1 to 16  
 Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 2 hours  
 Area: 1 Spell  
 Effect: delayed spell effects

Casters use the **Defer** spell to delay the effects of another spell. The caster picks some non-living, non-magical object that he can hold in one hand and lift, he casts the **Defer** spell on the object. This places a magical field about the object that can hold one other spell of a rank equal to or less than the rank of the **Defer** spell used. Immediately after this, the caster casts his other spell into the same item. The magical field created by the **Defer** ensnares this second spell, hold within the field.

As long as the **Defer** spell lasts, the caster can touch the item and direct the ensnared spell to discharge, having the same effect as if he had cast it originally. The spell's release from the **Defer** takes a single round, despite the casting time of the spell. If the **Defer** spell expires, without triggering its contained spell, all magic energies involved dissipate harmlessly.

If the caster wants someone other than himself to be able to release and direct the spell, he may finesse the original **Defer** to include a trigger that others can use. The number of finesses determines what kind of trigger is used, as follows:

- 0 Thought Activated for the original caster
- 1 Mechanical
- 2 Spoken Word or Phrase
- 3 Thought Activated by anyone
- 4 Activated by a condition

Spells cast with an unfinessed **Defer** can only be thought activated by their original caster, when he is touching the item. One finesse allows the spell to be triggered by any moving part of the item. Two finesses allow the spell to be triggered by a key word or phrase. Three finesses allow the spell to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10' of the item.

The caster may choose to target the spell either at the time of casting the **Defer** spell, or when it is triggered. If it is targeted when triggered, the person triggering the spell can direct it mentally, just as if they were the caster. If it is targeted when the **Defer** is originally cast, the caster gives targeting information relative to the position and orientation of the object used for the **Defer** spell.

**Defer** spells used on items with already existing defer spells cast by a different caster don't work. Recasting a new **Defer** spell on your deferred spell extends the duration of the original **Defer** spell by an additional 2 hours.

The Elemental **Defer** spell can only be used to contain elemental spells.

### 13.1.2 Revocation

#### 1 – Revocation

Spell Rank: 1 – 16  
 Time to Cast: 3 R  
 Target: LOS 80 + 20/F\*  
 Duration: instantaneous  
 Area: 1 magical effect  
 Effect: nullify elemental  
 power

#### 13.1.2.1 Revoking Spells

The Revocation group is different from others in that the spell remains the same throughout, except that each successive spell is more powerful than the previous. It can affect both spells and items; potions and other single use items are considered as spells for Revocation purposes.

The mechanics for determining if a Revocation is successful are simple. The player rolls a number of d6 equal to the rank of the Revocation his character is casting and totals them. The GM rolls a number of d6 equal to the rank of the effect the caster is attempting to Revoke and totals them. The higher total wins, i.e., if the player's total is higher the target effect is negated; if the Gms total is higher the Revocation fails.

#### 13.1.2.2 Affecting Items

Each magical item has at least two components: a spell effect and a **Defer**. These are specified in the item's description. To temporarily suspend the effect of an item (or draw charges from a charged item), the caster attempts to Revoke the spell effect. Dice are rolled as described under Revoking Spells. If the player's total is higher the Revocation works and the difference between his and the Gms total is the number of rounds the effect is negated, or the number of charges drawn.

To permanently cancel an item the caster must revoke the **Defer** spell. Dice are rolled, and if the player's total is higher than the Gms the item is made permanently non-magical.

**13.1.3 Common Magics****1 – Lamp**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 non-living object  
 Effect: illuminate

Lamp causes any non-living object to shed light equivalent to a normal torch.

**2 – Change Temperature**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 10 + 5/F'  
 Duration: 2 + 1/F H  
 Area: 15' radius  
 Effect: see text

Control Temperature allows the caster to set and maintain any desired air temperature between 0 degrees and 100 degrees Fahrenheit within an enclosed and moderately well insulated space without need for normal heating or cooling devices.

**3 – Renew Object**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 30 + 15/F lb object  
 Effect: restore appearance

Renew Object enables the magician to restore one non-living object, within the given weight, to its new/clean appearance. Clothing, hairstyles, books, etc. are likely targets.

**4 – Glue**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: special  
 Area: 1 surface/2 objects  
 Effect: glue together

This spell allows the caster to glue two surfaces of any two items together. The items can not be separated by any physical means while this spell is in effect. Normally it last 4 minutes. One finesse allows it to last for one hour, two for one day, three for one week and four for one month. Needless to say, the caster's finger is not stuck to the items while he targets this spell.

**5 – Mending**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 50 lb object  
 Effect: fix it

Mending allows the caster to restore any broken, non-living item to its original condition if the object weighs no more than 50 lbs, the caster has handled the object before it was broken, and all the pieces are at hand.

**6 – Fetch**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 200 + 50/F'  
 Duration: instantaneous  
 Area: 20 + 5/F lb object  
 Effect: see text

Fetch causes any non-living, free standing item in the caster's line of sight to be immediately brought to him.

**7 – Lesser Heal**

Time to Cast: 5 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10 + 5/F'  
 Duration: instantaneous  
 Area: 10 + 5/F' radius  
 Effect: heals all in area

All within the area that are willing or fail the RC are healed by 1d6 DP.

**8 – Weapon Charm**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 weapon  
 Effect: enchant weapon

Weapon Charm causes any weapon to function as if once enchanted for the duration of the spell. Using a weapon thus enchanted gives its bearer a +1 on any roll "to strike" or "to hit" (CM and MM) and +1 DP on any damage roll.

**9 – Reassemble**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 100 lb object  
 Effect: make whole again

Reassemble allows the caster to restore any broken, non-living object to its original condition. The caster must have the majority of the original pieces, but need not know the object's original shape.

**10 – Heal**

Time to Cast: 5 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 10 + 5/F'<sup>2</sup>  
 Duration: instantaneous  
 Area: 10 + 5/F'<sup>2</sup>  
 Effect: heals all in area

All within the area that are willing or fail the RC are healed by 2d6 DP.

**11 – Armor Charm**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 suit of armor  
 Effect: enchant armor

Armor Charm causes any armor to function as if once enchanted for the duration of the spell. Using armor thus enchanted gives its wearer a +1 on his CDV and MDV.

**12 – Fasten**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 5/F'<sup>2</sup>  
 Duration: instantaneous  
 Area: 10 + 2/F'<sup>2</sup> radius  
 Effect: work 1 + 1/F fastenings

With Fasten, the caster can fasten or unfasten ropes, buckles, buttons, latches, etc. at a distance. By finessing, up to five fastenings can be worked in the area of effect.

**13 – Shelter**

Time to Cast: 1 H  
 Resist Check: none  
 Target: 40'  
 Duration: instantaneous  
 Area: 20 + 10/F'<sup>2</sup> radius  
 Effect: create building

The caster visualizes a structure within the given size limits as he begins to cast this spell. The magic then takes any needed trees within 120' of the target and processes them into lumber. The lumber, and any other building supplies left at the site by the caster, are used to construct a building as near to the visualization as the raw materials allow.

**14 – Servants**

Time to Cast: 1 H  
 Resist Check: none  
 Target: 0  
 Duration: 1 week  
 Area: 200 + 100/F'<sup>2</sup> radius  
 Effect: 1 + 1/F servants

The magician can automate certain aspects of his surroundings by creating invisible servants to handle such mundane chores as cooking, cleaning, laundering, trash removal, etc. Each servant has a specific task, so if more than five are required the spell must be cast again. The servants must stay within the spell's area of effect.

**15 – Greater Heal**

Time to Cast: 5 R  
 Resist Check: 6d6 vs WIL negates  
 Target: LOS 100 + 20/F'<sup>2</sup>  
 Duration: instantaneous  
 Area: 100 + 20/F'<sup>2</sup> radius  
 Effect: heals all in area

All within the area that are willing or fail the RC are healed by 6d6 DP.

**16 – Sunder**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1000 lb object  
 Effect: break item

Sunder enables the caster to break any non-magical, non-living item, regardless of its composition.

**13.1.4 Movement****1 – Tireless Walking**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 12 + 3/F H  
 Area: caster  
 Effect: walk without fatigue

Tireless Walking uses elemental power to increase the endurance of the caster's body while walking, i.e., moving at half movement rate. While this spell is in effect, the caster will not tire or weaken.

**2 – Cushion**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: non-damaging fall

While under the protection of Cushion, the caster may fall from any height and suffer no impact damage. The speed of descent is unaffected by this spell; the impact occurs as if the laws of momentum have been temporarily suspended. This impact must occur before the spell duration expires, otherwise damage is calculated normally.

**3 – Stickum**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: climbing aid

Stickum enables the caster to climb vertical surfaces, or hang from horizontal surfaces, with the surefootedness of a fly or spider. While sticking to a surface the caster can move at up to one quarter his normal land movement rate.

**4 – Catspaw**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: silent movement

Catspaw empowers the caster to move across potentially noisy areas (dry leaves, loose gravel, etc.) without a sound. Note that this spell will not silence speech, rustling clothing, etc.

**5 – Quicken**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: increase speed

Quicken allows the caster to increase his movement by 10'/R and allow his one additional attack each round for the duration of the spell. This does not affect spell casting in any way. Additional attacks are not cumulative with any other skill or spell.

**6 – Leap**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: caster  
 Effect: 40 + 10/F' jump

Leap multiplies the force of the caster's legs to propel him in a jump. The total length of the leap is up to 40' + 10'/F, and may be any combination of vertical and horizontal distance that does not exceed the total.

**7 – Tireless Running**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 12 + 3/F H  
 Area: caster  
 Effect: run without fatigue

Tireless Running allows the caster to run (move at full movement rate) for the duration of the spell without fatigue.

**8 – Slow**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: slow beings

Slow reduces the movement and attack rates of all within the area of effect by 1/2.

**9 – Grasshopper**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: multitouch  
 Duration: 4 + 2/F R  
 Area: 1 + 1/F living creature  
 Effect: leap 40 + 10/F'

Grasshopper allows the caster to empower up to five beings he touches to perform one jump (as in Leap) each round of the duration.

**10 – Speed**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: multitouch  
 Duration: 1 + 1 / F M  
 Area: living creatures  
 Effect: speed movement

Speed increases the targets' movement by 20'/R and allows them two additional attacks per round for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skills or spells.

**11 – Mire**

Time to Cast: 3 R  
 Resist Check: 4d6 vs PWR negates  
 Target: 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: slow 3 + 1/F beings

Mire reduces the movement and attack rates of all within the area of effect to 1/3.

**12 – Puppet**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: special  
 Area: 10 + 5/F' radius  
 Effect: endow with movement

Puppet allows the caster to place all creatures in the area of effect in a trance-like state. He then casts a movement spell rank 7 or below on himself. All those under the effect of Puppet may now move as the caster moves.

**13 – Hasten**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: multitouch  
 Duration: 1 + 1/F M  
 Area: living creatures  
 Effect: speed enhancement

Hasten increases the targets' movement by 40'/R and allows them an additional four attacks per round for the duration of the spell. As many targets can be affected as the caster can touch within the casting time. Spell casting is not affected in any way. Additional attacks are not cumulative with any other skill or spell.

**14 – Lightfoot**

Time to Cast: 3 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 living creature  
 Effect: unnatural speed

The target of Lightfoot is momentarily endowed with the ability to run at a movement rate of 500'/R. This is approximately 225 mets per hour.

**15 – Snatch**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: special  
 Area: 1 living being  
 Effect: grab unmoving objects

Snatch allows the target to grab any moving object and move with it. The object must have enough momentum to lift the target, else nothing happens (Gms discretion). The target is also protected from any damage that might normally occur. Thus an adventurer can snatch hold of a boulder flung by a siege machine, fly over a wall, and land unharmed.

**16 – Emulate**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: emulate movement

Emulate allows the caster to assume the movement ability of any creature he can see. The magician must still take precautions if movement is planned in a hostile environment (under water, through fire, etc.).



**13.1.5 Tongues and Scripts****1 – Lexesoterica**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 being  
 Effect: decipher magical text

With this spell a target is enabled to read any script written in the special cipher of elemental magicians. Scrolls and other written material prepared with the Cipher spell need this spell to be understood or used. A code or key phrase may need to be spoken while casting this spell if the Cipher was prepared in conjunction with the Encrypt spell.

**2 – Message**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 500 + 250/F'  
 Duration: 1 + 1/F M  
 Area: 1 creature  
 Effect: long range speech

The caster can communicate with another person or creature within his line of sight by casting the spell, then whispering the message. Total privacy is not assured, as the whispered speech can be heard emanating from the target's ear.

**3 – Cipher**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: 1 scroll  
 Effect: magical writing

The magician uses Cipher when he wishes to write something in elemental cipher. These ciphers can only be understood with the use of the Lexesoterica spell.

**4 – Name Tongue**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 5'/hearing  
 Duration: 4 + 2/F R  
 Area: special  
 Effect: identify language

Name Tongue allows the magician to identify an unknown language or script. Script identification has no duration. For spoken languages, the speaker must remain within hearing of the caster for the duration of the spell.

**5 – Encrypt**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: special  
 Area: 1 scroll  
 Effect: encrypt magical cipher

Used in conjunction with Cipher, this spell allows the caster to use a word or a short phrase to code the produced cipher. To use the cipher, the code must be spoken when Lexesoterica is cast.

**6 – Quiet**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 5/F'  
 Duration: 30 + 10/F M  
 Area: 10 + 5/F' radius  
 Effect: eliminate sound

Quiet creates an immobile area absolutely devoid of noise of any kind. It makes verbal communication impossible, and masks the natural noises of anyone or anything in the affected area. Those within the area may still cast spells by mouthing the focus words, even if they cannot be heard.

**7 – Speed Read**

Time to Cast: 2 M  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: 4 + 1/F x faster

With this magic the caster may read, with perfect comprehension, anything written in a language he already knows. The basic rate is one page per minute; the hastened rate depends on the finesses applied.

**8 – Fluency**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: enhance communication

Fluency enables the caster to understand any spoken or written communication. He can also speak in this tongue if it is humanly possible. This encompasses all languages, and even animal grunts and squeaks if such could be considered normal communication for the animals involved.

**9 – Scriptknow**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: time to read  
 Area: 1 document  
 Effect: handwriting analysis

Scriptknow allows the caster to know the personality of the writer of a document at the time it was written. The veracity of the words is not revealed, though some clue may be provided. Note that analysis of a dictated message reveals the personality of the scribe, not the speaker.

**10 – Lockjaw**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 being  
 Effect: prevent speech

Lockjaw is used to prevent an individual from speaking. Thus orders can be disrupted and spell casting prevented.

**11 – Interpolate**

Time to Cast: 2 M  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: 1 document  
 Effect: special

Interpolate supplies five words for each illegible word written on any surface, one of which is correct. Each finesse reduces the number of suggestions by one.

If Interpolate is combined with Fluency, the writing can be in any language. Combined with Lexesoterica, Interpolate can be used to complete fragmented magical text.

**12 – Scribe**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: record speech

Scribe allows the caster to accurately record, and later recall or write down, any normal speech within his hearing. It can be combined with Fluency if the language is unknown to the caster.

**13 – Babble**

Time to Cast: 1 R  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 40 + 10/F'  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: confuse speech

If the unfortunate target of this casting fails his RC, any attempt to speak or form coherent communication is sabotaged. His voice comes out as gibberish, his writing as meaningless scrawls. Attempts to use hand signal turns into a hilarious stomping and waving gesture. Any attempt to cast magical spells fail since forming the focus for the cast is impossible.

**14 – Need**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 willing creature  
 Effect: communicate need

The caster may designate one willing person or creature to be the recipient of this spell. The caster casts the spell upon the target to attune the target to the magic. Thereafter, any time the caster casts Need and names the recipient, the caster's desire is immediately communicated to the target, which must make every effort to comply.

**15 – Translator**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: multitouch  
 Duration: 2 + 1/F H  
 Area: humanoids  
 Effect: enhance communication

Translator is an enhanced Fluency spell, allowing those the caster can touch within the 4 round casting time to also understand otherwise incomprehensible speech or writing. Willing targets need not make an RC.

**16 – Mindspeak**

Time to Cast: 4 M  
 Resist Check: 4d6 vs WIL negates  
 Target: infinite  
 Duration: 30 + 10/F M  
 Area: 1 being  
 Effect: voiceless speech

Mindspeak allows the caster to open two-way mental communications with anyone he has actually seen, regardless of where they are, for the duration of the spell.

**13.1.6 Shadow Magics****1 – Shadow Spawn**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 40 + 10/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 3/F' radius  
 Effect: make shadows

Shadow Spawn enables the caster to make pockets of shadow in the area of effect, as if the natural lighting direction had shifted to the caster's desire.

**2 – Shadow Carry**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster's shadow  
 Effect: give shadow strength

Shadow Carry enables the caster's natural shadow to carry any items the caster could normally carry. These items are visible while being carried.

**3 – Contrast**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 40 + 10/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 3/F' radius  
 Effect: reveal the hidden

Contrast deepens the tone of any shadow, thus causing anything hidden or concealed therein to stand out sharply against a pure black background.

**4 – Shadow Object**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 20' radius shadow  
 Effect: create objects

Shadow Object enables the caster to make a non-living object from its shadow. The shadow must be motionless, and the caster must touch it to call the object's form from its shadow. The created object is the size of the shadow.

**5 – Shadow Servant**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster's shadow  
 Effect: make a servant

Shadow Servant creates a servant from the caster's own shadow. The magician gives the shadowy butler a task, which it immediately carries out. This cycle can be repeated until the duration expires. The tasks must be those that the caster could actually perform and must not involve combat. The shadow servant has none of the magical abilities of the caster. If struck by a weapon, the shadow disperses.

**6 – Shadow Hide**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster's shadow  
 Effect: see text

Shadow Hide is an enhancement of Shadow Carry. Items given to the shadow are not visible while being carried.

**7 – Shadow Horse**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: caster  
 Effect: create equine

Shadow Horse calls forth an equine creature from any natural shadow. This can be a horse to be ridden, a mule for carrying heavy items, etc. The creature functions in all respects like its normal counterpart, except it does not need food or water.

**8 – Light Bane**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 10/F'  
 Duration: 1 + 1/F M  
 Area: 20 + 10/F' radius  
 Effect: banish illumination

Light Bane causes any non-magical illumination device to go dark (though its fuel is still consumed) in the area of effect.

**9 – Shadow See**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster's shadow  
 Effect: use shadow to see

Shadow See enables the magician to see with his shadow. The caster can see whatever is in the line of sight of the head of his own shadow. Multishadow can be used in conjunction with this spell.

**10 – Multishadow**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster's shadow  
 Effect: 2 + 1/F shadows

Multishadow enables the caster to create up to six (when fully finessed) duplicates of his own shadow as if more than one directional light sources were striking him from different directions. This spell is most useful in conjunction with other shadow spells.

**11 – Shadow Leap**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: caster's shadow  
 Effect: see text

With Shadow Leap, the magician can make an instantaneous move to any point his own shadow touches. One such move can be made each round for the duration of the spell.

**12 – Shadow Mount**

Time to Cast: 4 R  
 Resist Check: none  
 Target: LOS 10'  
 Duration: 12 + 3/F H  
 Area: single shadow mount  
 Effect: create mount

Shadow Mount allows the magician to create any type of creature for use as a mount by throwing its shadow on a surface and calling the creature forth. The shadow can be created with hand gestures, a paper cutout, etc.

**13 – Shadow Life**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster's shadow  
 Effect: vivify shadow

Shadow Life endows the caster's shadow with independent action. The shadow takes on the physical attributes of the caster, and for the duration of the spell can do any physical actions the caster could, including combat, but not spell casting. The shadow must remain within the caster's line of sight for the duration, or else the spell is cancelled.

**14 – Shadow Target**

Time to Cast: 1 R  
 Resist Check: see text  
 Target: touch  
 Duration: instantaneous  
 Area: 1 shadow  
 Effect: attack shadow

This spell allows the caster to affect a target by performing an action or attack on the target's shadow. The effect or attack is adjudicated normally, with the effect targeted at the shadow but affecting the shadow's source.

**15 – Shadow Guardian**

Time to Cast: 1 M  
 Resist Check: none  
 Target: LOS 10'  
 Duration: see text  
 Area: 10' radius  
 Effect: create a trap

The magician first makes the shadow of a creature on a surface, through hand manipulation, a paper cutout, etc. The caster then states (in 25 words or less) the condition that will trigger the spell.

When triggered, the Shadow Guardian steps out of its shadow and attacks with the normal physical (not magical) abilities of the creature it mimics. The shadow disperses after it or the intruder is slain.

**16 – Shadow 'Port**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: caster  
 Effect: go to source

By standing on a shadow and casting Shadow 'Port, the magician travels instantly to the exterior or interior of the shadow's source. The caster may choose where to appear in relation to the source, though he must know the layout of interior destinations to be completely successful. If he doesn't, he must roll his AGI or less on 4d6 to avoid a stumbling re-entry and loss of initiative for 1d4 rounds.

## Chapter 14

### Earth Magic

#### 14.1 Earth

Magicians of the Earth Element study the earth and stones, seeking to understand their properties and the matrices that hold the world together. As a result of their studies they are typically methodical, well-organized, and persistent.

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**Earth Magics** typifies the power of the element, and the magician's ability to manipulate that power.

**Magnetism** spells allow the caster to manipulate the natural attractions and repulsions that exist in various material objects. Items composed primarily of iron, nickel, or cobalt that are affected by magnetism are called "ferromagnetic." Most spells in this group only affect ferromagnetic items. However, this group also contains spells to endow non-ferromagnetic items with that property.

**Hindrances** are used to pose obstacles in another's path, through the blocking nature of earth and stone.

The **Necromancy/Time** spells form a very powerful group capable of affecting the dimension of time through the timelessness of Earth and dealing certain death to return living matter to the clay from whence it came. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. The base costs for these spells is 600.

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**14.1.1 Earth Magics****1 – Rockfist**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: 1d6 + 1/F punch

Rockfist empowers the caster to punch his target as if hitting him with a rock. The spell energy is only expended on a successful attack roll.

**2 – Liquify**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 25 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 2/F' radius  
 Effect: make mud

Liquify turns a horizontal surface of earth, sand or clay into a viscous mud. The mud cuts movement rates to 1/4 normal, and reduces all defense values by 2. When the spell expires, the mud turns into a soft loam from which ensnared creatures can easily escape.

**3 – Open**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: .5 + .25/F' radius  
 Effect: open passage

Open allows the caster to create a small cylindrical opening in earth or stone. This may only be a niche if the stone is very thick.

**4 – Wane**

Time to Cast: 1 R  
 Resist Check: 3d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 creature  
 Effect: lower STR 1d6 + 2/F

Wane reduces the strength of living creatures as well as lowering damage from physical attacks. Any successful "to strike" attacks by the affected target are automatically lowered by 1d6 + 2/F damage points for the duration of the spell.

**5 – Trench**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 10 + 3/F'  
 Duration: instantaneous  
 Area: 5 + 2/F' radius  
 Effect: dig hole in earth

A caster using Trench can dig a hole downward into earth, but not stone, of the indicated volume. The dimensions are as the caster desires, within the given area of effect. The trench is created by displacing the earth and is permanent until manually filled.

**6 – Sculpt**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: special  
 Area: 5 + 1/F lb stone  
 Effect: work stone

By using this spell and the appropriate tools, the caster can quickly create finished objects (small statues, weapons, etc.) from stone within the casting time. Items normally made of stone last indefinitely, but things better made of metal (swords, etc.) will last but one day. The workmanship cannot exceed what the caster is capable of without the use of this spell.

**7 – Wax**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: 1 creature  
 Effect: raise STR 1d6 + 1/F

Wax increases the strength of its target as well as raising damage from physical attacks. Any successful "to strike" attacks by the affected target are automatically raised by 1d6 + 2/F damage points for the duration of the spell.

**8 – Masonry**

Time to Cast: 3 R  
 Resist Check: none  
 Target: 30 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: erect a wall

Masonry enables the caster to magically construct a stone wall. Stones rise up through the earth (or from whatever source seems reasonable) and are fitted and mortared together. The wall can be shaped as desired within the limits of the Area. At the end of the spell the mortar disintegrates and the whole construct can be easily knocked down.

**9 – Stretch**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 30 + 10/F M  
 Area: 1 humanoid  
 Effect: double normal reach

Stretch enables the target to stretch his arms as if they were made of rubber. Thus the top of a wall may be reachable, opponents may be attacked while preventing them from striking, etc.

**10 – Earth Force**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 40 + 10/F'  
 Duration: 4 + 2/F R  
 Area: 6 + 2/F' radius  
 Effect: 0 to 2 Gs

With this spell the caster has control over the force of gravity. Creatures and objects in the area of effect can be made weightless so they rise from the ground if they push with their feet, or made up to 2 times heavier than normal, impeding all their actions by the factor of the G force.

**11 – Transparency**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 + .5/F' radius  
 Effect: see thru stone

By this magic the caster allows light to pass through earth or stone, creating a cylindrical viewing portal. This portal allows viewing in only one direction of the caster's choice.

**12 – Flatten**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 10 + 5/F M  
 Area: 1 being  
 Effect: make two-dimensional

Flatten enables the caster to make one target and his possessions as thin as a piece of paper. The target is still capable of movement, and can slip under doors or through cracks. Since a thin target is harder to hit, he receives a +6 defense bonus.

**13 – Chasm**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 150 + 50/F'  
 Duration: instantaneous  
 Area: 50 x 5 x 10 (LxWxD)  
 Effect: open crack in earth

Chasm causes the earth to tremble and produces a crack in the area of effect. Structures spanning the crack may be damaged or destroyed, depending upon the sturdiness and depth of their foundations (GM's discretion). Each finesse extends one dimension by 5 feet.

**14 – Adamant**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 100 lb object  
 Effect: make unbreakable

Adamant endows normally breakable non-living objects (glass, pottery, etc.) with the durability of the hardest metal. It works on normal and magical objects alike.

**15 – Terovoki**

Time to Cast: 5 R  
 Resist Check: none  
 Target: 100 + 20/F  
 Duration: 30 + 10/F M  
 Area: special  
 Effect: summon earth elemental

Terovoki summons 1d6+1 earth elementals to any point within the caster's range. A source of earth must be available and must be part of the planet. The elementals will serve the caster, even in combat. They will not turn on him, but will make note of who summoned them. There is a 10% chance on each successive summoning that the elementals will attempt to take the caster with them at the end of the spell.

**16 – Crumble**

Time to Cast: 4 R  
 Resist Check: none  
 Target: 100 + 30/F'  
 Duration: instantaneous  
 Area: 30 + 10/F' radius  
 Effect: turn stone to dust

Crumble causes the indicated area of natural stone or stone work to crumble into dust.

**14.1.2 Magnetism****1 – Compass**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1' radius object  
 Effect: find magnetic north

Compass enables the magician to make that device from any ferromagnetic item of less than 1 foot radius. The item points to magnetic north (not necessarily true north) for the duration of the spell.

**2 – Magnetize**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 10 + 2/F lb object  
 Effect: magnetizes object

This spell magnetizes one ferromagnetic object of 10 + 2/F pounds or less.

**3 – Iron Defense**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: inc. DV 2 + 1/F

The magician uses Iron Defense to increase the defensive value of his choice (combat, missile, or grapple) by temporarily adding a minute amount of the earth's magnetic power.

**4 – Ironize**

Time to Cast: 1 R  
 Resist Check: special  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 100 lb object  
 Effect: see text

Ironize allows the caster to make any metallic or stone object ferromagnetic. This spell is most useful as a preparatory step to other magnetism spells. Magical items get a 4d6 RC versus their PWR to avoid the effect.

**5 – Hither**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 60 lb item  
 Effect: pull item to caster

Hither enables the caster to pull a ferromagnetic item toward him. The object must be free standing and normally liftable by the caster. The caster gestures at the item and pulls and then the object moves at a rate of 4 feet per round directly towards him.

**6 – Deflect Missile**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: see text

Deflect Missile gives the caster the ability to cause any missile with a metal head to swerve harmlessly to one side of the magician (caster's choice). It is possible that someone else might be struck by the missile.

**7 – Flux Shield**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: see text

Flux Shield protects the caster from any natural or magically induced magnetic field, including the spells in this group.

**8 – Ironwood**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 5 + 2/F' radius  
 Effect: magnetize plants

Ironwood temporarily makes plant material ferromagnetic. The area of effect is 5 + 2/F' radius for normal non-sentient plants and there is no RC. Only a single sentient plant lifeform can be affected. Additionally, it gets an RC of 4d6 vs PWR to resist.



**9 – Repulse Metal**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 20 + 5/F'  
 Duration: 30 + 10/F M  
 Area: 300 lb objects  
 Effect: push items away

Casting this spell and pushing causes ferromagnetic items to move away from the caster at a rate of 4 feet per round.

**10 – Dervish**

Time to Cast: 2 R  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 30 + 10/F M  
 Area: 200 + 50/F lb object  
 Effect: spin 60 RPM

Dervish causes a ferromagnetic item to spin in an alternating magnetic field. The target spins at 60 RPM and if sentient, cannot perform any actions while enspelled.

**11 – Monopole**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 100 + 20/F lb object  
 Effect: anti-magnetism

Monopole creates a magnetic monopole from a single ferromagnetic object. Such monopoles are anti-magnetic in that they repel rather than attract other ferromagnetic items.

**12 – Magic Buckler**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: deflects attacks

A Magic Buckler uses magnetism to deflect all attacks from ferromagnetic weapons, regardless of the direction of the attack. Magical weapons get a 4d6 RC versus PWR to penetrate the effect.

**13 – Ironflesh**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 30 + 10/F M  
 Area: 1 creature  
 Effect: magnetize flesh

The target of Ironflesh becomes ferromagnetic, allowing it to be affected by either normal magnetism or magnetism spells.

**14 – Magic Matrix**

Time to Cast: 3 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 6 + 2/F' radius  
 Effect: prevents magic

A Magic Matrix protects all those within it from the effect of all magician core spells, plus one type of elemental magic. The area is centered on the caster. The caster states the element to be excluded at the time of casting. Matrix spells can be "nested" to provide protection from more than one type of elemental magic.

**15 – Rebound**

Time to Cast: 1 R  
 Resist Check: 4d6 vs STR negates  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: rebounds attacks

The ultimate in protection against physical attacks, Rebound enables the magician to turn attacks upon him from ferromagnetic weapons back onto his attackers. The counter attack is made using the attackers' melee modifiers and defense values. Once Rebound is in place, the caster is free to perform other actions.

**16 – Conversion**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 4 + 1/F' radius  
 Effect: convert magic

The powerful magic of Conversion enables the caster to convert any elemental spell directed at him into another elemental spell as if it were cast by the caster. Essentially, this allows the caster to cast a spell using someone else's power. The converted spell must use fewer elemental units than the original spell and must be a spell the caster knows.

**14.1.3 Hindrances****1 – Bar**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 door  
 Effect: bar a door

Bar applies a magical force across the inside of an existing door just as if it were barred with a stout length of wood. STR checks to open the door are made with one additional die.

**2 – Springe**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PER finds  
 Target: touch  
 Duration: until tripped  
 Area: 5' radius  
 Effect: lay a snare

Springe enables the magician to quickly lay a snare, the type that uses a bent sapling or other springy object to tighten a rope around a victim's feet and lift him into the air. The snare can be found and avoided by making the RC.

**3 – Lock Arcane**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 door  
 Effect: lock a door

Lock can protect any kind of door. Lockpicking attempts are of no use, and the only way to open it is to Revoke the spell or apply twice as much force as would normally be necessary.

**4 – False Door**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PER finds  
 Target: touch  
 Duration: permanent  
 Area: 1 door  
 Effect: hide real door

False Door creates a door that leads nowhere and cannot be opened. Upon examination and a successful RC versus PER, it becomes apparent that this is someone's idea of a joke. False Door can be used in combination with Camodoor or other spells.

**5 – Jam**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 door  
 Effect: wedge door

Jam reinforces and wedges a door such that trying to open it simply jams it tighter. The door can be opened by Revoking the spell or applying four times the necessary force, destroying the door in the process.

**6 – Caltrops**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 5/F'  
 Duration: 30 + 10/F M  
 Area: 6 + 2/F' radius  
 Effect: prickly footing

Caltrops guards the indicated area with hundreds of four-headed spikes, one of which always points up. Moving through the area must be done at one fourth normal speed or suffer 4d4 points of damage per round.

**7 – Punchdoor**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 door  
 Effect: hit with door

A portal under Punchdoor delivers the same number of dice and type of damage as that used to try to open it.

**8 – Deadfall**

Time to Cast: 5 R  
 Resist Check: 4d6 vs PER finds  
 Target: touch  
 Duration: until tripped  
 Area: 3' radius  
 Effect: create deadfall

Deadfall enables the caster to identify a good trap area and speedily set up a deadfall using available materials. The deadfall can be noticed by making the indicated RC, and tripped without damage. Stumbling into a stone deadfall inflicts 4d6 points of damage; a wooden one 2d6.

**9 – False Trails**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PER negates  
 Target: multitouch  
 Duration: permanent  
 Area: targets  
 Effect: 2 + 1/F trails

False Trails enables the caster and those he touches within the casting time to rush off in seemingly 2 to 6 directions. One trail is real, of course, but can only be positively identified by making the RC. These trails no longer radiate magic after being created, and will age naturally.

**10 – Camodoor**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PER finds  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 door  
 Effect: blend door

A door under this spell blends perfectly with its surroundings. It can only be found by making the RC (one attempt per adventurer).

**11 – Trigger**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 6 + 2/F' radius  
 Effect: triggers spell

Trigger creates a circular plane that serves as a threshold over a doorway or opening. While casting Trigger, the caster casts a second spell that is held in suspension with the Trigger. If the threshold is breached, the second spell is set off. The triggered spell is subject to its normal resistance checks.

**12 – Thorny Maze**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 normal door  
 Effect: create a maze

Touching a door protected with Thorny Maze and failing the RC puts the target in the midst of a maze of dense thorn bushes. He must roll 10 or above on 2d6 to extricate himself (check each round). For every failed attempt he takes 1d6 points of damage. On a successful check the maze disappears and he is once again standing before the door.

**13 – Blockade**

Time to Cast: 4 R  
 Resist Check: 5d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 door  
 Effect: 1 + 1/F item

When the caster utters this spell on a normal door, persons, creatures, or items he names (up to 5) cannot pass unless the RC is made.

**14 – Mankiller**

Time to Cast: 1 M  
 Resist Check: 5d6 vs AGI avoids  
 Target: touch  
 Duration: until tripped  
 Area: 10 + 2/F' radius  
 Effect: make deadly trap

Mankiller creates a trap that uses swinging swords, thrusting spears, etc. to deal death and destruction. The setup is up to the caster, using up to four such weapons. The trap is so elegant that it cannot be discovered until it's too late. The victim dies unless the RC is made.

**15 – No Trace**

Time to Cast: 4 R  
 Resist Check: 5d6 vs PER finds  
 Target: multitouch  
 Duration: 12 + 3/F hours  
 Area: targets  
 Effect: obliterate trail

At the end of the spell, the caster and those he touched during the casting time may travel and leave no visible signs of their passage, regardless of the terrain. Anyone making the RC can find the trail, but only one attempt per seeker is allowed.

**16 – Seal**

Time to Cast: 1 M  
 Resist Check: special  
 Target: touch  
 Duration: permanent  
 Area: 6' radius  
 Effect: see text

A Sealed area cannot be passed. In addition, if the caster finesses the effect, anyone who touches the door and fails a 5d6 vs PWR RC, suffers one of these effects which the caster designates on setting the seal:

1 Finesse:	Paralysis
2 Finesses:	Petrification
3 Finesses:	Death
4 Finesses:	Obliteration

**14.1.4 Necromancy/Time****1 – Shiver**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 80 + 20/F'  
 Duration: 1 R  
 Area: 1 target  
 Effect: causes a cold shiver

This spell sends a chilling shiver up the spine of its target. The spell requires little hand motion and no speech, so no one can tell the caster used a spell.

**2 – Mist**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 100 + 25/F'  
 Duration: 4 + 2/F R  
 Area: 10' radius  
 Effect: creates cloud

The necromantic magician uses this spell to create a cloud of dust and mist. This is especially good for impressive entrances and exits and will obscure the caster. Finessing the effect will allow the caster to shape or sequence the cloud in any way he chooses.

**3 – Cold Touch**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: target  
 Effect: produces chill

Touching a target while this spell is up produces a very deep chilling sensation, as if the target was being gripped by the hand of death. No actual damage is done, but if the target fails his RC, he can perform no action while the spell exists and he is gripped by the caster.

**4 – The Voice**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: hearing  
 Duration: 4 + 2/F R  
 Area: targets  
 Effect: changes voice

This spell changes the caster's voice into a smooth and gripping tone which is difficult to ignore. Those who hear The Voice and fail their RCs can perform no actions while the caster is speaking. Targets get an RC attempt each round of the duration.

**5 – Root**

Time to Cast: 2 R  
 Resist Check: 3d6 vs PWR negates  
 Target: touch  
 Duration: special  
 Area: 1 being  
 Effect: change to plant

If the target fails his RC, his feet become growing roots, rooting him to the spot. Each succeeding week sees another 10% of his body turned into a plant; after 10 weeks the victim is a plant. During the transformation he gains nourishment from his roots. If Root is Revoked before he is totally changed to a plant form, the effects can be reversed. Once the victim is 100% plant, he remains so forever.

**6 – Pause Time**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: targeted creature  
 Effect: halt passage of time

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and can not be affected by anything other than its revocation. When the duration expires or the spell is revoked, the affected creatures will not know anything has happened to them.

**7 – Soul Catcher**

Time to Cast: 3 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: 1 being  
 Effect: stores essence

The living target of this spell must have a soul and be touching a stone with a weight of at least 10 pounds. If he fails his RC the essence of his being is drawn into the stone, leaving his body as a living empty husk.

**8 – Earthbone**

Time to Cast: 3 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: permanent  
 Area: 1 being  
 Effect: special

Any being the caster touches, who fails the RC, is immediately turned to stone. This does not include the target's clothing or equipment. Successfully Revocating this spell returns the target to normal, with no knowledge of the intervening time, but a memory of being turned to stone.

**9 – Suspend Time**

Time to Cast: 1 R  
 Resist Check: 5d6 vs PWR negates  
 Target: touch  
 Duration: permanent  
 Area: targeted creature  
 Effect: suspend life

The target is surrounded by a blue field of energy which suspends the passage of time. The field and the object appear immaterial and can not be affected by anything other than its revocation. The target's body doesn't die nor require sustenance or air. He resumes living when the spell is revoked with no concept of the passage of time nor knowledge of events that transpired during his magical sleep.

**10 – Soul Home**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: targeted creature  
 Effect: implants soul

This spell allows the caster to take a stored soul and implant it into a living animal or humanoid body. If the target is a soulless body, or is willing, there is no RC.

**11 – Scythe**

Time to Cast: 2 R  
 Resist Check: 3d6 vs AGI negates  
 Target: 20 + 5/F'  
 Duration: 1 + 1/F R  
 Area: 1 creature  
 Effect: instant death

The target must be touching earth or stone to be affected by this spell. At the end of the casting time, a bloody scythe bursts from the ground and sweeps towards the target. If he makes a successful RC, the blade misses and the target is unharmed. If the RC fails, the blade hits and the victim is cut in half, decapitated, disemboweled, etc. (GM's discretion).

**12 – Halt Time**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 80 + 20/F'  
 Duration: 1 + 1/F days  
 Area: 30 + 10/F' radius  
 Effect: stops time

All creatures and objects with 50% or more of their mass within the radius are surrounded by a blue field of energy which suspends the passage of time. The field and the objects appear immaterial and can not be affected by anything other than its revocation. No people or creatures within the area will be aware that the spell occurred or that any time has passed.

**13 – Soul Hold**

Time to Cast: 1 H  
 Resist Check: none  
 Target: caster  
 Duration: 6 months  
 Area: caster  
 Effect: locks soul

Soul Hold allows the caster to lock his soul within his body, preventing it from leaving even if the body dies. The soul animates the body, which continues to function, past death. The body will decompose normally, and he will eventually end up a skeleton. Each time this spell is cast, the caster's HEA is reduced by one rank. When HEA reaches zero the spell expires, the body collapses, and the soul leaves.

**14 – Obliterate**

Time to Cast: 3 R  
 Resist Check: 5d6 vs PWR negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: utter annihilation

The target of Obliterate must be touching earth or stone. If he makes his RC the effect is negated. If he fails he is immediately, irretrievably turned to dust.

**15 – Retreat Time**

Time to Cast: 1 R  
 Resist Check: none  
 Target: none  
 Duration: instantaneous  
 Area: special  
 Effect: reverses time

The caster causes the flow of time about himself to reverse for one round. Thrusting himself into the past, at the conclusion of this spell he will find himself at the place and time of the beginning of the previous round. No one else will have any knowledge that this occurred, and the caster will only know because he will remember the events of the aborted round, and have the spell energy for this spell expended.

**16 – Soul Banish**

Time to Cast: 1 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 100 + 30/F'  
 Duration: instantaneous  
 Area: single creature  
 Effect: eliminates soul

If the target fails his RC, his soul is totally and utterly obliterated, leaving his body an empty husk. No divine intervention is allowed the target.



## Chapter 15

### Fire Magic

#### 15.1 Fire

Magicians of the Fire element spend endless hours of hot and sweaty concentration to unlock the secrets of flames and heat. Their studies make many of them nimble and quick, and most have passionate emotions. Their spell groups are described below.

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**Fire Magics** typifies the power of the element, in spells like Fireball and Conflagration, and the ability to manipulate the element.

The **Illumination** group provides the caster with light and darkness spells of varying power.

**Conjurations** are used to create phantasms and shams to delude the foolish and gullible.

**Mind Twisters** are similar to the Charms group of the Water magicians, but are generally more powerful and, perhaps, even sinister. Because of the great power that must be channeled to use this spells, they are more difficult to learn, and drain their user. The base costs for these spells is 600 EP.

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- 2 Flaming Arrows
- 3 Flame
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- 13 Amnesia
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**15.1.1 Fire Magics****1 – Flint and Steel**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: caster's thumb  
 Effect: make a flame

Flint and Steel enables the caster to snap his fingers and produce a one inch high flame from his thumb.

**2 – Flaming Arrows**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 arrow  
 Effect: make burning arrows

Once each round (starting with the round in which the spell is cast) the caster can cause one arrow, ready for firing, to burst into flames. The arrow will inflict an additional 1d8 points of damage if it hits. The caster must have uninterrupted concentration for the duration of the spell.

**3 – Flame**

Time to Cast: 1 R  
 Resist Check: 3d6 vs AGI for half  
 Target: LOS 30'  
 Duration: 3 + 1/F R  
 Area: 1 target  
 Effect: 1d6 fire damage

Flame causes a ball of flame to appear harmlessly in the caster's hand. He may then hurl it up to 30', once per round, to automatically hit any target in direct LOS. Non-living, flammable targets can be ignited by the fire. Living things are not ignited, but do take damage.

**4 – Part Fire**

Time to Cast: 1 R  
 Resist Check: special  
 Target: LOS 10 + 3/F'  
 Duration: 1 + 1/F M  
 Area: 3'Wd x 20 + 5/F'Lg  
 Effect: part fire

Part Fire allows the caster to clear a narrow path through continuously burning natural or magical fires (magical fires get an initial RC of 9 or less on 3d6). The path must be straight, and creatures no larger than a normal man may pass through the flames unscathed. This spell is of no use against flame attacks.

**5 – Immolate**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 target  
 Effect: flaming form

Immolate envelops the target's form in magical flames. These flames do no actual fire damage. The target becomes more resistant to flame attacks (subtract 3d6 DP from each damage roll). He is also more difficult to see through the flames, causing his CDV and MDV to increase by 2 for the duration of the spell.

**6 – Quench**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 50 + 10/F'  
 Duration: instantaneous  
 Area: 5 + 3/F torches  
 Effect: extinguish fire

Quench reverses the normal burning process and snuffs out normal fires of the size indicated by the area of effect. A small campfire is equivalent to 5 torches, a large bonfire 10 torches, etc. This spell has no effect versus magical fires or sudden fire attacks.

**7 – Nimble**

Time to Cast: 1 R  
 Resist Check: 4d6 vs AGI negates  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 living target  
 Effect: raise AGI and skills

Nimble increases the AGI of the target creature. The target's AGI increases 1d6 ranks, and all his existing AGI based skills increase 2 ranks for the duration of the spell.

**8 – Fireball**

Time to Cast: 1 R  
 Resist Check: 4d6 vs HEA for half  
 Target: LOS 120 + 30/F'  
 Duration: instantaneous  
 Area: 40 + 5/F' radius  
 Effect: 8d6 fire damage

Fireball allows the caster to draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their RCs take the indicated damage. Dry, combustible materials can be easily set aflame with this spell.

**9 – Flame Dance**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 1 being  
 Effect: move with flames

Flame Dance enables the target to match his body's movements to that of fire. He can walk through normal and magical flames for the duration of the spell without damage. While within the flames, his CDV and MDV are increased by 4.

**10 – Firebreath**

Time to Cast: 2 R  
 Resist Check: 4d6 vs AGI for half  
 Target: 0  
 Duration: 4 + 2/F R  
 Area: 30' x 10' cone  
 Effect: 4d6 fire damage

Firebreath enables the caster to spout flame from his mouth once each round for the duration of the spell. All creatures within this area that fail their RCs take the indicated damage. Non-living, flammable objects can be ignited with the spell.

**11 – Flame Barrier**

Time to Cast: 2 R  
 Resist Check: 4d6 vs AGI for half  
 Target: 40'  
 Duration: 1 + 1/F M  
 Area: 20 + 10/F' radius  
 Effect: 4d6 fire damage

Flame Barrier calls forth a roaring wall of fire, which may be in any shape the caster chooses as long as it does not exceed the area indicated. The flames can be extinguished by normal or magical rain in 5 rounds. Creatures attempting to cross the flames take 4d6 damage points each round for as long as the crossing takes, subject to an RC each round.

**12 – Flameshape**

Time to Cast: 4 R  
 Resist Check: special  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 2 + 1/F' radius  
 Effect: create fiery object

This spell causes normal flame (magical flame gets an initial RC of 9 or less on 3d6) to become solid and harmless to the caster. The caster may work the flame into any shape he desires while the spell is being cast, and once the duration is over the shape becomes permanent until the spell expires.

**13 – Conflagration**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 100'  
 Duration: 1 + 1/F M  
 Area: 40 + 20/F' radius  
 Effect: 4d6 fire damage

Conflagration is an enhanced version of the Flame Barrier spell. The flames are more intense, and can set combustible materials afire even if they are wet. Normal rain cannot extinguish a Conflagration, though Water spells can.

**14 – Comet**

Time to Cast: 2 R  
 Resist Check: 5d6 vs HEA for half  
 Target: 200 + 50/F'  
 Duration: instantaneous  
 Area: special  
 Effect: 14d6

Comet is a super potent Fireball. On the first round of casting the caster conjures a great quantity of elemental fire directly in front of him. He then directs it to explode at a specific point. Creatures within 20 feet of the target take full damage, those within 60 feet take half damage, and those within 100 feet take quarter damage. A successful RC reduces the damage by another half.

**15 – Fajrovoki**

Time to Cast: 4 R  
 Resist Check: none  
 Target: LOS 40 + 10/F'  
 Duration: 30 + 10/F M  
 Area: special  
 Effect: summon fire elementals

Fajrovoki summons 1d6+1 fire elementals from any flame source (a candle is sufficient) within the target area. The elementals will serve the caster as he desires, even in combat. The elementals will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons that the elementals will attempt to take the caster back to their fiery halls with them at the end of their service.

**16 – Spirit Fire**

Time to Cast: 2 R  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: special  
 Effect: selective damage

Spirit Fire allows the caster to duplicate Flame, Firebreath, Flame Barrier, Fireball, or Comet. The range, duration, area, resistance check and effect are the same as the duplicated spell. A Spirit Fire burns with a white flame which is harmless to creatures the caster states are friends. Only living creatures can be damaged; combustible materials cannot be ignited with this spell, even if the effect it is duplicating is capable of such.

**15.1.2 Illumination****1 – Glowworm**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 50 lb object  
 Effect: make item glow

Glowworm causes an inanimate target to give of a soft, candle-like glow. The amount of light produced is suitable for reading or other close work. The item must be liftable by the caster to be affected, and can be moved about if needed.

**2 – Magic Torch**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 10 + 5/F'  
 Duration: 2 + 1/F H  
 Area: 1 object  
 Effect: create torchlight

When Magic Torch is cast on a handheld object, the object sheds light equivalent to a normal torch for the spell's duration.

**3 – Light Shield**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: caster  
 Effect: see text

Light Shield enables the magician to gather existing light into a circular shield and use it as a normal shield. The base spell yields a buckler, two fesses a shield, and four fesses a shield which subtracts 2 from any damage done on a successful attack against the caster. There must be at least one torch within 10 feet of the caster for this spell to function.

**4 – Magic Lantern**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 object in hand  
 Effect: create lantern

Magic Lantern enables the caster to create a controllable light source. The magician can vary the amount of light produced, from full lantern light to completely dark, on command.

**5 – Whip**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: create enchanted whip

This spell enables the caster to gather existing light into a long, flexible beam and wield it like a once enchanted whip for the spell's duration. The Whip does 1d6+1 damage points per successful attack.

**6 – Linn**

Time to Cast: 1 R  
 Resist Check: 3d6 vs AGI negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 5 + 3/F' radius  
 Effect: outline with light

Linn is only useful in dim or dark surroundings. It causes tendrils of light to flash from the caster's fingertips into the described area. Mobile creatures are allowed an RC to avoid the effect; immobile creatures and objects get no RC. Creatures and objects within the area are outlined with light, making them easier to see.

**7 – Alarm**

Time to Cast: 1 M  
 Resist Check: 4d6 vs PER (detect)  
 Target: LOS 100'  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: 2 + 1/F beams

Alarm is useful to protect a room, building, campsite, etc. Each entrance (up to six) is spanned by a faint beam of light which, when broken, emits a shrill alarm. Each beam can extend up to 20 feet, if necessary.

**8 – Color Shift**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PER  
 Target: LOS 40 + 10/F'  
 Duration: 30 + 10/F M  
 Area: 4 + 1/F items  
 Effect: alter color perception

If the target of Color Shift fails his RC, he sees whichever colors the caster dictates on up to eight items. The items can be living or non-living.

**9 – Rainbow Bridge**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: multitouch  
 Duration: 30 + 10/F M  
 Area: 120 + 30/F'  
 Effect: create bridge

Rainbow Bridge enables the magician to create a bridge of light up to 240 feet long. As many people or creatures the caster can touch during the casting time may use the bridge.

**10 – Dazzle**

Time to Cast: 1 R  
 Resist Check: 4d6 vs AGI negates  
 Target: 40 + 10/F'  
 Duration: 4 + 2/F R  
 Area: 10 + 5/F' radius  
 Effect: blind for 1d4 R

Dazzle causes a ball of light to appear in the caster's hand and may be hurled up to 80 feet. The ball explodes within 2 rounds, producing a shower of brilliant light fragments that temporarily blind any vision-endowed creature in the area of effect.

**11 – Blade**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: see text

Blade gathers existing light into a narrow, blade-shaped beam which the magician may wield as a twice enchanted, one-handed sword. Such a weapon does 1d10+2 damage points per successful strike.

**12 – Mirror Wall**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PER negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 10 + 5/F' radius  
 Effect: creates one way mirror

Mirror Wall turns any flat surface into a one-way mirror for the duration of the spell. Anyone on the backside of the wall can see through it, but it looks like a normal wall to those who fail their RCs.

**13 – Reflective Travel**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: caster  
 Effect: travel 1000 met LOS

Reflective Travel allows the caster to instantly travel to the source of a reflection.

**14 – Sun Call**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 0  
 Duration: 2 + 1/F H  
 Area: 20 + 10/F' radius  
 Effect: make daylight

Sun Call empowers the magician to bring the brilliance of the noon sun to any area.

**15 – Ruby Death**

Time to Cast: 1 R  
 Resist Check: 5d6 vs AGI avoids  
 Target: LOS 120'  
 Duration: instantaneous  
 Area: 1 target  
 Effect: 15d6 damage

Ruby Death enables the caster to fire a red ray of concentrated light energy from his finger once per round. Any target which fails its RC takes the indicated amount of damage.

**16 – Beamrider**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: caster  
 Effect: travel 1000 mets LOS

Beamrider enables the caster to travel to the source of any light within his LOS in the blink of an eye.

**15.1.3 Conjurations****1 – Veil**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: veils caster

This magic casts a distorting veil over the caster's face and clothes. Anyone viewing the caster who fails the RC will believe the caster to be a total stranger.

**2 – Emit Self**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: make an image

This spell allows the caster to create a transparent image of himself. The image can be directed to appear in any direction at a distance of up to 40 + 20/F', possibly through intervening obstacles. The image moves, sounds and smells like the caster. The image can range from one inch in size up to the caster's true size.

**3 – Phantasmal Fire**

Time to Cast: 1 R  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: special  
 Effect: duplicate Fire spell

This spell allows the caster to appear to cast any spell in the Fire element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. This spell cannot duplicate any spell whose effect is visual only (such as Magic Torch), or any of these conjuration spells.

**4 – Emit Object**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 10'  
 Duration: 30 + 10/F M  
 Area: single 1000 lb object  
 Effect: make an image

Emit Object enables the caster to project an image of another person or object 40 + 20/F' away under the same constraints as the Emit Self spell. The object can be no larger than the caster.

**5 – Mask**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 6 + 2/F H  
 Area: caster  
 Effect: disguises caster

The caster first visualizes the memorized image of a person and concentrates. Mask then makes the caster appear as that person, including clothing. The caster cannot change race or general size with this magic. The adventurer must inform the GM when he is memorizing a person, which takes 5 minutes of game time.

**6 – Emanate Self**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: make an image

This spell allows the caster to project a non-transparent, real-seeming image of himself 40 + 20/F' away. Other aspects of the image are as in the Emit Self spell.

**7 – Phantasmal Air**

Time to Cast: 1 R  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: special  
 Effect: duplicate Air spell

This spell allows the caster to appear to cast any spell in the Air element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. The spell cannot duplicate any spell whose effect is visual only.

**8 – Emanate Object**

Time to Cast: 4 R  
 Resist Check: none  
 Target: LOS 10'  
 Duration: 30 + 10/F M  
 Area: single 1000 lb object  
 Effect: make an image

The caster can project an image of another person or object 40 + 20/F' away under the same constraints as the Emanate Self spell. The object can be no larger than the caster.

**9 – Shrouding**

Time to Cast: 3 R  
 Resist Check: 4d6 vs PWR negates  
 Target: multitouch  
 Duration: 30 + 10/F M  
 Area: targeted creatures  
 Effect: disguises group

When the magician casts this spell, he and those around him appear to anyone failing the RC as a group of people that would be expected to be found in that environment. For example, if in a hostile castle they might appear as a group of appropriately dressed guards.

**10 – Radiate Self**

Time to Cast: 6 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: make an image

Radiate Self creates an image 50 + 30/F' away which can move, sound and smell either independently or under control of the caster. All other aspects of this spell are the same as the Emanate Self spell.

**11 – Phantasmal Water**

Time to Cast: 1 R  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: special  
 Effect: duplicate Water spell

This spell allows the caster to appear to cast any spell in the Water element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

**12 – Radiate Object**

Time to Cast: 6 R  
 Resist Check: none  
 Target: LOS 10'  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: make an image

Radiate Object allows the caster to project an image of another person or object 50 + 30/F' away under the same constraints as the Radiate Self spell. The object can be no larger than the caster.

**13 – Envelop**

Time to Cast: 4 R  
 Resist Check: none  
 Target: multitouch  
 Duration: 30 + 10/F M  
 Area: targeted creatures  
 Effect: disguises group

When the magician casts this spell, he and his companions appear to blend perfectly into the background. They must be touched to be found.

**14 – Project Self**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: program image

This spell allows the caster to preprogram an image to appear 60 + 40/F' away at sometime up to one year into the future. It can be triggered by a specific time, the utterance of a particular word, or the occurrence of a particular event. All other aspects of the image are as in the Radiate Self spell.

**15 – Phantasmal Earth**

Time to Cast: 1 R  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: special  
 Effect: duplicate Earth spell

This spell allows the caster to appear to cast any spell in the Earth element. The spell will duplicate the visual, sound and smell effects of the original spell, but will be completely harmless. It cannot duplicate any spell whose effect is visual only.

**16 – Project Object**

Time to Cast: 1 M  
 Resist Check: none  
 Target: LOS 10'  
 Duration: 30 + 10/F M  
 Area: object  
 Effect: make an image

This spell allows the caster to project an image of another person or object 60 + 40/F' away under the same constraints as the Project Self spell. The object can be no larger than the caster.

**15.1.4 Mind Twisters****1 – Gutter**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 R  
 Area: 5' radius  
 Effect: cause doubt

Gutter causes beings, within melee range and able to see a flame held in the caster's hand, to suffer momentary doubt as to how to attack. They automatically lose initiative the next round.

**2 – Flame Dreams**

Time to Cast: 1 M  
 Resist Check: none  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 humanoid  
 Effect: plan dream

The target of Flame Dreams must already be asleep and within 20' of a fire (campfire, fireplace, etc.). It will then have a dream, and the caster can dictate the circumstances of the vision. Fire must be a component of the dream. If the target is present in the dream and killed, he will awake just before his dreamed death.

**3 – Dismay**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: 80 + 20/F' radius  
 Effect: INT < 3 flee

When the caster touches a large fire and casts Dismay, any non-intelligent creatures, within sight of the fire and failing the RC, flee from the caster at their maximum movement rate.

**4 – Unman**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touched  
 Duration: 4 + 2/F R  
 Area: 60 + 15/F' radius  
 Effect: INT > 3 flee

A caster touching a large flame and casting Unman causes intelligent creatures within sight of the fire, who fail the RC, to pause one round in fear of the caster. They then flee at their maximum movement rate, away from the caster, for the spell's duration.

**5 – Forget**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: forget recent events

Forget causes the target to forget the events from the present back four rounds. One finesse changes the time period to four minutes, two to one hour, three to one day, and four to three days. Willing subjects need not make an RC. Revoking the spell doesn't restore the lost memories.

**6 – Stray Thought**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 10/F'  
 Duration: 4 + 2/F R  
 Area: 1 creature INT > 4  
 Effect: insinuate action

The caster formulates the action he would like the target to perform, then casts Stray Thought. If the target fails the RC it will take the thought as its own and act accordingly. The planted thought must be reasonable under the circumstances, otherwise the spell fails.

**7 – Chaos**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 10/F'  
 Duration: 4 + 2/F R  
 Area: 10 + 5/F' radius  
 Effect: create disorder

While targeting a fire of at least the size of a camp fire, this spell causes those within the area of effect who fail the RC to act erratically for the duration of the spell. There is a 10% chance they will carry through with their planned actions; otherwise, creatures with an INT of 4 or more will start bickering among themselves, and those of lower intelligence will simply mill about or (25%) attack each other.

**8 – Befriend**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL  
 Target: 60 + 15/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: enemies = friends

Befriend immediately cancels any hatred towards the caster and his companions by those creatures within the area of effect who fail the RC. This will last as long as the none of the adventurers take a hostile action (including casting spells) towards the Befriended targets. As with other spells in this group, the targets must be within 80 feet of a medium fire to be affected.

**9 – Neophyte**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 10/F<sup>7</sup>  
 Duration: 4 + 2/F R  
 Area: 1 humanoid INT >4  
 Effect: forget background

The target of Neophyte who fails the RC suddenly forgets all his background training for the spell's duration. Fighters don't have a clue as to the use of their weapons, magicians can no longer remember spells, priests cannot remember the name of their deity nor the dogma of their religion (thus becoming powerless), etc.

**10 – Betask**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: 1 being INT >7  
 Effect: set a task

The target is first touched by a magical flame held in the caster's hand. If he fails the RC, the caster may set him a single task. The object of the task must be within the ability of the target to accomplish, and cannot take longer than a year, else the spell fails. The target feels duty-bound to perform the assigned mission, and will devote all his energies and resources to its accomplishment.

**11 – Charlatan**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/F<sup>7</sup>  
 Duration: 1 + 1/F M  
 Area: 1 humanoid  
 Effect: "act" other background

If the target of Charlatan fails his RC, he immediately assumes a different background, of the caster's choosing, for the spell's duration. Whatever the new background, the target feels he is giving a stellar performance, but blows never hit, spells never succeed, etc.

**12 – Arson**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 20 + 5/F<sup>7</sup>  
 Duration: 30 + 10/F M  
 Area: 1 being INT >4  
 Effect: change surroundings

If the target of Arson, who must be capable of seeing a flame held in the caster's hand, fails the RC, he suddenly finds himself in a vaguely familiar, but perplexing, network of flaming walls for the spell's duration. The basic layout is any building the target is familiar with (preferably his home), and the target must act accordingly.

**13 – Amnesia**

Time to Cast: 1 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: forget events

Amnesia causes the target to forget events from the present back one week. One finesse changes the time period to four weeks, two to four months, three to four years, and four finesses cause total memory loss. Willing subjects need not make an RC. Revoking the spell doesn't restore the lost memories.

**14 – Babe**

Time to Cast: 1 M  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: 1 creature  
 Effect: turn into baby

If the target of Babe fails the RC, he is immediately reduced to the intellect and physical coordination of an infant, though his body remains full-sized. The effect is permanent unless cancelled by the caster or Revoked.

**15 – Fever**

Time to Cast: 1 M  
 Resist Check: 5d6 vs WIL negates  
 Target: caster  
 Duration: 12 + 3/F H  
 Area: caster's scryer  
 Effect: obviate sendings

If anyone attempts a scrying spell on a magician under a Fever spell, the former suddenly feels overcome by a fever. He must make the RC to avoid serious brain damage (INT drops to 1). If the RC is made, the scrying spell proceeds.

**16 – Pith**

Time to Cast: 4 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: 1 creature  
 Effect: scramble brain

If the target of Pith fails the RC, his brain is magically scrambled. Basic brain function remains to keep the body alive, but thought and co-ordinated action are impossible until Pith is Revoked.



## Chapter 16

### Air Magic

#### 16.1 Air

Magicians devoted to the Air element spend much of their time out of doors where they may feel the power of the wind and the subtleties of light breezes. Some dismiss Air magicians as flighty and fickle, but they are the most cerebral of the elemental magicians.

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**Air Magics** typifies the power of the element, in spells like Lightning Bolt and Anaerobia, and the ability to manipulate the element.

**Vision** spells enhance the seeing ability of the magician.

**Scrying** spells are information-gathering magics.

**Dimensions** involve summoning or sending items to or away from the caster. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and draining to the magician. The base costs for these spells is 600 EP.

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**16.1.1 Air Magics****1 – Minibolt**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 60 + 15/F'  
 Duration: instantaneous  
 Area: 1 object or creature  
 Effect: 1d6 damage

Minibolt calls forth a small electrical charge from the air and sends it blasting towards the target. A Minibolt always hits the target, but magical resistance can negate or reduce the damage (GM's discretion).

**2 – Gust**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 60 + 10/F'  
 Duration: 1 + 1/F M  
 Area: 5 x (20 + 10/F)' line  
 Effect: 30 + 10/F mph gust

Gust produces a blast of air in the area of effect sufficient to extinguish unprotected flames, fan a large fire, etc.

**3 – Arise**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: accelerate 4 + 1/F' /R

Arise immediately counteracts the effects of gravity, allowing the caster to float into the air like a kite. The magician, while concentrating, can accelerate up or down at a rate of 4 + 1/F' per round. The caster is at the mercy of winds and other forces that could cause lateral movement. He cannot carry more than he could normally lift above his head.

**4 – Fresh Air**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 0  
 Duration: 4 + 2/F R  
 Area: 10 + 5/F' radius  
 Effect: freshen air

With Fresh Air the caster can cleanse a volume of fetid, putrid, or poisonous air to make it breathable. The purified area can move with the caster if he so chooses.

**5 – Ironlungs**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: hold breath

Ironlungs enables the recipient to hold his breath for the spell's duration. Total concentration by the target is necessary, so Ironlungs prevents most forms of spell casting.

**6 – Lightning Bolt**

Time to Cast: 1 R  
 Resist Check: 3d6 vs HEA for 1/2  
 Target: LOS 120 + 30/F'  
 Duration: instantaneous  
 Area: 4 + 1/F' wide line  
 Effect: 6d6 damage

The caster uses this spell to create opposed electrical charges between the caster's fingertip and his intended target. This electrical potential causes a bolt of electrical energy to travel from his finger to the target along the path of least resistance. Intervening objects and people along this path are affected by the bolt, as is the target.

**7 – Fly**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 humanoid  
 Effect: fly 120 + 30/F' /R

Fly enables the recipient to fly at a rate of 120 to 240 feet per round. Simple actions can be performed without penalty while in flight, but weapon attacks are made at a penalty (GM's discretion) and spell casting is impossible. The target cannot carry more than he could lift above his head.

**8 – Wind**

Time to Cast: 4 R  
 Resist Check: none  
 Target: 0  
 Duration: 6 + 2/F H  
 Area: 60 + 20/F' radius  
 Effect: control wind

Wind allows a magician to control the speed and direction of the wind around him. Wind speeds of up to 30 + 10/F MPH can be maintained. The wind is strong enough to propel a sailing vessel if desired, although a sail is an obvious necessity.

**9 – Air Temperature**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 90 + 20/F'  
 Duration: 6 + 2/F H  
 Area: 60 + 20/F' radius  
 Effect: change temperature

This spell enables the caster to change the temperature in the chosen area by 30 + 10/F degrees Fahrenheit. Current weather effects are modified by the change, as dictated by common sense. Air Temperature can be targeted on the caster or another person, and its area of effect will move with that person.

**10 – Anaerobia**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 10/F'  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: survive without air

This spell satisfies the target's need for oxygen, making normal breathing unnecessary. All actions may be performed normally. Anaerobia does not protect the target from possible physical damage caused by hostile environments, such as fire, extreme cold, etc.

**11 – Hawksoar**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 humanoid  
 Effect: fly and attack

Hawksoar adds the abilities of combat and spell casting to the Fly spell. The movement rate per round remains at 120 + 30/F'. All actions are allowable and not subject to any penalties.

**12 – Ekblovego**

Time to Cast: 3 R  
 Resist Check: 5d6 vs STR for half  
 Target: 0  
 Duration: 4 + 2/F R  
 Area: 30'x(150 + 30/F)' line  
 Effect: massive wind blast

An Ekblovego is a massive blast or gust of wind traveling nearly 150 MPH. All free standing objects and creatures are blown backwards 80 feet and suffer 1d6 damage points each round they remain in the effect. Some structural damage to buildings may even result (GM's discretion).

**13 – Vacuum**

Time to Cast: 3 R  
 Resist Check: 4d6 vs HEA  
 Target: 100 + 30/F'  
 Duration: instantaneous  
 Area: 30 + 10/F' radius  
 Effect: remove air

Vacuum creates an airless space in the area of effect. Aerobic creatures who fail the RC become comatose. Fires are immediately extinguished, sailing vessels becalmed, and other processes involving air are likewise halted. The GM will adjudicate any side-effects of the sudden decompression.

**14 – Blitzen**

Time to Cast: 2 R  
 Resist Check: 4d6 vs AGI for half  
 Target: 160 + 40/F'  
 Duration: 8 + 2/F R  
 Area: 15 + 5/F' radius  
 Effect: 1 lightning strike/R

Blitzen causes lightning to strike the indicated area once each round. All creatures in the area of effect are hit and suffer 6d6 damage points for each attack. If the magician is casting this during a thunderstorm, all base parameters are doubled.

**15 – Aerovoki**

Time to Cast: 4 R  
 Resist Check: none  
 Target: 40 + 10/F'  
 Duration: 30 + 10/F M  
 Area: special  
 Effect: summon air elementals

Aerovoki summons 1d6+1 air elementals to any point within the range and the caster's LOS. Air must be available, of course. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their airy halls with them at the end of their service.

**16 – Wrath**

Time to Cast: 4 R  
 Resist Check: 5d6 vs HEA for half  
 Target: 160 + 40/F'  
 Duration: 4 + 1/F M  
 Area: up to 1/4 met radius  
 Effect: summon wind storm

Wrath allows the caster to summon a wind storm of unbelievable strength. It can be in the form of a hurricane, tornado, or a straight line wind. Wind velocity is 300 mph or more, few structures will survive (the GM may give stone buildings an RC). Each round in the effect creatures suffer 3d6 damage points from being struck by flying debris. Spell casting is impossible. The RC must be made each round.

**16.1.2 Vision****1 – Murk**

Time to Cast: 1 R  
 Resist Check: 3d6 vs PER negates  
 Target: 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: reduce visibility

Murk causes dust motes in the environment to coalesce onto water droplets to create a dirty, murky area. Vision is reduced by 40 + 10/F'. Murk is effective in underwater as well as air.

**2 – Distortion**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 0  
 Duration: 10 + 5/F M  
 Area: 5 + 2/F' radius  
 Effect: obscure vision

Distortion causes light rays to bend and shift erratically in the area of effect. Forms within the area become blurry, indistinct, and are 90% unrecognizable.

**3 – Crystal**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: increase visibility

Crystal is the opposite of Murk, cleansing the area of impurities clinging to water droplets. It is only effective in haze, fog, murky water, etc.

**4 – Glamor**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: boost COM 2 + 1/F

Glamor alters the natural COM of the target, affecting reactions accordingly.

**5 – Intuit**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: boost PER 2 + 1/F

Intuit allows the caster to temporarily increase his PER for the duration of the spell.

**6 – One Eye**

Time to Cast: 1 R  
 Resist Check: 3d6 vs PWR negates  
 Target: 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 creature  
 Effect: blind one eye

The target of One Eye is temporarily blinded in one eye (caster's choice). The target's melee modifiers are reduced by 2 + 1/F to reflect the loss of depth perception. If the target only had one eye to begin with, it will become totally blind.

**7 – Discovery**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: magnify 8 + 2/F times

Discovery enables the caster to see minute things or details that escape normal vision. Rolls against PER are made with one less die than normal.

**8 – Parallax**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 0  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: boost DV by 2 + 1/F

Parallax causes the caster's body to seem to shift about suddenly. Attackers must try to correct for the sudden parallax error, in effect raising all the caster's DVs.

**9 – Long Eyes**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 0  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: closer 8 + 2/F times

Long Eyes empowers the caster to see distant objects as if they are much closer. He must have LOS, and certain atmospheric conditions (e.g. fog, haze, precipitation, etc.) can reduce the effectiveness by half. This also will increase the range of other LOS spells cast during **Long Eyes'** duration. Finesses to increase the range of these spells are applied before **Long Eyes** multiplies the range.

**10 – Heat Vision**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: see heat 40 + 10/F'

The recipient of this spell is empowered to see heat instead of (NOT in addition to) light. Objects will vary in color from jet black (very cold) to bright red (very hot). A cold draft or emanations from ice interfere with heat vision by making forms opaque.

**11 – Night Sight**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: see in the dark

Night Sight enables the caster to see in natural darkness and shadows as well as he can see in bright moonlight. If the effect is fully finessed he can even see in magical darkness or shadows.

**12 – Invisibility**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 object or creature  
 Effect: make unseeable

Invisibility surrounds the target with a magical field which shifts light out of phase. If the field is touched by an ungrounded physical object, the spell is broken. An invisible person can walk about or open doors, but cannot drop or pick up anything nor physically attack someone. Spells which have a physical manifestation will break the enchantment. Invisible creatures are in the same phase and can see one another.

**13 – Sight License**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 1 creature  
 Effect: allows sight

The recipient of a Sight License is temporarily granted the power of sight, even if it is blind or lacks sight organs.

**14 – Blind**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: permanent  
 Area: 1 creature  
 Effect: remove vision

Blind makes the target blind until cancelled by the caster or Revoked. The target must be capable of vision for the spell to be effective, i.e., Blinding a worm is of little consequence.

**15 – Projection**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: LOS 250 + 100/F'  
 Effect: create mass vision

All people and/or creatures in the area of this spell see just what the caster desires them to see. The vision appears quite real, but has no audio, temperature or touch components. The caster **MUST** maintain concentration for the duration of this spell, or the vision disappears immediately.

**16 – See All**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: create LOS

See All enables the caster to see through one solid object or creature. This can be as small as a rabbit or as large as a mountain, but can be only one thing. Thus the caster can cast a line of sight spell through any interposing creature or object subject to that spell's normal range restrictions.

**16.1.3 Scrying****1 – Detect Motivation**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 humanoid  
 Effect: confirm motivation

The caster may learn the target's motivation with this spell, making one attempt per round of the duration. Upon casting, the magician thinks of a motivation. If the target has that motivation, the caster will know it positively. The target will not realize he is being probed until the third attempt, at which time he is allowed the RC. If successful, further Detect Motivation attempts fail.

**2 – Hear**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 40 + 10/F'  
 Duration: 10 + 5/F M  
 Area: 10 + 5/F' radius  
 Effect: remote hearing

The caster first chooses an area within range, which does not have to be in his LOS. He may then hear, but not necessarily understand, any noises or speech in the area as if his ears were there.

**3 – Read Emotions**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 40 + 10/F'  
 Duration: 10 + 5/F M  
 Area: 1 living creature  
 Effect: know thoughts

Read Emotions allows the caster to know the surface thoughts of the targeted creature. These are very general and primal in nature, such as hunger, anger, contentment, sadness, etc., regardless of the creature's INT.

**4 – Mask Motivation**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: mask motivation

Mask Motivation enables the caster to deny that information, or feed false information (caster's choice), to anyone using spells.

**5 – See**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 60 + 15/F'  
 Duration: 10 + 5/F M  
 Area: 10 + 5/F' radius  
 Effect: remote vision

The caster selects an area within range, but not necessarily in his LOS, then casts See. He may then see everything in the area as if his eyes were there. After casting See, the caster must remain motionless and concentrate or the spell is broken.

**6 – Witchsmeller**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: 10 + 5/F' radius  
 Effect: uncover magic

Any enchanted items in the area of effect glow with a silver aura in the eyes of the caster. Very magical items, such as relics, glow with a gold aura. The strength of the glow is reflective of the strength of the magic. Other spells must be used to gain more knowledge (e.g. Know Element, etc.).

**7 – Know True Motivation**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 60'  
 Duration: instantaneous  
 Area: 1 target  
 Effect: see true motivation

This spell functions similarly to Detect Motivation, except the caster can see through any deceptions and know the true motivation of any creature in the area of effect with a single casting. Mask Motivation, however, will deceive this spell.

**8 – Locate**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 200 + 20/F' beam  
 Effect: discover location

Locate allows the caster to locate any item or creature which he has previously seen or touched. The caster first visualizes the target of his search. A search beam moves with the caster, and an image forms as soon as the subject comes within range. The vision can only be seen by the caster, and recedes into the distance to where the item or creature is actually located.

**9 – Senses**

Time to Cast: 2 R  
 Resist Check: none  
 Target: 60 + 15/F'  
 Duration: 10 + 5/F M  
 Area: special  
 Effect: 1 + 1/F senses

Senses enables the caster to have one or more of his five senses operate remotely. This poses certain risks, for damaging effects present in the remote area can attack the magician through the spell. For example, if poison gas is present and the caster wishes his sense of smell to function in the area, he is subject to any damage the gas inflicts. The caster must remain motionless for the spell's duration.

**10 – Truthtell**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 creature  
 Effect: prevent lying

Any creature failing the RC must answer all the caster's questions truthfully for the duration of the spell.

**11 – Futuresee**

Time to Cast: 2 M  
 Resist Check: none  
 Target: caster  
 Duration: 3 + 1/F questions  
 Area: caster  
 Effect: see the future

Futuresee enables the caster to determine what will happen in the immediate future (1 + 1/F days) by asking yes-or-no questions of an elemental spirit. The truthfulness of the answers is from 50 + 10/F percent. If not truthful, responses can be totally false, or couched as half-truths (GM's discretion).

**12 – Legends**

Time to Cast: see text  
 Resist Check: none  
 Target: special  
 Duration: 1 + 1/F clues  
 Area: special  
 Effect: know antiquity

Legends is used to gain knowledge of the items, places, and people of antiquity. If the caster is touching the item, standing on the site, or next to a grave, the casting time is one day; otherwise one week. The caster can learn from one to five pieces of information about the subject in the form of clues, or as a range of numbers. The information is always truthful, but the player must make correct interpretations.

**13 – Thingtell**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 object  
 Effect: speak with objects

Thingtell enables the magician to "speak" with inanimate objects like chairs, rocks, trees, bushes, etc. The object cannot volunteer information, but will answer the caster's questions truthfully, one question per round of the spell's duration.

**14 – Backfire**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 12 + 3/F H  
 Area: caster  
 Effect: reverse scrying

Backfire not only protects the caster from scrying attempts, but reverses the process so that he finds out what information the opposing caster was seeking from his target, ignoring any normal RCs. He can also learn the direction and distance of the attempt.

**15 – Scan**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 800 + 300/F' beam  
 Effect: scan area

The caster must first decide on what piece of information he wants to know ("horses nearby?", "any carnivorous plants in the area?", etc.). When the spell is cast, a beam of violet light shoots from the magician's eyes and sweeps the area like a searchlight. The beam stops and points at the object of the scan if it contacts it, giving direction and distance. The beam moves with the caster, but is blocked by stone walls, etc.

**16 – Godspeak**

Time to Cast: 1 day  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F questions  
 Area: caster  
 Effect: find unmitigated truth

The caster must be on good terms with his sworn deity, through regular obeisance, performance of deeds to further the deity's goals, etc. Optionally, the spell always functions, but there may be some penalty on EU recharging time if the caster has been lax, or the deity may only answer one question regardless of finesses (GM's discretion). The caster may ask any question and be assured of a 100% truthful answer.



**16.1.4 Dimensions****1 – Shimmer**

Time to Cast: 1 R  
 Resist Check: 3d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 creature  
 Effect: increase CDV 2 + 1/F

While under the influence of Shimmer, the target's physical form appears indistinct and wavering, effectively increasing his CDV. The caster must be touched by air while murmuring the spell.

**2 – Thought Move**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: instantaneous  
 Area: 1 object  
 Effect: move 20 + 5/F lb

Thought Move allows movement of a non-living, free standing object within the weight limit and in the caster's LOS, from one place to another within the allowable range. Since the motion is slow, no damage is inflicted from striking other objects, unless circumstances dictate otherwise (walking into a set spear, falling from a height, etc.).

**3 – Send Object**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 object  
 Effect: send small object

To use this spell, the caster encloses an object within his fist, and then sends it to any previously memorized location.

**4 – Peer**

Time to Cast: 2 R  
 Resist Check: none  
 Target: memloc  
 Duration: 10 + 5/F M  
 Area: 60' radius  
 Effect: see memorized place

Peer enables the caster to monitor any memorized location for the spell's duration. Only sight is allowed; no sounds, smells, etc. can be discovered.

**5 – Magic Fence**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 5 + 2/F' radius  
 Effect: exclude summonings

At the end of the spell, the area centered on the caster is bounded by a glowing boundary (shaped to the caster's choosing). Other planar and immaterial creatures, and magically transported objects cannot pass this line unless the RC is made (objects save vs the WIL of the caster of the spell transporting it).

**6 – Call Object**

Time to Cast: 3 R  
 Resist Check: none  
 Target: special  
 Duration: instantaneous  
 Area: 1 + 1/F objects  
 Effect: recall from storage

Call Object allows the caster to retrieve up to five objects from the place where they were previously stored by a Send Object spell. The five objects do not have to have been sent to the same location.

**7 – Hole**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 6 + 6/F<sup>4</sup> radius  
 Effect: create hole

This creates a hole (6 + 6/F inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through with no resistance. Magical objects get a 4d6 RC versus PWR to negate the effect.

**8 – Giant Stride**

Time to Cast: 2 R  
 Resist Check: none  
 Target: multitouch  
 Duration: 4 + 2/F R  
 Area: targets  
 Effect: port 160 + 40/F'

Giant Stride allows the caster to shorten distances somewhat by opening a temporary two-way door up to 320 feet away to a spot within his LOS. The door is invisible, except to the caster and anyone he touches during the casting time. The starting and ending points must be touched by air. The effect for observers is that the caster (and perhaps others) disappear into thin air, then reappear in the blink of an eye.

**9 – Send Package**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 object  
 Effect: send package

An inanimate object of up to  $100 + 10/F$  pounds and no more than  $2 + 1/F$  feet radius can be sent to any previously memorized location.

**10 – Pocket**

Time to Cast: 3 R  
 Resist Check: none  
 Target: multitouch  
 Duration:  $1 + 1/F$  M  
 Area: targets  
 Effect: open elemental pocket

At the end of the spell a small opening appears suspended in air, visible only to the caster and anyone he touches during the casting time. If they enter they appear to vanish into thin air. Normal human life is supported in the dimension, and at the end of the duration anyone still within the dimension is pushed out to his starting point. The caster must be touching air for this magic to work.

**11 – Portable Hole**

Time to Cast: 7 R  
 Resist Check: none  
 Target: touch  
 Duration:  $6 + 2/F$  H  
 Area:  $6 + 6/F'$  radius  
 Effect: create portable hole

This creates a hole ( $6 + 6/F$  inches deep) in any non-living object. No light can pass through this hole, making it appear totally black, but objects and creatures can pass through. Grasping the hole by the outside edge, the Portable Hole can be peeled off, rolled up, and reused elsewhere. Magical objects get a  $4d6$  RC versus PWR to negate the effect.

**12 – Call Package**

Time to Cast: 5 R  
 Resist Check: none  
 Target: special  
 Duration: instantaneous  
 Area:  $1 + 1/F$  objects  
 Effect: recall package

Call Package allows the caster to retrieve up to five packages from the place where they were previously stored by a Send Package spell. The five packages do not have to have been sent to the same location.

**13 – Magic Door**

Time to Cast: 4 R  
 Resist Check: none  
 Target: multitouch  
 Duration:  $12 + 3/F$  H  
 Area: memloc  
 Effect: open door to memloc

This spell opens a door to any location the caster has memorized, visible only to himself and those he touches during the casting time. The caster must be touching air, and air must be available at the destination for the spell to work. The location can be any distance away, but must be on the same plane.

**14 – Vanish**

Time to Cast: 4 R  
 Resist Check:  $4d6$  vs PWR negates  
 Target:  $LOS\ 20 + 5/F'$   
 Duration:  $12 + 3/F$  H  
 Area: 1 creature  
 Effect: send to pocket dim.

The caster must be touching air for this spell to work. If the target fails the RC, he is immediately dispatched to a small, life supporting pocket dimension in the air for the duration of the spell.

**15 – Otherworld**

Time to Cast: 4 R  
 Resist Check: none  
 Target: 0  
 Duration: permanent  
 Area:  $10 + 5/F'$  radius  
 Effect: open portal

The caster must have at hand still air with a volume of at least the area of effect. When the spell is cast, the caster concentrates on a dimension and the place within that dimension where the portal will lead. A visible portal opens, providing a corridor to the target. Anyone can then step through this portal, and be there. The corridor cannot be opened onto the same dimension from which it is cast.

**16 – Banish**

Time to Cast: 4 R  
 Resist Check:  $5d6$  vs PWR negates  
 Target:  $LOS\ 20 + 5/F'$   
 Duration: permanent  
 Area: 1 creature  
 Effect: send creature

Banish is the same as Vanish, except the RC is more difficult and the duration is permanent unless Revoked.

## Chapter 17

### Water Magic

#### 17.1 Water

Water magicians are interested in the properties of all liquids, but are especially drawn to the rivers and oceans of Jaern. Like the ocean, they seem timeless, with an inevitability to their actions.

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**Water Magics** typifies the power of the element, in spells like Well and Ocean Cold, and the ability to manipulate the element.

**Wardings** provide protection to creatures and objects.

**Changings** allow the magician or target to assume a different physical form.

**Charms** are used to impose the caster's will on living creatures. Because of the great power that must be channeled to use these spells, they are more difficult to learn, and drain their user. Their base cost is 600 EP.

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**17.1.1 Water Magics****1 – Spray**

Time to Cast: 1 R  
 Resist Check: 3d6 vs AGI negates  
 Target: 40 + 10/F'  
 Duration: 4 + 2/F R  
 Area: 10 + 5/F' radius  
 Effect: saturate

Spray causes elemental water to spurt from the caster's fingertips. The spray is very fine, and everyone in the area of effect who fails the RC is drenched as if in a thunderstorm. Torch-sized fires are extinguished, and items susceptible to water damage might be harmed (GM discretion).

**2 – Well**

Time to Cast: 1 M  
 Resist Check: none  
 Target: LOS 40 + 10/F'  
 Duration: 10 + 5/F M  
 Area: 6 + 2/F' radius  
 Effect: dig a well

Well enables the caster to find potable water in any natural environment. He, in effect, digs a well from which any creature may drink. The water is real and can be stored for later use.

**3 – Level**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 30 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 5 + 2/F' radius  
 Effect: change 4 + 1/F'

Level allows the caster to control the level of any aqueous liquid within the area indicated. The liquid is displaced, not created or destroyed.

**4 – Ice Ball**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: handful of water  
 Effect: 1d6 damage

When the caster invokes Ice Ball, any handful of water he touches turns into a sparkling nugget of elemental ice in his hand. He may then throw it at any target 50 + 10/F' away in his LOS (roll "to strike") once each round for the duration of the spell and as long as he has water in which to dip his hand.

**5 – Gills**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: breathe water

Gills enables the recipient to extract oxygen from water. It conveys no movement or other benefits to a submerged creature.

**6 – Hot or Cold**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 60 + 15/F'  
 Duration: 30 + 10/F M  
 Area: 4 + 2/F' radius  
 Effect: control water temp.

Hot or Cold enables the caster to control the temperature of the indicated volume of any aqueous substance, making it boil or freeze, or any temperature between. The desired temperature is maintained for the duration, after which the temperature normalizes according to the ambient air temperature.

**7 – Rain Dance**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: 1 + .5/F met radius  
 Effect: see text

The magician who performs a Rain Dance can increase or decrease the level of precipitation by up to 1/2 inch per hour. The form will be as rain or snow, depending upon the prevailing air temperature. The area is centered on the caster and moves as he does.

**8 – Hail**

Time to Cast: 2 R  
 Resist Check: 4d6 vs HEA for 1/2  
 Target: 60 + 20/F'  
 Duration: 4 + 2/F R  
 Area: 10 + 5/F' radius  
 Effect: 2d6 damage

Hail causes a hail storm to strike the area indicated within range.

**9 – Dam**

Time to Cast: 3 R  
 Resist Check: none  
 Target: LOS 100 + 30/F'  
 Duration: 2 + 1/F H  
 Area: 40 + 20/F' radius  
 Effect: stop flowing water

Dam creates an invisible wall of force which stops the flow of water in a stream or currents in a lake or sea. If the dam can touch land at both ends, it will hold back rising water. If land cannot be touched the water will flow around the Dam with increased force on either side. When the spell ends, any pent-up water is released.

**10 – Riverman**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: multitouch  
 Duration: 10 + 5/F M  
 Area: targeted creatures  
 Effect: walk on water

Riverman allows the caster and anyone he can touch during the casting time to match his body's movements to that of water. Those under the spell can walk on water without sinking.

**11 – Demolish**

Time to Cast: 3 R  
 Resist Check: none  
 Target: LOS 20'  
 Duration: instantaneous  
 Area: 20 + 5/F' radius  
 Effect: destruction

Demolish causes latent moisture within the area of effect to suddenly freeze, totally collapsing and destroying most wooden structures. Living creatures are not affected.

**12 – Ocean Cold**

Time to Cast: 2 R  
 Resist Check: 4d6 vs HEA for 1/2  
 Target: 0  
 Duration: 4 + 2/F R  
 Area: 80 x 10' wide cone  
 Effect: 3d6 damage

Ocean Cold puts the chill of the deepest oceans at the caster's command. The effect covers a cone-shaped area extending from the caster outstretched hands and becoming 10 feet wide at the limit of the range. Creatures in the area of effect suffer 3d6/R damage. In addition, their movement rates are reduced to half speed due to the shock of the intense cold.

**13 – Torrent**

Time to Cast: 1 M  
 Resist Check: none  
 Target: 0  
 Duration: 2 + 1/F H  
 Area: 2 + 1/F met radius  
 Effect: torrential downpour

Torrent causes the sky to cloud over and unleash 2 inches of rain per hour. Such a massive downpour of rain may cause structures to be washed away or damaged (GM's discretion).

**14 – Divert**

Time to Cast: 10 R  
 Resist Check: none  
 Target: 120 + 30/F'  
 Duration: see text  
 Area: 100 + 50/F' wide  
 Effect: change course

Divert enables the caster to change the course of a stream, redirecting the flow in any direction, even uphill. The new channel is permanent, although directional changes (reversing normal flow direction, etc.) will only last one day.

**15 – Akvovoki**

Time to Cast: 4 R  
 Resist Check: none  
 Target: LOS 40 + 10/F'  
 Duration: 30 + 10/F M  
 Area: special  
 Effect: call water elementals

Akvovoki summons 1d6+1 water elementals from any water source (a cup of water is sufficient) within the spell's target area. The elementals will serve the caster as he desires, even battling opponents. They will not turn on the caster, but will remember who summoned them. There is a 10% chance at each successive summons they will attempt to take the caster back to their watery halls at the end of their service.

**16 – Tidal Wave**

Time to Cast: 2 R  
 Resist Check: special  
 Target: LOS 240 + 60/F'  
 Duration: instantaneous  
 Area: special  
 Effect: create tidal wave

Tidal Wave creates a vast wall of moving water on a river, lake, or ocean within range. The wall height will range from 1d4 times 10' for a river or lake to 1d20 times 10' for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washed away (GM's discretion on exceptionally strong stone structures). Living creatures must make either a 5d6 RC vs Swimming or a 7d6 RC vs STR or drown.

**17.1.2 Wardings****1 – Forfend**

Time to Cast: 4 R  
 Resist Check: 3d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: area protection

The magician must touch at least three points during the casting time to set the ward. Any person or creature attempting to enter the Forfended area must make the RC to do so. The area could be a pouch, a door, an opening, etc.

**2 – Fountain**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 5 + 3/F' radius  
 Effect: audible alarm

Fountain may be cast anywhere, though it is most effective when cast on a dry fountain. When an intruder enters the protected area the fountain starts to flow with a gentle burbling noise that awakens the caster, even from a magical sleep.

**3 – Poisonward**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 creature  
 Effect: see text

Poisonward reveals the presence of poisonous creatures or items in the target's LOS. If the effect is finessed four times, the target is allowed to subtract one die from his RC if hit by a poisonous attack during the spell's duration.

**4 – Stay**

Time to Cast: 4 R  
 Resist Check: 3d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: prevent exit

The magician must touch four corners of the area to be warded (the four cardinal points if a circular area) within the casting time. Anyone can enter the warded area, but cannot leave unless the RC is made.

**5 – Weapon Ward**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: reveal weapons

The target of Weaponward is immediately forewarned of the location of weapons anywhere within 120 feet of his LOS. Anyone carrying weapons cannot approach within melee range of the target unless the RC is made.

**6 – Snugbug**

Time to Cast: 4 R  
 Resist Check: 3d6 vs PWR negates  
 Target: touch  
 Duration: 6 + 2/F H  
 Area: see text  
 Effect: provide safe sleep

The caster must touch at least four corners of the area to be warded during the casting time. Anyone within the area at the end of the casting time immediately falls into a restful sleep that can only be interrupted by inflicting damage. Snugbug also wards against spells like Flame Dreams; the caster must make the RC to force the spell through the ward.

**7 – Monitor**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: caster  
 Effect: check wards

Monitor enables the caster to remotely monitor the condition of any wards he has set, finding out if they have expired or if they have been tested or breached. The caster establishes Monitor by touching the perimeter of the warded area or object and casts the spell. The magician can then go elsewhere. Up to INT/5 (rounded down) wards may be simultaneously monitored through multiple uses of this spell.

**8 – Debar**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: bar 1 + 1/F backgrnds

Debar gives the caster control over who may enter the warded area, by background. The ward is set by touching at least four corners of the area during the casting time while stating which backgrounds are excluded. People of those backgrounds must make the RC to enter; others may pass freely.

**9 – Claw Ward**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 6 + 2/F H  
 Area: 1 creature  
 Effect: shield natural weaponry

Creatures with claws, fangs, or other natural weapons attacking the recipient of Claw Ward must make the RC before attempting the blow. If the RC is failed, no attack can be made by that creature that round.

**10 – Water Tongue**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: special  
 Area: up to 4 liters  
 Effect: 20 + 5/F words

Water Tongue enables the caster to endow a volume of water with the ability to deliver a short message (25 words or less) when a preset triggering event occurs. The trigger must be detailed by the caster at the time of casting. The spell remains on the object until Revoked or triggered. Water Tongue cannot be used to cast another spell.

**11 – Magic Ward**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 6 + 2/F H  
 Area: see text  
 Effect: block spells

The magician must touch at least four corners of the area to be warded during the casting time. A spell cast into the warded area must roll a number of d6 equal to its rank and score higher than the ward's 11d6 roll to be successful.

**12 – Master Ward**

Time to Cast: 7 R  
 Resist Check: 5d6 vs PWR  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: see text

Master Ward enables the caster to set up any spell he can cast as a penalty for breaching a ward. The ward is set by touching the four corners of the area, casting Master Ward, and then the penalty spell (including any allowable finesses). The indicated RC must be made to breach the ward. If the ward is breached, the second spell is triggered.

**13 – Spirit Ward**

Time to Cast: 4 R  
 Resist Check: 5d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: ward against spirits

Spirit Ward is set by the caster by touching at least four corners of the area during the casting time. Spirits cannot enter the warded area unless the RC is made.

**14 – Bliss**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: permanent  
 Area: see text  
 Effect: make items invisible

The caster sets Bliss by touching at least four corners of the area during the casting time while designating 1 + 1/F inanimate items in the area. At the end of the casting time those items become invisible, and can only be seen from within the area by making the indicated RC.

**15 – Spongelungs**

Time to Cast: 4 R  
 Resist Check: 5d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: deadly ward

Spongelungs is set as described for previous wards. If the RC is failed the creature's lungs fill with water, causing death in four rounds. If drowning is inappropriate for the victim, death may not result (GM discretion).

**16 – Multicheck**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: see text  
 Area: see text  
 Effect: 1 + 1/F RC

Multicheck is cast immediately after another warding spell. It forces additional RC checks (up to 5) to be made to breach the ward. The duration and area of Multicheck matches the original ward.

**17.1.3 Changings****1 – Distill**

Time to Cast: 1 R  
 Resist Check: see text  
 Target: touch  
 Duration: instantaneous  
 Area:  $1 + .5/F$  liters  
 Effect: change liquids

Distill allows the caster to change any aqueous liquid into another aqueous liquid. The magical properties of the liquid (if any) are unaltered. Magical liquids get an RC of 9 or less on 3d6 to be affected. The caster needs to have tasted the created liquid, which must be non-poisonous and non-magical.

**2 – Drought**

Time to Cast: 1 R  
 Resist Check: see text  
 Target: touch  
 Duration: instantaneous  
 Area:  $1 + .5/F^2$  radius  
 Effect: liquid to earth

Drought changes the indicated amount of aqueous liquid into sand, clay, and/or stone. Magical properties (if any) of the material are not altered. Magical liquids get an RC of 9 or less on 3d6 to be affected.

**3 – Flaming Waters**

Time to Cast: 1 R  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area:  $5 + 2/F^2$  radius  
 Effect: liquid to fire

This spell changes the indicated surface of an aqueous liquid into fire. Magical liquids get an RC of 9 or less on 3d6 to be affected.

**4 – Condense**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS  $20 + 10/F^2$   
 Duration: instantaneous  
 Area:  $5 + 2/F^2$  radius  
 Effect: air to water

Condense changes the indicated volume of air to water, the resultant volume decreasing to 10% of its original size. The magical properties (if any) are not affected. Magical gasses get an RC of 9 or less on 3d6 to be affected. The GM will adjudicate any decompression effects.

**5 – Dissolve**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area:  $1 + .25/F^2$  radius  
 Effect: earth to water

Dissolve changes any sand, clay and/or stone objects up to the volume indicated into water. The magical properties (if any) are unaltered. Magical objects (e.g. magical gems, etc.) get an RC of 9 or less on 3d6 to be affected.

**6 – Dowse**

Time to Cast: 2 R  
 Resist Check: special  
 Target: LOS  $10 + 3/F^2$   
 Duration: instantaneous  
 Area:  $1 + .5/F^2$  radius  
 Effect: fire to water

Dowse changes any normal fire up to the diameter indicated into water. Magical fires get an RC of 9 or less on 3d6 to be affected.

**7 – Evaporate**

Time to Cast: 1 R  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area:  $5 + 2/F^2$  radius  
 Effect: liquid to air

Evaporate changes the indicated amount of aqueous liquid into air. The volume increases by a factor of 10. The magical properties (if any) are unaffected. The GM will adjudicate any pressurization effects. Magical liquids get an RC of 9 or less on 3d6 to be affected.

**8 – Disguise**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration:  $12 + 3/F^2$   
 Area: see text  
 Effect: change appearance

Disguise allows the caster to alter the appearance of one target, of the caster's own species, to roughly the same height and weight (within 10%). Sex, hair and eye color, etc. may be freely changed.



**9 – Endwarf**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 6 + 2/F H  
 Area: see text  
 Effect: see text

Endwarf enables the caster to shrink another of his own race, including equipment, down to 10% of the target's original size, or 1% if the effect is finessed once (a 6 foot tall being could be made 7" tall, or 7/10" with one finesse). The target's STR is proportional to his reduced size (e.g., one with an 18 STR shrunk 50% would have a 9 STR for the spell's duration), but other physical abilities remain the same.

**10 – Transmute**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: see text  
 Effect: change appearance

Similar to Disguise, this spell allows the caster alter the race of the target, if desired, as well as the appearance. The height and weight limitations are the same, and the target must be of the caster's species.

**11 – Enmass**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 6 + 2/F H  
 Area: see text  
 Effect: up to 300 + 100/F%

Enmass is the opposite of Endwarf, and affects the target (who must be of the caster's species) and his equipment. If the target is originally 6' tall, he could be made up to 18' with the base spell, or up to 42' tall with four finesses. The target's STR is commensurate with his height increase, but his other physical abilities remain the same.

**12 – Elemental Mastery**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + .5/F days  
 Area: 1 + .5/F' radius  
 Effect: change any element

Elemental Mastery enables the magician to convert the indicated volume of one element to another as he desires. Outlining the area to be converted with his hand, he casts the spell and the area changes to the indicated material(s) for the duration of the spell. As with previous spells, magical objects get an RC of 9 or less on 3d6 to be affected.

**13 – Age**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 5/F'  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: age 1d20 + 4/F years

The target of Age who fails the RC, instantly and permanently becomes older.

**14 – Mutate**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: "improve" species

Mutate empowers the caster to make changes or "improvements" to a species. Extra arms or legs can be added or removed, eye position and number changed, skeletal shape altered, etc. One change can be made with the base spell, plus one change for every two finesses. All attribute changes must be bought with experience gathered from buying down existing attributes. The resulting rank of the target does not change.

**15 – Rebirth**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: regain d20 + 4/F years

Rebirth is the opposite of Age. However, no creature may be made younger than 14 years old.

**16 – Transmogrify**

Time to Cast: 4 R  
 Resist Check: 5d6 vs PWR negates  
 Target: touch  
 Duration: permanent  
 Area: 1 creature  
 Effect: totally transform

Transmogrify enables the caster to change any living creature in a 40 + 20/F' radius into another creature of the same size. The transmogrified creature loses its original abilities and takes on the natural abilities of the new form. The new form cannot have a "Rating" higher than the original form. The transmogrification persists until cancelled by the caster or Revoked.

**17.1.4 Charms****1 – Rockabye**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: until awakened  
 Area: 1 creature  
 Effect: put INT >3 asleep

The intelligent target of this spell must not be in combat, and must be unaware that the caster is attempting a spell. If the spell succeeds, the target slips into a natural sleep, but will awaken normally. If the spell fails, the target is unaware of the attempt.

**2 – Drowse**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: until awakened  
 Area: 1 creature  
 Effect: put INT <3 asleep

The effect of Drowse is the same as Rockabye, but the target must be non-intelligent.

**3 – Jackfrost**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: 20 + 5/F'  
 Duration: instantaneous  
 Area: 5 + 2/F' radius  
 Effect: inactivate plants

Plants or plant-like creatures in the area of effect which fail the RC are blasted with a light ice, which melts away in one round. The plants then turn brown and lie flat on the ground, just as if frosted. The plants will return to their original condition over time.

**4 – Frostfeet**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 + 1/F creatures  
 Effect: freeze in place

The intelligent targets of this spell are prevented from moving, as if their feet were frozen to the ground.

**5 – Snare**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 1 + 1/F creatures  
 Effect: halt INT <3 movement

The non-intelligent targets of Snare which fail the RC feel incapable of movement, as if bound or caught in a snare, for the duration of the spell.

**6 – Shock**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: 4 + 2/F R  
 Area: 10 + 3/F' radius  
 Effect: bind plants

If the RC is failed, plants in the targeted area are prevented from moving, as if bound with rope like shocks of grain in a field, for the spell's duration.

**7 – Witchy Sleep**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/F'  
 Duration: 6 + 2/F H  
 Area: 1 + 1/F creatures  
 Effect: induce magical sleep

If the intelligent targets of Witchy Sleep fail their RCs, they slip into a deep, magical sleep. They will only awaken when the spell is cancelled by the caster, Revoked, or the duration expires.

**8 – Hibernate**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/F'  
 Duration: 6 + 2/F H  
 Area: 1 + 1/F creatures  
 Effect: induce magical sleep

This spell is similar to Witchy Sleep, except it works only on non-intelligent creatures.

**9 – Dormant**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 25 + 5/F'  
 Duration: 6 + 1/F days  
 Area: 10 + 3/F' radius  
 Effect: halt plant processes

Dormant causes all plants in the targeted area which fail the RC to immediately suspend all normal plant functions such as growth, photosynthesis, fruit production, etc.

**10 – Siren**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 + 1/F creatures  
 Effect: impose will on INT >3

Siren enchants any intelligent creature to do the caster's bidding. If the target disobeys the caster, the spell is broken, but the target loses one point of WIL permanently. When the spell ceases, the target will be completely aware of the enchantment and his actions while enspelled.

**11 – Drover**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 25 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 1 + 1/F creatures  
 Effect: impose will on INT <3

Drover is similar to Siren, except it only works on non-intelligent creatures. Other aspects of the spells are the same.

**12 – Greenthumb**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 25 + 5/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 3/F' radius  
 Effect: impose will on plants

Greenthumb allows the caster to coerce plants in the targeted area, which fail the RC, to do his bidding. Such actions must be within the abilities of the plants, i.e., ground movement is impossible unless the plant has that ability. Accelerated growth, entanglement, etc. are likely uses. A sentient plant which disobeys will lose 50% of its growth and the spell ends. It can regrow normally.

**13 – Nightmare**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: single target  
 Effect: withdraws mind

The intelligent target of this spell has his mind thrust into his subconscious, where he has non-ending and terrifying nightmares. His body seems vacant and vegetable-like. This spell stays in effect until cancelled by the caster or Revoked.

**14 – Davy Jones**

Time to Cast: 4 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: 1 creature  
 Effect: confinement

The target must be within 20 feet of a 200 square foot or larger body of water for the spell to work. This powerful Water magic causes any flesh-and-blood creature to be drawn into the water. The creature does not die, and may be brought back by Revoking the Davy Jones at the site of the confinement.

**15 – Mesmerize**

Time to Cast: 3 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 5 + 1/F'  
 Duration: permanent  
 Area: 1 creature  
 Effect: hypnotize

At the end of the casting time, scintillating water droplets stream from the caster's fingertips and weave a seductive pattern before the targeted (any flesh-and-blood) creature. If the RC is failed the creature is totally under the caster's control and can be made to do anything short of committing suicide.

**16 – Decant**

Time to Cast: 2 M  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: single target  
 Effect: move life force

The caster can pour the immersed target's life force into a decanter filled with water, or to return it to a vacant body. If the RC is failed, the life force is transferred. No more than one life force can inhabit a body, unless all parties are willing. Any life force inhabiting water is destroyed if evaporated. If the water is diluted into a body of water, the life force is not destroyed, but is unrecoverable with Decant.



## Chapter 18

### Divine Core Magic

All priests, except those who worship T'or, have access to certain basic magics in addition to the spell groups specific to their sects.

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**Ceremonies** are the magical component of the standard ceremonies performed by all sects. While these magics are shared, the actual form of the ceremony always differs from sect to sect. The spells have few noticeable effects, but they are very valuable from a roleplaying point of view.

**Revocation** spells are used to cancel another priest's magic. They have no effect on elemental magic.

**Blessings** allow the priest to lay his hope for good fortune on deserving followers of his flock and favored friends. All blessings last no longer than 24 hours, or until the time they take effect. The priest can only cast blessings on others, not himself. When the priest casts a blessing on one of his own faith, it works automatically. When cast on one outside the faith, the GM will ask the target to succeed a check against the target's PWR of a number of dice reflecting the GM's opinion of the target's piety and similarity of creed. Only one

blessing can be on a target at one time. Blessings may not be used in conjunction with the **Defer** spell.

**Fabrication** spells allow the caster to create and manipulate various objects and holy writs.

**Detections** are used to inform the caster of different things around him. These spells also allow the priest to reach into a man's mind and learn his inner self.

**Influence** spells are used by priests to show others the way of his faith, and guide them along the true path.

**Bind** spells are the means by which a priest manufactures magical items and creates permanent or delayed spell effects.

**Defer** spells are the means by which a priest manufactures divine items or delayed spell effects.

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**1. Ceremonies**

- 1 Worship
- 2 Consecrate Item
- 3 Dedication
- 4 Unification
- 5 Last Rites
- 6 Ordination
- 7 Excommunication
- 8 Atonement
- 9 Mortify
- 10 Sanctify
- 11 Forbiddance
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**4. Blessings**

- 1 Divine Grace
- 2 Deter Fate
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- 5 Enhance Potential
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- 10 Second Chance
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- 1 Revoke Fear
- 2 Instill Fear
- 3 Share Vision
- 4 Attention
- 5 Paralyze
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- 11 Quest
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**2. Revocation**

- 1 Revocation 1
- 2 Revocation 2
- 3 Revocation 3
- 4 Revocation 4
- 5 Revocation 5
- 6 Revocation 6
- 7 Revocation 7
- 8 Revocation 8
- 9 Revocation 9
- 10 Revocation 10
- 11 Revocation 11
- 12 Revocation 12

**5. Fabrications**

- 1 Create Water
- 2 Speak The Word
- 3 Create Bread
- 4 Capture The Word
- 5 Create Fish
- 6 Create Meat
- 7 Transfer The Word
- 8 Create Holy Water
- 9 Create Holy Symbol
- 10 Create Fervor
- 11 Produce Vestments
- 12 Produce Truth

**3. Defer**

- 1 Defer 1
- 2 Defer 2
- 3 Defer 3
- 4 Defer 4
- 5 Defer 5
- 6 Defer 6
- 7 Defer 7
- 8 Defer 8
- 9 Defer 9
- 10 Defer 10
- 11 Defer 11
- 12 Defer 12

**6. Detections**

- 1 Detect Divinity
- 2 Uncover Affection
- 3 Detect Life
- 4 Unveil Fear
- 5 Detect Captivation
- 6 Share Joy
- 7 Discern Motivation
- 8 Disclose Sin
- 9 Reveal the Past
- 10 Divulge Virtue
- 11 Commune
- 12 Manifest Destiny

**18.0.1 Ceremonies****1 – Worship**

Time to Cast: 1 M  
 Resist Check: none  
 Target: none  
 Duration: 1 M  
 Area: clear hearing  
 Effect: not much

This spell is used in conjunction with worship ceremonies. The priests cast this to gain the attention and favor of their deity.

**2 – Consecrate Item**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 50 lb item  
 Effect: makes item holy

This spell is used to dedicate an item to the priest's deity. This is normally done on many of the implements and tools used during worship ceremonies. This will cause the item to have a faint glimmer when viewed with the *Witchsmeller* and *Detect Divinity* spells.

**3 – Dedication**

Time to Cast: 2 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 30 + 10/F' radius  
 Effect: makes a place holy

This spell dedicates a place and makes it holy to the priest's deity. This can fail for various reasons related to the place's past.

**4 – Unification**

Time to Cast: 3 M  
 Resist Check: willing target only  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: dedicates worshiper

Unification is the process of making a person acceptable for worship of a deity. When someone declares that they wish to worship a deity, when they have met all the other requirements, the priest uses this spell to alert the deity to the existence of the new worshiper. This ceremony is also often used to indicate that children have "come of age" and are full worshippers.

**5 – Last Rites**

Time to Cast: 5 M  
 Resist Check: none  
 Target: LOS 10'  
 Duration: instantaneous  
 Area: target  
 Effect: puts soul to rest

This spell allows the soul of a newly dead worshiper of a deity to return to his deity. If this spell is not cast, the soul still inhabits the dead body, in pain and powerless. Eventually such souls are either collected by the God of the Dead, or drift into the **Kurago**. While a soul still inhabits the body, the body can be used for many gruesome purposes, including the creation of undead creatures.

**6 – Ordination**

Time to Cast: 10 M  
 Resist Check: willing target only  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: inducts follower as a priest

This ceremony is used to induct a worshiper into the priesthood. Check the appropriate deity section for the actual form of the ceremony.

**7 – Excommunication**

Time to Cast: 15 M  
 Resist Check: none  
 Target: special  
 Duration: instantaneous  
 Area: target  
 Effect: expel worshiper

When a follower must be expelled from the flock, this ceremony is used to withdraw the protection of the deity from the wrongdoer. The target need not even be present for this ceremony. The priest had better be sure of the reason, for if, in the deity's opinion, the target is expelled wrongly, it is the priest who is excommunicated.

**8 – Atonement**

Time to Cast: 20 M  
 Resist Check: willing target only  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: renews commitment

An excommunicated follower can be brought back into the fold. After he meets other requirements, this spell renews his connection to his deity.

**9 – Mortify**

Time to Cast: 1 H  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: target  
 Effect: punish heretic

When anyone commits a heinous crime against a temple, the priests may perform a ceremony of Mortification. The ceremony lays a great curse upon the target, invoking the power of the deity to punish the wrongdoer. The target need not even be present to use this spell. It is cast by 12 or more priests in unison to have effect. Temples must be careful to cast Mortification only when needed; doing so frivolously raises the ire of the target's temple and of the priests' own deity.

**10 – Sanctify**

Time to Cast: 1 Day  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 structure  
 Effect: dedicates temple

This is used to dedicate a new temple or shrine to a deity.

**11 – Forbiddance**

Time to Cast: 1 H  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 250'  
 Duration: permanent  
 Area: target  
 Effect: prevents action

This spell is similar to Quest, but rather than causing the target to perform an action, it prevents the target from performing a stated action.

**12 – Miracle**

Time to Cast: 1 M  
 Resist Check: none  
 Target: special  
 Duration: special  
 Area: special  
 Effect: effect a miracle

This ceremony is used by the priest to ask his deity to assist him to perform any stated miracle. The success of the miracle is not dependant on the spell power, but on the whim or will of the deity. Adjudication of the miracle depends on the circumstances and is at the GM's discretion.



## 18.0.2 Revocation

### 1 – Revocation

Spell Rank: 1 – 12  
Time to Cast: 3 R  
Resist Check: special  
Target: LOS 80 + 20/F'  
Duration: instantaneous  
Area: 1 magical effect  
Effect: nullify divine  
power

#### 18.0.2.1 Revoking Spells

The Revocation group is different from others in that the spell remains the same throughout, except that each successive spell is more powerful than the previous. It can affect both spells and items; potions and other single use items are considered as spells for Revocation purposes.

The mechanics for determining if a Revocation is successful are simple. The player rolls a number of d6 equal to the rank of the Revocation his character is casting and totals them. The GM rolls a number of d6 equal to the rank of the effect the caster is attempting to Revoke and totals them. The higher total wins, i.e., if the player's total is higher the target effect is negated; if the GM's total is higher the Revocation fails.

#### 18.0.2.2 Affecting Items

Each magical item has at least two components: a spell effect and a **Defer**. These are specified in the item's description. To temporarily suspend the effect of an item (or draw charges from a charged item), the caster attempts to Revoke the spell effect. Dice are rolled as described under Revoking Spells. If the player's total is higher the Revocation works and the difference between his and the GM's total is the number of rounds the effect is negated, or the number of charges drawn.

To permanently cancel an item the caster must revoke the **Defer** spell. Dice are rolled, and if the player's total is higher than the GM's the item is made permanently non-magical.

### 18.0.3 Defer

#### 1 – Defer

Spell Rank: 1 to 16  
 Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 2 hours  
 Area: 1 Spell  
 Effect: delayed spell effects

Casters use the **Defer** spell to delay the effects of another spell. The caster picks some non-living, non-magical object that he can hold in one hand and lift, he casts the **Defer** spell on the object. This places a magical field about the object that can hold one other spell of a rank equal to or less than the rank of the **Defer** spell used. Immediately after this, the caster casts his other spell into the same item. The magical field created by the **Defer** ensnares this second spell, hold within the field.

As long as the **Defer** spell lasts, the caster can touch the item and direct the ensnared spell to discharge, having the same effect as if he had cast it originally. The spell's release from the **Defer** takes a single round, despite the casting time of the spell. If the **Defer** spell expires, without triggering its contained spell, all magic energies involved dissipate harmlessly.

If the caster wants someone other than himself to be able to release and direct the spell, he may finesse the original **Defer** to include a trigger that others can use. The number of finesses determines what kind of trigger is used, as follows:

- 0 Thought Activated for the original caster
- 1 Mechanical
- 2 Spoken Word or Phrase
- 3 Thought Activated by anyone
- 4 Activated by a condition

Spells cast with an unfinessed **Defer** can only be thought activated by their original caster, when he is touching the item. One finesse allows the spell to be triggered by any moving part of the item. Two finesses allow the spell to be triggered by a key word or phrase. Three finesses allow the spell to be thought activated by anyone holding the item. The fourth finesse allows the caster to state the single condition that will activate the item. This condition can only describe a state of being, and can only be based on the position, condition or existence of physical objects or energies within 10' of the item.

The caster may choose to target the spell either at the time of casting the **Defer** spell, or when it is triggered. If it is targeted when triggered, the person triggering the spell can direct it mentally, just as if they were the caster. If it is targeted when the **Defer** is originally cast, the caster gives targeting information relative to the position and orientation of the object used for the **Defer** spell.

**Defer** spells used on items with already existing defer spells cast by a different caster don't work. Recasting a new **Defer** spell on your deferred spell extends the duration of the original **Defer** spell by an additional 2 hours.

The Divine **Defer** spell can only be used to contain divine spells.

**18.0.4 Blessings****1 – Divine Grace**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: raise % for DI

For a period of 24 hours after this blessing is laid on a target by a priest, the target is in a state of divine grace. If the target attempts to call upon a deity for intervention and fails, he can ignore the roll and roll again to check for success. Once used, this blessing ends, and further attempts are made as normal.

**2 – Deter Fate**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: avoid one selection

For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be avoided. When the GM starts to choose which adventurer is effected by an event by using a random die roll, a target with this blessing expends it by asking to be excluded from the pool of possible targets. The GM then makes the selection, ignoring the target.

**3 – Abate Fatigue**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: instantaneous  
 Area: target  
 Effect: borrow against rest

The priest lays his hands on the target, helping it recuperate. This has the effect of one night's rest, healing the target and regenerating his spell ability as if it had rested for eight hours (or twelve for an elf). This is borrowing against the target's future recuperation powers, so the next actual rest period will have no effect.

**4 – Optimize Onslaught**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: increase hit chance

For a period of 24 hours after this blessing is laid on a target by a priest, on any physical attack that the target fails, he may choose to ignore the first roll and attempt the roll again. Once this option is taken, this blessing expires.

**5 – Enhance Potential**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: increase chances

For a period of 24 hours after this blessing is laid on a target by a priest, the target can choose to use the blessing on any one dice roll. When he does this, he makes the roll twice, and the higher of the two totals is the true result.

**6 – Defy Injury**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: ignore one attack

For a period of 24 hours after this blessing is laid on a target by a priest, the target can ignore the damage from a single physical hand to hand attack. After the GM announces the adventurer has been hit, and before he announces the result, the players can state he is expending the blessing to ignore the damage.

**7 – Augment Task**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: raise % on skill check

For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a check against a skill and fails, the player can expend this blessing to ignore the result. He then rolls the same check again and abides by its result.

**8 – Attract Fate**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: attract one selection

For a period of 24 hours after this blessing is laid on a target by a priest, one random selection can be attracted. When the GM starts to choose which adventurer is effected by an event by using a random die roll, a target with this blessing expends it by asking to be the effected one. The GM then acts as if the target was the one selected.

**9 – Forestall Conflict**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: interrupt conflict

In the next 24 hours, the target can expend this blessing by calling out “Stop in the name of” the blessing’s deity. This can occur any time actions are being declared. The GM gives results of the already stated actions ending the current round. All present spend a round taking no actions, but events, like falling rocks or duration spells, don’t stop. Then the GM starts a round giving the target and his allies initiative.

**10 – Second Chance**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: raise % on RC

For a period of 24 hours after this blessing is laid on a target by a priest, when the target attempts a RC and fails, the player can expend this blessing to ignore the result. He then rolls the same RC again and abides by its result.

**11 – Abate Outcome**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: minimize one result

The target expends this blessing when the GM is rolling one result which will effect the target. The effect then occurs to the target as if the GM rolled the minimum on each die of the effect. A *fireball* that would do 8d6 of damage does only eight points to the target. This does not change the effect on others sharing the same outcome.

**12 – Share Grace**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: single creature  
 Duration: 24 hours until used  
 Area: target  
 Effect: bless a group

A priest uses this spell in combination with any of the other blessings of up to rank 8. The second blessing then can effect as many people as the priest’s CSE stat. The combined casting time of the two spells is sequential (4 M total).

**18.0.5 Fabrications****1 – Create Water**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 M  
 Area: 2 people/1 day  
 Effect: creates water

Upon casting this spell, and striking the ground or a rock, a stream of clean, pure water begins flowing. There will be enough water to sustain two people for one day.

**2 – Speak The Word**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: hearing  
 Effect: reproducing holy writ

While concentrating on a holy writ, the caster casts this spell which then allows him to issue forth the writ, letter perfect and in the voice of the original speaker.

**3 – Create Bread**

Time to Cast: 2 R  
 Resist Check: negates  
 Target: touch  
 Duration: instantaneous  
 Area: 2 + 1/F people/day  
 Effect: changes stone to bread

This spell, transmogrifies stones or other earthen objects into bread. There will be enough to satisfy the needs of two people for one day, plus an additional person per finesse.

**4 – Capture The Word**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: hearing  
 Effect: records speech

This spell allows the caster to memorize the words of a speaker so he can later repeat them using Speak The Word. This spell cannot be used to capture the magical speech of others using Speak The Word.

**5 – Create Fish**

Time to Cast: 4 R  
 Resist Check: negates  
 Target: touch  
 Duration: instantaneous  
 Area: 4 + 1/F person/day  
 Effect: changes water to fish

When cast upon a vessel of water, the water is transmogrified into enough fish to sustain four people for one day.

**6 – Create Meat**

Time to Cast: 8 R  
 Resist Check: negates  
 Target: touch  
 Duration: instantaneous  
 Area: 8 + 2/F people/day  
 Effect: changes plant matter to meat

Create Meat transmogrifies any non-living vegetable material into enough fresh red meat to sustain eight people for one day.

**7 – Transfer The Word**

Time to Cast: 1 M  
 Resist Check: willing target  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: target  
 Effect: transfers holy writ

A priest uses this magic to teach a magical writ to a willing colleague. The priest casts this spell and the target goes into a deep, hypnotic trance. The priest then casts Speak The Word and intones the writ to transfer. When the target recovers from the trance, he knows the holy writ.

**8 – Create Holy Water**

Time to Cast: 1 M  
 Resist Check: negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 + 1/F liters  
 Effect: sanctifies water

This spell will sanctify up to one pint water, making it holy.

**9 – Create Holy Symbol**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 0  
 Duration: instantaneous  
 Area: 1 symbol  
 Effect: creates a holy symbol

The priest must clench his fist while intoning the spell. At the end of the casting time he'll be grasping a newly created holy symbol of his faith. Its composition depends on the finesses applied at the time of casting: 0) wood, 1) iron, 2) silver, 3) gold, or 4) platinum.

**10 – Create Fervor**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: 0  
 Duration: 30 + 10/F M  
 Area: hearing  
 Effect: create religious zeal

The caster uses this spell in combination with Speak The Word to intone a holy writ to a group of people. Each person is allowed the RC; any who fail will embrace the writ and get enthusiastic.

**11 – Produce Vestments**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: creates new robes

This spell allows the caster to create a new set of robes for himself. What he was previously wearing is destroyed in the process. All valuables and magic are unaffected. The robes can be of any design, but must use non-precious materials.

**12 – Produce Truth**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: hearing  
 Effect: verifies truth

When a priest uses this spell, anything he says will be completely accepted as the truth by his listeners. If the caster attempts to tell a lie, a half-truth, or even an intention to mislead while this spell is in effect, he must make an RC of 6d6 vs HEA or die.

**18.0.6 Detections****1 – Detect Divinity**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: LOS 200'  
 Effect: shows divinity

This spell causes divine things to glow with a white aura. The stronger the holiness, the brighter the light appears. Any holy relic or artifact can be easily detected with this spell. Priests have a faint glimmer, and prophets shine brightly.

**2 – Uncover Affection**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: reveals affection

Uncover Affection gives the priest a vision of the person for whom the target feels the most affection. If no vision forms, the target either bears no affection for anyone or made the RC. In some cases the vision can be of the target.

**3 – Detect Life**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: LOS 200'  
 Effect: shows living things

Anything the priest sees after casting this spell which is alive is surrounded by a faint blue glimmer.

**4 – Unveil Fear**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: reveals worst fear

This spell gives the priest a vision of the target's worst fear.

**5 – Detect Captivation**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: LOS 200'  
 Effect: reveals charmed creatures

People and creatures under the influence of mind-controlling spells are outlined by an orange aura with this spell.

**6 – Share Joy**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: reveals most joyful event

A vision of the event in the target's past which brought him the most happiness appears to the priest when this spell is used.

**7 – Discern Motivation**

Time to Cast: 1 R  
 Resist Check: 5d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: LOS 200'  
 Effect: reveals motivation

The priest sees a glimmer around all creatures and peoples with an INT greater than 6 for the spell's duration. The glow varies from deep red to brilliant white, or any shade in between. The priest intuitively knows what motivations the colors represent.

**8 – Disclose Sin**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: shows worst sin

This spell gives the priest a vision of the target's (in the target's opinion) most heinous sin.

**9 – Reveal the Past**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: target  
 Effect: shows past actions

This spell allows the priest to show a vision of some event in the target's past. The caster visualizes the proper time and day, and casts this spell upon the target. A vision appears in the air, for all to see, of the events of that time.

**10 – Divulge Virtue**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: Reveals Virtue

The priest receives a vision of the target's most virtuous act (in the target's opinion) after casting this spell.

**11 – Commune**

Time to Cast: 10 M  
 Resist Check: none  
 Target: none  
 Duration: 1 question  
 Area: none  
 Effect: deity answers question

The priest's deity may deign to answer one question, which must be asked by the priest who cast the spell. Take care casting this; the answer may not be without cost.

**12 – Manifest Destiny**

Time to Cast: 10 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: shows destiny

This spell should be used with great caution, for it will reveal a vision, for all to see, of the final, unalterable destiny of its target.



**18.0.7 Influences****1 – Revoke Fear**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F'  
 Duration: instantaneous  
 Area: target  
 Effect: negates fear

This spell causes its target to lose all cause for unreasonable fear, magical or not, and regain control of his actions.

**2 – Instill Fear**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: LOS 30 + 10/F'  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: causes fear

The target of this spell suddenly becomes unreasonably fearful of all people and creatures about him. The exact nature of the fear is up to the person playing the target to roleplay.

**3 – Share Vision**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 30 + 10/F' radius  
 Effect: share a vision

The priest casts this spell prior to any other spell or effect which would give him a vision. The vision may then be seen by all within the area of effect.

**4 – Attention**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: clear hearing  
 Effect: forces others to listen

Attention allows the priest to grab the attention of those within clear hearing of his voice and make them listen to what he has to say. It does not affect their opinion of the caster or his message.

**5 – Paralyze**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 60 + 20/F'  
 Duration: 1 + 1/F M  
 Area: target  
 Effect: immobilizes target

Paralyze causes the target to become incapable of voluntary muscle movement. He collapses and cannot move or speak, but he knows what is going on around him.

**6 – Curse**

Time to Cast: 2 R  
 Resist Check: special  
 Target: LOS 80 + 40/F'  
 Duration: special  
 Area: 1 + 1/F target(s)  
 Effect: lays a curse

This spell allows the caster to lay a curse upon the target. The GM makes a secret RC of 4d6 vs the target's lowest stat. The caster can affect one of the following: combat hits, damage taken, or resistance checks made. The curse cannot make more than a 30% change on any die roll, but the curse stays in effect until it succeeds. The priest must phrase the curse in game terms, not as changes to rolls.

**7 – Revoke Curse**

Time to Cast: 1 M  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: lifts a curse

This spell allows the caster to lift a curse from an item or object only. The caster must make an RC of 4d6 vs CSE to succeed.

**8 – Enthrall**

Time to Cast: 3 R  
 Resist Check: 3d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: clear hearing  
 Effect: influence others

Like Attention, this spell forces others to listen to the priest's words. It also causes the targets to make an RC or believe, at least temporarily, what the priest says. When the duration expires, its effects slowly fade over one hour.

**9 – Devotion**

Time to Cast: 1 M  
 Resist Check: 3d6 vs CSE negates  
 Target: touch  
 Duration: permanent  
 Area: target  
 Effect: aligns target to  
 caster's faith

This spell allows the priest to force someone to be devoted to the cause of the priest's deity. This spell doesn't change the target's personality or style, but alters his purpose.

**10 – Disenchant**

Time to Cast: 1 M  
 Resist Check: 4d6 vs CSE negates  
 Target: LOS 10 + 5/F'  
 Duration: permanent  
 Area: target  
 Effect: breaks faith

The priest casts this to cause the target to waver and break in his devotion to a cause, person, or deity. This must be used with caution, for many deities will take this personally.

**11 – Quest**

Time to Cast: 1 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 120 + 60/F'  
 Duration: special  
 Area: 1d6 targets  
 Effect: quests

This spell allows the caster to charge the target(s) with a task. The target must actively seek to complete this quest, or suffer the consequences. The target will lose damage points each day for any days, cumulative, they ignore the quest. The first day they ignore it, they will suffer 1 damage point each day until the quest is complete. If they have strayed for 4 days, then they would take 10 damage points (1+2+3+4) each day.

**12 – Divine Word**

Time to Cast: 1 R  
 Resist check: 6d6 vs CSE negates  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: clear hearing  
 Effect: forces obedience

This spell requires no motions. The priest simply utters a few words in the form of a command. All within hearing must make the RC or follow that command for the spell's duration.

## Chapter 19

### Anubis – Lord of the Dead

#### 19.1 Domain

Anubis is the guardian and protector of all souls, guiding them through life and into the true existence of death.

#### 19.2 History

When men were first made by the gods, it is told that there was no death and old age was unknown. When people were injured, their bodies simply healed. Only the occasional hero or martyr would be taken by the gods and brought to **Cielo**, an infinitely large place of peace and beauty.

Man grew fruitful and multiplied greatly. Over the next few centuries he gradually filled up the world with his spawn. Then things started to go downhill. Crowding and overpopulation caused strife, hunger, and pain. Since none could die, whole populations were held captive and forced to exist in pain in large refugee camps. The very land became sterile, and food even more scarce.

A young man, a hero who had rescued an entire nation from captivity, was rewarded by the gods by being sent to Cielo. He asked, “Why are so few granted this boon? Why do you revered gods and goddesses ignore the suffering and agony of your worshipers?” The gods told him to be still and take his reward without objection. A rather heated argument ensued, ending by sending the young man summarily to Cielo, after silencing him by changing his head into that of a jackal.

He found other heroes and martyrs living in Cielo, and spent the next few years creating a language of gestures and movements to communicate with them. The others did this to satisfy their curiosity as to the origin of this unusual creature. Once he could be understood, he told them his story, and of the plight of the peoples of the world.

Enlisting the aid of history’s heroes, he stormed the gate from the real world and forced the guardian deity there to let them pass. The hoard of heroes roamed the world, seeking out the most deserving to send onward to Cielo.

The gods gathered to punish this presumptuous mortal who had ruined their paradise. They caused the land to open and swallow up Cielo beneath the ground, now calling it **Infero**. Its beauty became bleakness instead. The heroes there degenerated and become mere specters of their former selves, unable to enjoy life for theirs had been taken. Their brash leader was branded **Anubis**, “he who destroys,” and was exiled to lead the dead within Infero.

The gods soon realized the benefits of a much smaller population. While the number of worshipers was much smaller, the resulting prosperity actually increased the gods’ powers. Having learned this lesson, they relented on Anubis, elevating him to godhood, and charging him to cull the old and rescue the miserable from life. He was to

maintain the population down at a manageable size, and was given absolute power over the dead to assist him in accomplishing this task.

#### 19.3 Motivation

“Life is a shadow of true existence”

Believing that real existence does not start until death, the followers of Anubis hold that life is a place to train the soul and prepare it for its existence after death. It is the highest honor to be sent to Anubis via human sacrifice. (Mind you, many followers don’t take this too literally.)

#### 19.4 Aspects

Unlike the other gods, Anubis is rarely seen outside his home in the underworld. The existence of live souls about him pains him and causes him distress. He delegates the tasks that would take him above Infero to his various minions.

He usually appears as an 80 foot tall, jackal-headed human within his citadel. He sits on an enormous adamantite throne at the front of a huge chamber, four meters long by one meter wide. There he grants an audience to all the newly dead, and passes judgement on them before assigning them their place in Infero. His pronouncements can be quite cruel, but Anubis is always just. While he can speak, he usually uses **Tusparol**, a sign language, to communicate with his priests.

#### 19.5 Structure of the priesthood/Temple

The priests and priestesses of Anubis’ Sepulchers perform all the holy and administrative tasks needed. Slaves are assigned all duties involving manual labor. Non-priest freedmen are not allowed to work within the **Sepulcher**, as they do not understand Tusparol and therefore cannot communicate with the priests.

Priests do not specialize in one style of service. Instead, each priest holds a holy office, is responsible for a certain administrative duty, and must participate in the religious discussions of the **Morto-Vojo**, their holy books.

##### 19.5.1 Organization

Priests are organized within the Sepulcher according to seniority and merit. Each priest is responsible for certain ceremonies or aspects of worship. These offices are arranged in a figurative tree structure, with the high priest at the top. Offices are only vacated by the death or advancement

of a priest. If a priest performed so badly as to be demoted, he is expected to atone by offering himself for sacrifice.

Usually a group of about six elder priests hold themselves outside the normal assignments within the Sepulcher. These priests, called “**Recenzisto**,” are in charge of internal advancement and justice. They are responsible to the high priest, but in turn are in charge of appointing him.

### 19.5.2 Requirements

Priests of Anubis must be fairly intelligent and have a good memory. They may be of either sex and of station in life, but they must forgo their outside activities when they join the priesthood.

#### 19.5.2.1 Apprenticeship

Any devoted follower of Anubis may apply to enter the priesthood. They are given a set of exams, administered by the Recenzisto, which test the applicant’s mental and memorization powers. If he passes these tests, he is welcomed into the Sepulcher as an acolyte.

Acolytes are responsible for attending sessions to learn Tusparol, study the Morto-Vojo, and train for the offices they may hold. Anytime during the apprenticeship, an unsuccessful candidate can be dismissed by his instructors and simply be ejected from the Sepulcher.

#### 19.5.2.2 Initiation

When an entry-level office is vacated, the Recenzisto chooses the most senior acolyte, with the proper skills, to fill it. The acolyte is sequestered deep within the catacombs beneath the Sepulcher to meditate, alone, for ten days. He must then either commit to the priesthood or leave the Sepulcher.

If the acolyte commits, he is dressed in the proper ceremonial robes, adornments, and makeup, and led into the ordination ceremony by the high priest. The acolyte will find a willing victim, or possibly a bought criminal, secured to the Sepulcher’s main altar. The acolyte must speak the **Litany of Passing**, then send the sacrifice’s spirit to Anubis in the prescribed manner. He is then a priest and accepted as such by all members of the Sepulcher. A feast is often held to celebrate this event.

#### 19.5.2.3 Duties

Each priest is responsible for three kind of duties. First, and most formal, each priest is assigned an office that is tied to a particular section of a particular ceremony. The priest is responsible to know the proper litany and gestures, must maintain any needed supplies, and supervise any subordinate priests.

Each priest is also involved in one aspect of the daily running of the Sepulcher. He will usually have a staff of one or more slaves to accomplish these tasks, such as food supply, building maintenance and construction, supply acquisitions, care of the resident undead, the publicity office, and care of the Morto-Vojo volumes.

Lastly, each priest must devote at least one day in six to the ongoing discussions of the contents of the Morto-

Vojo. The priest examines examples and discusses how situations should be handled. Occasionally the results will be significant enough to be relayed to the central **Sepulcher D’mort**. The Sepulcher D’mort issues replacement pages for the Morto-Vojo every two to three years, perhaps even a completely new volume.

Outsiders occasionally petition the Sepulcher to lend a priest to assist in investigating murders. Due to their religious practices, Anubian priests are very useful in solving such foul deeds. Often the results surprise the petitioners, as the priest will use his morals in deciding the fate of the murderer or victims.

### 19.5.3 Advancement

The Recenzisto, reviews all vacated offices and decides the basis of both seniority and merit which priest to elevate. This is a full time job, as they hold extensive discussions on each position, and elevation usually causes a ripple of reassignments down the office tree.

They are also responsible for any inquiries into improper or unholy activities of any Anubian priest. The involved priest(s) are brought before them and the Recenzisto seeks the truth by questioning them and any other involved parties.

### 19.5.4 Dogma

“There is but one path to Paradise,  
but billions lead to despair . . .”

Knowing there is only one correct way to do any task, the priests and followers of Anubis spend an incalculable amount of time memorizing the passages of the Morto-Vojo. This incredibly large (312 volumes at present) document describes the proper way to deal with any situation, from those as mundane as how to bathe, to the most complex, such as greeting a foreign head of state when one wishes to show displeasure, but not unfriendliness.

### 19.5.5 Traditions

#### 19.5.5.1 Clothing

Anubis’ priests adorn themselves in voluminous ceremonial robes of red and white cloth, symbolizing the strength of blood and the purity of the soul. Clothes used outside official duties within the Sepulcher are of the same color scheme, but simpler and more utilitarian.

#### 19.5.5.2 Appearance

Priests use jewelry and very carefully applied makeup, to indicate their exact mood and situation. The rules governing appearance are so complex that little other than extremes can be noticed by those outside the priesthood. Priests consider being seen without their proper adornment the same as being caught naked.

### 19.5.5.3 Speech and Gestures

Anubian priests carefully consider every statement before speaking. Control is very important to them, for they are the models of proper and good behavior to which others should adhere. They are not obtuse or deceptive; they are normally straight to the point and usually quite truthful.

The priests have developed a full language of hand gestures that allows them to impart complex and subtle meaning at a blinding speed. Called **Tusparol**, this language is always used when speaking priest-to-priest outside official ceremonies. Some assassins and professional soldiers have also learned this language from the few surviving defrocked priests. (The EP cost of learning Tusparol is double that of other languages, and is restricted to the priests of Anubis).

## 19.6 Worship

Like the priesthood, worshippers of Anubis are very structured in their spiritual duties. Several volumes of the *Morto-Vojo* detail the responsibilities and procedures for meeting those responsibilities.

### 19.6.1 Sacrifices

As detailed in *Morto-vojo* volume 172, followers of Anubis are expected to make one major and 4 minor sacrifices each year. The dates and type of sacrifices are related to the birth date of the worshiper. For children, these sacrifices are performed by their parents and are appropriately down-scaled. The *Sepulcher* sends out reminders and schedules to assist their parish in the complex timing of these sacrifices.

### 19.6.2 Donations

*Morto-vojo* volume 83 has a schedule of donations for each of the 317 listed professions. Dates and amounts are further separated into prosperity brackets, and range from 20 to 30 percent of the worshiper's income.

### 19.6.3 Obligations

These obligations are clearly stated in volumes 112 through 155 of the *Morto-vojo*. They describe in detail the

exact conditions that activate each option. They involve service to the temple, financial support, military duty during emergencies, and the conditions under which people can be delivered into Anubis' embrace.

### 19.6.4 Penance

Volumes 16, 102 and 305 list sins and crimes against Anubis. For each sin, specific punishment is proscribed. This penance can be financial, extra spiritual guidance, public humiliation, temporary incarceration or slavery. Never is death used as a penance that is what all anubians seek.

### 19.6.5 Advice

The Office of Public Information and Guidance in the *Sepulcher* is staffed by trained priests ready to answer any questions of interpretation of holy writings and how they affect normal life.

## 19.7 Holidays & feast days

**The Festival of Death** is held on the first day of Pim each year. Dedicated to all those who have passed on in the previous year, this is a very beautiful and enrapturing ceremony. Thousands of candles are lit, choirs sing sonorous songs about the afterlife, and a rich repast of rare and delicious foods is served.

During the day, competitions and games are held to prove the physical and mental strength and worthiness of the worshippers. Groups and individual events are held, eliminating all but one who is declared Champion of the Festival of Death. The culmination of the evening's celebration, is when the winner is sent to meet Anubis, in person.

## 19.8 Relationship to Other Deities

Most deities are concerned with the lives of their followers. Since life is but a training ground to the real existence of death, these other gods' creeds, rules and followers are unimportant to the priests and worshippers of Anubis.

## 19.9 Magical Abilities

Priests of Anubis have at their command four spell groups that allow them to understand and control the soul.

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**Tomboloko** spells allow the priest to see the physical needs of those who must be laid to rest.

**Animotusi** allows the priest to see to the quality and disposition of the soul.

**Trovisavi** are the spells used to discover the circumstances and methods of death.

**Kadavros** spells allow the priest to create, control and disperse the undead creatures of the night.

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### 1. Tomboloko

- 1 Find Dead
- 2 Tombstone
- 3 Grave Sight
- 4 Preserve Dead
- 5 Grave
- 6 Grave Lock
- 7 Vervakadavro
- 8 Coffin
- 9 Grave Ward
- 10 Regenerate Dead
- 11 Shrine
- 12 Grave Curse

### 2. Animotusi

- 1 Detect Souls
- 2 Empathy
- 3 Refresh
- 4 Soul Blade
- 5 Piety
- 6 Slow Life
- 7 Exorcism
- 8 Soul Speech
- 9 Iron Grip
- 10 Soul Strike
- 11 Suspend Life
- 12 Deliver

### 3. Trovisavi

- 1 View Semblance
- 2 Cause of Death
- 3 Time of Death
- 4 Know Identity
- 5 Location of Death
- 6 Last Image
- 7 Murder Weapon
- 8 Final Words
- 9 Find Witness
- 10 Dead Thoughts
- 11 Witness Death
- 12 After Talk

### 4. Kadavros

- 1 Detect Undead
- 2 Disperse Undead
- 3 Repress
- 4 Hold Undead
- 5 Summon Undead
- 6 Suppression
- 7 Regenerate Undead
- 8 Guard
- 9 Release Undead
- 10 Protect Undead
- 11 Bind Undead
- 12 Create Undead

**19.9.1 Tomboloko****1 – Find Dead**

Time to Cast: 1 R  
 Resist Check: none  
 Target: none  
 Duration: 10 + 5/F M  
 Area: 100 + 50/F' radius  
 Effect: locate dead

Casting this spell causes any dead or undead bodies within the area of effect to radiate a cool white light visible only to the caster. This light can be seen through any material other than iron or adamantite.

**2 – Tombstone**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 grave marker  
 Effect: finishes marker

Casting this spell on a block of rough-cut stone allows the caster to quickly fashion a finished and inscribed grave marker. The marker can contain any markings which the caster would have been capable of engraving with the proper engraving tools.

**3 – Grave Sight**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 grave  
 Effect: view grave contents

Casting this spell on a grave marker or a grave will cause a vision to appear to the caster of the contents of the grave.

**4 – Preserve Dead**

Time to Cast: 1 M  
 Resist Check: 4d6 vs HEA negates  
 Target: 10 + 5/F'  
 Duration: 12 + 3/F H  
 Area: one body  
 Effect: preserves dead tissue

The caster keeps dead tissue from further decay by casting this spell. If the tissue is animate (as in undead) it can avoid the effects by making a successful RC.

**5 – Grave**

Time to Cast: 1 M  
 Resist Check: none  
 Target: 10 + 5/F'  
 Duration: 10 + 5/F M  
 Area: 1 grave  
 Effect: opens grave

Any non-rock ground will split open in a 7 foot by 4 foot rift of up to 6 feet deep when affected by this spell. The caster may close the rift only during the spell's duration.

**6 – Grave Lock**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 20 + 10/F weeks  
 Area: one grave  
 Effect: protects grave

This spell allows the caster to protect a grave from grave robbers. Any attempt to open or desecrate the grave will cause 3d8 damage points to the violator.

**7 – Vervakadvro**

Time to Cast: 5 R  
 Resist Check: none  
 Target: 30 + 10/F'  
 Duration: 2 + 1/F H  
 Area: one dead body  
 Effect: allows movement

A dead, but whole, body can be given movement by this spell. After the casting, the dead body will follow the caster's simple orders involving movement. The animated body cannot manipulate objects or be given orders about the future, as the spell is only manipulating the body, not the soul.

**8 – Coffin**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 coffin  
 Effect: crafts coffin

Given a sufficient amount of wood, this spell will quickly fashion a box suitable for internment of a body. The workmanship will be equivalent to what the caster could do normally with the proper tools, but the magic crafts the coffin quickly and efficiently.

**9 – Grave Ward**

Time to Cast: 2 M  
 Resist Check: none  
 Target: touch  
 Duration: 40 + 20/F weeks  
 Area: one grave  
 Effect: protects grave

This spell allows the caster to protect a grave from grave robbers. Any attempt to open or desecrate the grave will cause 6d6 damage points to the violator.

**10 – Regenerate Dead**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 body  
 Effect: restores decay

The caster can take a whole, but decomposed, dead body and cause its tissues to regenerate, leaving the body in a healthy, but still dead, state. This spell cannot be used on the living or undead.

**11 – Shrine**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 monument  
 Effect: make grave marker

Cast upon a suitable amount of loose rocks and stones, this spell will fashion an appropriate monument for a grave. The workmanship will be only what the caster is capable of, but the monument will be completed by the end of the spell.

**12 – Grave Curse**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: special  
 Area: special  
 Effect: curses defiler

The priest says this warding over a recently (less than one year) buried person. While touching the dirt of the grave, incanting the deceased's name, and visualizing the circumstances of death, the priest places a ward upon the grave. When anyone attempts to disturb or desecrate the grave, they are immediately cursed with terminal bad luck. From that point on the GM should automatically adjust all the player's die roles to his least advantage. This curse can only be lifted by the caster, and only when the caster (or the GM in his stead) believes the cursed target has properly atoned for his crime.



**19.9.2 Animotusi****1 – Detect Souls**

Time to Cast: 1 R  
 Resist Check: none  
 Target: none  
 Duration: 1 + 1/F M  
 Area: 100 + 30/F' LOS  
 Effect: see souls

Casting this spell, the priest sees a faint white glimmer around any soul within range. This will answer the question of whether or not a creature or object has a soul, and it will reveal the presence of any hidden or invisible souls.

**2 – Empathy**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: senses emotions

Touching any target, the priest may learn of that target's current predominate emotion or emotions.

**3 – Refresh**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: one sleep period  
 Area: 4 + 2/F targets  
 Effect: relaxed sleep

This enchantment soothes the soul of a weary adventurer, allowing him a more restful period of sleep. Each target recovers one additional EU, DU and DP after the appropriate amount of sleep.

**4 – Soul Blade**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: one weapon  
 Effect: Disrupts soul

This spell causes a disruptive field to be attached to an edged weapon, causing it to strike at the very fabric of the soul as well as the physical body. Any weapon so treated will cause an additional 1d6 of damage per hit if its souled target fails the RC.

**5 – Piety**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: strengthens faith

This casting allows the priest to strengthen the resolve and belief of its target. The target subtracts 1d6 from any RC vs energy drains, charms and other mind affecting magic.

**6 – Slow Life**

Time to Cast: 1 R  
 Resist Check: 3d6 vs HEA negates  
 Target: touch  
 Duration: 6 + 2/F H  
 Area: single target  
 Effect: causes coma

The soul of the target takes control of all physical body functions and brings them to a halt. The target appears to go into a coma, almost indistinguishable from death. All bleeding, poisons and diseases will be temporarily arrested.

**7 – Exorcism**

Time to Cast: 1 H  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: break possession

This casting attempts to oust a spirit which has possessed a body other than its own. If successful, the foreign spirit is cast out, and the owner of the body regains control.

**8 – Soul Speech**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: shares thoughts

This spell allows the caster to share thoughts, emotions, and senses. Both the caster and the souled target hear each other's thoughts, and can see and hear from the other's senses.

**9 – Iron Grip**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: fortifies faith

A stronger version of Piety, this spell allows the caster to subtract 2d6 from any RC against mind affecting magic.

**10 – Soul Strike**

Time to Cast: 1 R  
 Resist Check: 4d6 vs HEA for 1/2  
 Target: none  
 Duration: instantaneous  
 Area: 20' Lg x 10' Wd cone  
 Effect: disrupts souls

A cone of disruptive energy emanates from the caster's fingertip, causing 6d6 damage points to all within its coverage. If an undead target fails its RC, it is disrupted and turns to dust.

**11 – Suspend Life**

Time to Cast: 1 M  
 Resist Check: 4d6 vs HEA negates  
 Target: touch  
 Duration: special  
 Area: single target  
 Effect: suspends life

Like Slow Life in most ways, this spell also lasts until a fixed length of time passes, or a specific event occurs.

**12 – Deliver**

Time to Cast: 1 R  
 Resist Check: 6d6 vs WIL negates  
 Target: LOS 60 + 20/F<sup>3</sup>  
 Duration: instantaneous  
 Area: single target  
 Effect: kills

This spell allows the priest to forcefully separate the target's soul from its body and deliver it into the afterlife.

**19.9.3 Trovisavi****1 – View Semblance**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 body  
 Effect: see original features

Touching a deceased body, the caster gains a vision of the semblance of the person just before death. If the body has been dead more than one day, the spell must be finessed to succeed; one finesse for up to one week, two for up to one month, three for up to one year, and four for up to 10 years.

**2 – Cause of Death**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 body  
 Effect: Determine cause

While touching a dead body, the caster can learn the cause of death (wounding, old age, poison, etc.). The time limits and finesses are the same as in the View Semblance spell.

**3 – Time of Death**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 body  
 Effect: Determine Time

While Touching a dead body, the caster can learn the approximate time which has passed since death.

**4 – Know Identity**

Time to Cast: 2 M  
 Resist Check: none  
 Target: instantaneous  
 Duration: 1 + 1/F M  
 Area: 1 body  
 Effect: Determine identity

While touching a dead body, the caster can learn its name, occupation and where it lived. The time limits and finesses are the same as in the View Semblance spell.

**5 – Location of Death**

Time to Cast: 2 M  
 Resist Check: none  
 Target: none  
 Duration: 2 + 1/F H  
 Area: 10 + 5/F met radius  
 Effect: Determine location

While concentrating on the features and personality of a dead person, the caster is drawn toward the site of the person's death. The time limits and finesses are the same as in the View Semblance spell.

**6 – Last Image**

Time to Cast: 2 M  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 body  
 Effect: See last sight

While touching a dead body, the caster gains a vision of the last sight the body had before death. The time limits and finesses are the same as in the View Semblance spell.

**7 – Murder Weapon**

Time to Cast: 3 M  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 body  
 Effect: reveals murder weapon

While touching the body of a murder victim, the caster gets a clear vision of the murder weapon used. This spell will not reveal the identity of the murderer. The time limits and finesses are the same as in the View Semblance spell.

**8 – Final Words**

Time to Cast: 3 M  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 body  
 Effect: hears last words

While touching a dead body, the caster hears the final few words that the deceased spoke before death. The time limits and finesses are the same as in the View Semblance spell.

**9 – Find Witness**

Time to Cast: 3 M  
 Resist Check: none  
 Target: none  
 Duration: 2 + 1/F H  
 Area: 10 + 5/F met radius  
 Effect: Finds witness to death

While concentrating on the features and personality of a dead person, the caster is drawn toward any witnesses of the deed. The time limits and finesses are the same as in the View Semblance spell.

**10 – Dead Thoughts**

Time to Cast: 4 M  
 Resist Check: none  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 body  
 Effect: reads last thoughts

While touching the dead body, the caster experiences the thoughts of the dead person for the last few minutes leading up to his death. The time limits and finesses are the same as in the View Semblance spell.

**11 – Witness Death**

Time to Cast: 4 M  
 Resist Check: none  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 body  
 Effect: view death

While touching the dead body, the caster has a vision of the last ten minutes of the person's life, witnessed from a third view point. The time limits and finesses are the same as in the View Semblance spell.

**12 – After Talk**

Time to Cast: 5 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 body  
 Effect: speech with dead

After a spirit has passed into the afterlife, the caster can attempt to temporarily recall it. The caster must touch the dead body, and utter the person's name three times. If the spirit is willing, or if it fails a 4d6 vs WIL check, it is temporarily recalled to inhabit it's body. It can only listen to and answer questions, which may only be asked by the caster. The time limits are quadruple those of the same as in the View Semblance spell; finesses are the same.

**19.9.4 Kadavros****1 – Detect Undead**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 40' radius  
 Effect: smells undead

This spell will alert its caster to the presence of undead creatures by creating a sharp, pungent odor which only the caster can smell whenever any undead creatures are within the spell's area.

**2 – Disperse Undead**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 20 + 10/F'  
 Effect: send undead away

This casting causes all undead in its area of effect to leave if they fail their RC. This may only be attempted against an undead creature once. Once it has resisted successfully, the spell is no longer effective against it.

**3 – Repress**

Time to Cast: 2 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 4 + 2/F people  
 Effect: suppresses soul

The targets of this spell whom are willing or fail their RC temporarily have their life forces masked. This means that all soul based magic is ineffective against them. This does not keep them from acting, but it will allow them to pass some magical barriers, traps and tests.

**4 – Hold Undead**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 30 + 10/F'  
 Duration: 1 + 1/F M  
 Area: 1 target  
 Effect: holds undead

Undead affected by this spell cannot move or perform any actions while the spell is in effect.

**5 – Summon Undead**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 30 + 10/F' radius  
 Effect: calls undead forth

Any undead affected by this spell will come forth and face the caster. They do not heed his words, but neither do they attack him. Any attempt to harm them breaks the spell.

**6 – Suppression**

Time to Cast: 4 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 target  
 Effect: disguises life

If the target fails it's RC or is willing, it's life force and soul are thrust into the background, leaving what appears to be an undead creature. The target can then be affected by all magic which affects undead creatures.

**7 – Regenerate Undead**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 target  
 Effect: cures undead

The caster can repair damage done to an undead creature with this spell. Each casting repairs 2d6 DPs plus an additional 1d6 DPs for each finesse.

**8 – Guard**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 40 + 20/F'  
 Duration: 2 + 1/F H  
 Area: 1 target  
 Effect: create undead guard

Any undead affected by this spell must stay close to the caster and guard him from harm. The undead do not follow orders, but will recognize friends and foes as designated by the caster.

**9 – Release Undead**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 40 + 20/F'  
 Duration: instantaneous  
 Area: 1 target  
 Effect: destroys undead

This spell revokes the magic animating the undead creature. The creature collapses and turns to dust.

**10 – Protect Undead**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: 4 + 2/F targets  
 Effect: screens daylight

This spell allows the caster to protect its target from the effects of sunlight. An aura of dimness surrounds the creature, allowing it to venture into the daylight without harm.

**11 – Bind Undead**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 30 + 10/F'  
 Duration: special  
 Area: 1 target  
 Effect: command undead

The caster causes the target to perform some specific task or action through the use of this spell. The spell lasts until the task is completed.

**12 – Create Undead**

Time to Cast: 4 M  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: 1 dead target  
 Effect: creates undead

The magic in this spell simulates the life force that once inhabited the body of its dead target. This reactivates the brain giving the target the semblance, but not the substance, of life. The resulting creature has vague and distorted memories that originally inhabited the brain, but at a much lower intelligence due to death trauma and decay (Inferior INT rank 2). The creature has no skills, no spells, and no soul. It will follow the caster's commands as long as it is in the caster's presence.

## Chapter 20

### At'ena – Mistress of Wisdom

#### **IMPORTANT:**

*It is strongly recommended that only actors become priestesses and seers of At'ena in your game or campaign. The existence of an actor who can give broad predictions of what will happen in the future, while still allowing the adventurers free will, makes the GM's job harder. Allowing an adventurer to predict a multitude of minor and major events locks the GM into forcing the outcome of every decision, action, and into what has been predicted. Playing out a predetermined novel is not very interesting.*

#### 20.1 Domain

Considered the “Oracle of the Future,” At'ena is looked to for guidance, advice, and knowledge of future events.

#### 20.2 History

At'ena has no past. She lives only for the future. At the end of time, she sprang forth from the heat death of the universe. Knowing all that exists, she realized that without a goal, without the unknown, there was nothing to strive for. Reaching into the void, she creates worlds, life and intelligence by taking different knowledge from each. As more time unpasses, she obscures yet more knowledge, causing life to become more difficult, and therefore more meaningful. Eventually she will take all knowledge, and the universe will be born anew.

#### 20.3 Motivation

“Only the future will bring enlightenment”

Believing in the imperfection of current events and lives, the followers of At'ena live for the day when they learn all there is to be learned, which will signal the end of all things.

#### 20.4 Aspects

Never seen in her true form, At'ena manifests herself in thousands of ways through signs and omens. She always speaks in puzzles, riddles and enigmas. She often uses her abilities to make these manifestations subtle and powerful.

At'ena appreciates those who craft intricate puzzles and plots, occasionally assisting them in some manner. People who cross her suffer her greatest wrath: she will reveal the true, unavoidable future for them to play out . . . often to their doom.

#### 20.5 Structure of the Priesthood/Temple

Most of the sisters of a Convent are **Readers**. They have learned to recognize signs, and roam the parish governed by the Convent, silently observing the events occurring in the outside world.

A very few are gifted with **The Sight**, a mystical power that allows them to see future events. These **Seers** are secluded at the Convent, and the Readers report their observations to them. When the sisters or outsiders seek advice, the Seers are consulted, for it is believed that At'ena herself supplies these visions of the future.

Many slaves and civilian employees reside at the Convent and are responsible for the daily tasks to maintain the sisters in their proper lifestyle.

##### **20.5.1 Organization**

The sisterhood lacks formal organization. Needed tasks and readings are done by the nearest available and willing sister. Trivial decisions involving the running of the Convent are left in the hands of the civilian employees and volunteers. When an important decision must be made, all the sisters gather to seek the advice of a Seer. This advice usually guides the actions of the individual sisters. There is no seniority or ordering schemes.

While most tasks are eventually done, everyone is at the whim of the sisters. If they do not follow and spread the faith, the Seers will foretell an evil that will befall them.

##### **20.5.2 Requirements**

Applicants wishing to follow the way of wisdom must be, without exception, female. At'enians believe that only the female mind is capable of the intuition and guile needed to seek the way. Applicants also must be virgin; to physically love a man compromises priestess' ability to know At'ena and seek her wisdom.

##### **20.5.2.1 Apprenticeship**

The sisters seek out mainly young girls, quick of wit and of even temperament, to induct into their order. The

families of these girls look upon such an invitation as an omen of good luck and great honor, and thus rarely refuse the sisters' summons. For the girl it means a life free of the cares and pains of ordinary life.

From the day she becomes an apprentice, the prospective sister never lifts a finger to perform any physical task. She spends her adolescence attached to a Reader, who teaches her to recognize signs and omens.

### 20.5.2.2 Initiation

As an apprentice nears adulthood, her instructor will decide the time for her to be tested. The instructor sets up a situation and creates false signs, that signal a conclusion that she has prearranged. If the young girl accepts the events at face value and does not see through the deception, she is considered unworthy of the Convent and returned to her family.

If she reads the real signs correctly and realizes the situation was prearranged, she is accepted into the sisterhood. The other sisters host the induction ceremony, and tattoo the **All Seeing Eye** on her forehead.

If she predicts an outcome other than the prearranged one, and it comes to pass, the sisters recognize she has *The Sight*. Her induction leaves her blinded to this world, but able to see the future.

### 20.5.2.3 Duties

The sisters may do as they please, and the civilian employees see to their needs and wishes. The Seer of a Convent is obliged to be present and perform readings as needed for the sisters and chosen outsiders.

### 20.5.3 Advancement

With no real pecking order, the sisters do not advance in any real sense. Often older, more experienced sisters are looked to for advice, but it is never binding.

### 20.5.4 Dogma

“ . . . Time and Destiny will Reveal All”

Thus believe the followers of At'ena. The universe was created out of chaos and ignorance. The faith and belief of her followers allow At'ena to create order and seek universal truth. They believe that time will reveal all truths. The end of time will see all creation coalesced into a perfect thought, personified by At'ena.

While their creed dictates they must allow events to pass unchanged, occasionally they will reveal only the truths that will allow the future to unfold as foretold by At'ena. People often consult Seers to gain knowledge of the future, but the sisters will only reveal their wisdom if a proper cost is paid.

### 20.5.5 Traditions

Sisters of At'ena are, without exception, female. They do not believe the male mind can work intuitively and

foresee the future. Even the employees and slaves within a Convent are female, and males are not welcome within their ranks or holy areas.

#### 20.5.5.1 Clothing

There is no characteristic clothing or outfit for At'enans. They do like to experiment with new looks, and are often considered by the gentry of the region as leaders in fashion and good taste.

#### 20.5.5.2 Appearance

The only distinctive feature of the sisters is the intricate but small tattoo of the **All Seeing Eye** on their foreheads. When a sister wishes to go unobserved, she hides this with a headpiece or with her hair. When people see the tattoo, they treat her with great respect.

#### 20.5.5.3 Speech and Gestures

Sisters of the Convent tend to talk in riddles and signs rather than being direct and understandable. Many people find this devious and fear what the sisters say, praying it does not mean that ill will fall upon them.

## 20.6 Worship

### 20.6.1 Sacrifices

The sisters do not believe in sacrifices of any kind.

### 20.6.2 Donations

Many people, worshippers or not, give items of value, services, and goods to the sisters and to the Convent. It is thought that such donations confer luck and good will for the future.

### 20.6.3 Obligations

While the sisters do not conduct worship ceremonies, those people who are truly devout feel a need to donate what they can to maintain the sisterhood. Many people who primarily worship another deity may also worship At'ena to gain her favor and luck.

### 20.6.4 Penance

Since neither the sisters nor the devotees are under any obligations, there is no need for penance. What one does in her private life is no one's business, as long as the sister maintains her physical purity.



### 20.6.5 Advice

People often ask a Reader to interpret the signs surrounding an occurrence or an upcoming event. This is invariably accompanied by some sort of donation. The Reader interprets the given signs and makes a prediction. The answer the person seeks is most often couched in riddles or analogies, but the Reader's foretelling will usually come to pass.

For very important questions, people visit the Convent and consult the Seer. (Most Convents have only one Seer, so rare is the gift.) The Seer is always hidden by a mask, or by more elaborate means. Her name is never revealed, giving the impression that she has lived forever. She requests a payment, and then makes a pronouncement based on her sight. A glimpse of the true future may not always be bright or clear, but it is invariably correct.

### 20.7 Holidays & Feast Days

Once every ten years, when the calendar is adjusted by adding three days between the months of Pim and Gorn, the followers of At'ena celebrate the **Festival of the Foretelling**. The holiday allows the seers to predict things to come for the next ten years, and allows the priestesses and followers to release their fears and forebodings.

On the first day, all meditate, seeking divine inspiration and comfort. On the second day a large feast is held. At the height of the feast, the local seer is lead out and tells of future events in the upcoming ten years. The third day the followers and priestesses seek out companions and celebrate life.

About nine months after this celebration, many children are born who are considered a gift from At'ena. The female children are brought up within the Convent and most become priestesses. The male children are given to loving, but barren, parents to be brought up as their own.

### 20.8 Relationship to Other Deities

Believing that only At'ena has complete knowledge, they see other deities as dim reflections of At'ena, and as such are misguided. They do not interfere with unbelievers, but they use them to their own ends when possible.

### 20.9 Magical Abilities

The magical abilities of the Seers are limited to visions given them by At'ena. The ability to interpret signs is not inherently magical in nature.



## Chapter 21

### Isis – The Mistress of Life

#### 21.1 Domain

Protector of all living creatures, Isis guards the sanctity of life, from birth to natural death.

#### 21.2 History

Born just after the lowering of **Infero**, Isis was the daughter of humble parents living alone on the isle **Jehi**. She was their only child, and through the kindness and love lavished upon her, she grew to become a strong, caring yet innocent young woman.

Weary from his work of culling the old and the weak, the recently elevated god Anubis paused on the shore of **Jehi** on his way back to the underworld. There he spied a young girl, out in a field of wheat, working the ground and tending the plants. She was not of sensual beauty, but she possessed basic wholesomeness and innocence that caused him to take pause. In the guise of a young man (which indeed he was) he approached her.

Presenting himself as a weary traveller, he struck up a conversation with the young Isis. He found her pleasant, fun and witty. She found him not as brutish as the fishermen's sons that sometimes visited the isle, and much more clever. They took a distinct liking to each other.

Over the next few months Anubis took every opportunity to stop at **Jehi** to speak with her. And while they spoke on many topics, he always evaded any questions about his life or travels. As they became more and more emotionally involved, this lack of information caused Isis to become very curious, treating the disguised god as a puzzle to solve.

One warm summer day, Anubis openly declared his love for her. Stating that he would return soon to take her away, he took his leave of her. His origin still a mystery, Isis decided to trail her lover and discover his secret.

Much to her chagrin, his real secret was that by espousing the love of a mere mortal, Anubis would have to give up his immortality and godhood to marry her. He was on his way to the underworld to renounce his godhood and put aside his divinity to spend the rest of his shortened life with Isis.

Following Anubis, she saw him open a gateway into the earth. Carefully entering behind him, she eluded his notice and followed him as he traveled to his stronghold deep beneath the ground. Watching him discard his disguise, she realized who he was, and what he was about to do. Bursting forth, she begged him not to renounce his godhood, for she could not bear being the cause of his death.

Anubis refused, professing his love for her yet again, so in a last desperate attempt, she pulled forth a dagger, and thrust it into her heart. Dying in Anubis' arm, her last words were of her love for him. Unable to contain his grief,

both at her death, and his selfishness in causing it, he also wished to end his existence, but only succeeded in knocking himself unconscious.

The other deities gathered to view the tragedy. Realizing that the mortal girl had killed herself because of their rule, they felt remorse over her death. Not having the power to call her back from the dead as a mortal, they did the only thing possible. They brought Isis back as a goddess herself, and to symbolize her actions and spirit, gave her dominion over all life. Wakening Anubis, they took the pain away from him by causing him to forget his love, and return to his duties and responsibilities.

#### 21.3 Motivation

“ . . .and in the end, the love you take,  
is equal to the love you make”

Concerned with man's selflessness to his fellow man, Isis holds love above all other emotions. Her followers are taught that what they receive in life and beyond depends on what of themselves they give.

#### 21.4 Aspects

Appearing usually as a young maiden, Isis is generally clothed in silks of azure and turquoise. She stands as a tall young maiden, fair of form and face, but slightly hardened, and usually begotten with child. She willingly appears to advise and assist her true followers. Her active hand guides those seeking to protect and nurture lives.

Often concerned with the true intentions of those who profess to follow her, she will disguise herself as a mortal man or woman and mingle with them. Her style in dealing with wrongdoers and false followers leans toward the corrective and instructive rather than the punitive.

#### 21.5 Structure of the priesthood/Temple

Upon the establishment of her following, Isis charged her priests with three tasks: to seek out the health of the body, mind, and society. Her priests follow this precept by specializing. Those maintaining the health of the body are called **Resaneir** and are responsible for the advance knowledge of the human body and its repairs. Those working with the mind are called **Konsileir** and are sought out by the troubled who wish to gain inner peace. Priests helping with the problems of society are called **Kunveneir**, and they are responsible for traveling outside the temple and assisting people, groups and countries in need.

### 21.5.1 Organization

Unable to decide among themselves whom is the most giving or holy in the eyes of their god, unwilling to let selection of rank be decided by politics or popularity, the priests of Isis leave selection of the leading priestess or priest to Isis herself. When the presiding life priest, or **Vivocefo** retires or expires, all priests and priestesses gather to celebrate the life of the priest, and all he accomplished. At the height of the ceremony, those present participate in worship, and Isis informs them of the identity of the new Vivocefo.

If she does not, it is seen as a sign of extreme disfavor to the sanctuary. Each priest vows to take on a quest, and upon completion, the priests assemble again to hold the ceremony of choosing.

Once a Vivocefo is chosen, he is responsible for appointing any other positions as they are vacated. Being chosen by Isis, few question his judgment.

### 21.5.2 Requirements

Those aspiring to the priesthood of Isis must be unblemished in actions and deeds. They must have **NEVER** killed any person, and must not have incited any violence leading to any person's death. Also, their selflessness must have been demonstrated before reliable witnesses.

#### 21.5.2.1 Apprenticeship

Potential acolytes above the age of 14 wishing to present themselves as candidates for the priesthood must give **ALL** their worldly possessions to the poor. If they are still minors, their parents must give one quarter of their possessions to the poor.

After this is done they will be considered for becoming acolytes. An initiate is brought within the sanctuary and given a series of subtle and revealing tests. The initiate must demonstrate how he would react in these situations. If the results satisfy the three attending priests, the initiate is accepted into the temple.

An examining priest becomes the initiate's **sponsor**. The sponsor then introduces him, to each priestess and priest. Each tells of their role within the temple, and talks briefly of his history. Then they give the initiate a gift, usually a small religious item, (non-spell) scroll, or some small useful item. (The items have been **Joined** to allow the temple to track their location).

The last priest to gift the new acolyte is his sponsor. The acolyte is taken into the worship area and all sing the **Hymn of Giving**. At this time the acolyte is dressed in robes to show his station and membership in the temple.

#### 21.5.2.2 Initiation

An acolyte is elevated to the priesthood when he has given away all the gifts given to him when he first entered the temple. This is, of course, not told to them beforehand. They must understand and realize the joy and importance of giving.

The acolyte's sponsor will inform the acolyte to appear at a certain time and place. Very often this ceremony is performed out of doors, if the weather permits. The

priestesses and priests of the temple gather together and sing many inspirational hymns. The new priest speaks with each priest and priestess of the temple and contracts to indenture himself to perform a service. This usually entails taking over the duty roster, or assisting the priest in accomplishing some self-imposed task.

At the conclusion of this long ceremony, a feast is held to celebrate the new priest's taking of his priestly duties.

### 21.5.2.3 Duties

Priests of the Resaneir work within the sanctuary, in the wards of the sick. Trained for different positions, some heal with medicines, some heal with the use of needles (**IsoPuncture**), and some heal through prayer. While the use of miracle healing is not often possible, the priests and priestesses will turn no one away from their facility.

Those of the Konsileir seek out people with troubles of the spirit, soul and mind. Trained in the handling of such matters, they offer their assistance to troubled souls to help them find their own answers.

Being a Kunveneir, a priest will seek out the leaders of the community, those merchants, leaders and nobles who help set the course for the masses. Showing them the truth of Isis', they attempt to influence them to follow her as they live and work.

Menial labor and most normal tasks within the Sanctuary are carried out by slaves, leaving the priests to perform their needed offices. But believing in the sanctity of life, the followers of Isis look on slavery as an unpleasant reality, rectify this situation by freeing any slave after five years of faithful service.

### 21.5.3 Advancement

Trusting in Isis and her chosen servant, those of the sanctuary humble await the call of the Vivocefo to do what is required.

### 21.5.4 Dogma

"Receive Life, in quality and quantity"

is a common greeting used by those who follow the teachings of the Mother of Life. They believe that all life is sacred, and should be lived to its fullness. Also, all life is somehow interconnected as one, therefore helping your neighbor helps yourself.

They greatly abhor war and conflict. But many still must make the sacrifice of going out into the world and try to reduce as much suffering and death as they can, no matter how painful to themselves. No end can be greater for a follower of Isis than dying while helping someone else live. They believe that after they die they reside in the dwellings of the dead for a time, and then Isis plucks them forth and allows them to live again, in a new body or form.

### 21.5.5 Traditions

Each sanctuary was founded to serve a different populous, and in different way. Traditions honoring the past are individual to each sanctuary.

### 21.5.5.1 Clothing

Prizing simplicity and virtue, most priestesses and priests of Isis wear one piece robes of white cotton or wool. The cut is very simple and comfortable. A colored belt is usually worn about the waist. Resaneir's belts are blue, Konsileir's wear yellow and Kunveneir's wear red. Priests and priestesses do wear jewelry, but it is usually kept simple and done in copper or silver.

### 21.5.5.2 Appearance

Believing that simplicity is a virtue, an Isis priest will usually affect a simple appearance. Long hair, tied back with a ribbon or twine is common. No perfumes or makeup is used, as it would disguise the image of man given to them. Well aware of the infirmities of the flesh, daily bathing and cleansing is also important, and priests will insist on these regular rituals even in the face of other concerns.

### 21.5.5.3 Speech and Gestures

Never a harsh word, the priests of Isis always speak of the positive. They always say what they believe is good in a person, and avoid talk of things dark. Temper is kept under careful check, for a word spoke in anger is a word meant to harm, not heal.

## 21.6 Worship

Worship is not convened on a regular basis, for the needs of the harmed and wounded do not take the day off. However, the priesthood and followers gather within the sanctuary to celebrate any times of life, the birthing of a baby, the end of a conflict, or the joining of two in commitment.

### 21.6.1 Sacrifices

Sacrifices are not made to Isis, for she is the giver and the mother of life and abhors the needless killing of man or beast.

### 21.6.2 Donations

Isis' followers honor her by giving to the poor and unfortunate about them. Also many followers sponsor projects of social reform. Especially wealthy devotees can set aside funds to help build or expand temples, and subsidize the cost of running the temples. The sovereign lord of an area is expected to subsidize the temple as a sign of good fortune and concern for those under his care.

## 21.7 Holidays & Feast Days

Held on the fourth day of Kild, **The Festival of Life** is a celebration of all that is living. Food, singing, dancing, and storytelling occur throughout the Sanctuary. Patients are brought down to the worship areas, entertainers are retained, and every caterer in town is employed. Games and competitions are held for groups and individuals, and prizes awarded.

## 21.8 Relationship to Other Deities

The priests of Isis often employ members of T'or's **Sirma** guard to protect the priests and priestesses working outside the Sanctuary. Also troops assigned from the Enclave are assigned to guard Sanctuaries in wild or hostile territory. Besides simple payment, the priests of Isis also assist the Enclave by tending to the injuries of those who have been in battle.

Also, the priests and priestesses are often seen at the **Natatorium**, using the facilities to bathe. They have a cordial relationship with Neptune's priests, and will come to tend their wounded on short notice.

## 21.9 Magical Abilities

Priests of Isis have at their command four spell groups that allow them to aid their fellow man.

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The **Recover** magics allow the caster assist the natural healing powers of an injured person or creature.

**Natural Order** spells are used by priests to restore the proper life, form and substance to items and people.

**Heal** spells let the caster repair ravaged bodies.

**Assist** spells allow the caster to help in the course of different natural events in a person's life.

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### 1. Recover

- 1 Recover 1
- 2 Recover 2
- 3 Recover 3
- 4 Recover 4
- 5 Recover 5
- 6 Recover 6
- 7 Recover 7
- 8 Recover 8
- 9 Recover 9
- 10 Recover 10
- 11 Recover 11
- 12 Recover 12

### 2. Heal

- 1 Staunch Wound
- 2 Share Burden
- 3 Trance
- 4 Mend Bone
- 5 Metabolize
- 6 Bolster
- 7 Restore Hearing
- 8 Detoxify
- 9 Restore Sight
- 10 Arrest Death
- 11 Donate
- 12 Recall

### 3. Assist

- 1 Awaken
- 2 Bloom
- 3 Tranquilize
- 4 Inspect Child
- 5 Remove Addiction
- 6 Invigorate
- 7 Fecundity
- 8 Serenity
- 9 Quarantine
- 10 Remember
- 11 Impregnate
- 12 Clarity

### 4. Natural Order

- 1 Purify
- 2 Join
- 3 Youth
- 4 Aerate
- 5 Clarify
- 6 Unwarp
- 7 Flash Clean
- 8 Visualize
- 9 Prevent Deformation
- 10 Restore Metal
- 11 Comprehend
- 12 Reshape

### 21.9.1 Recover

#### 1 – Recover

Spell Rank: 1-12  
Time to Cast: 5 M  
Resist Check: 4d6 vs WIL negates  
Target: touch  
Duration: none  
Area: target  
Effect: restores health

The caster lays his hands on his target and goes into a deep trance. At the end of 30 minutes, the caster comes out of the trance and the target recovers 1d6 damage points for each rank of the spell. The caster may not use this spell on himself.





**21.9.2 Heal****1 – Staunch Wound**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: stops bleeding

When the caster uses this spell while touching the wounds of his target, the skin closes over the wounds and the target loses no more blood. It does not cure any damage, only prevents further blood loss.

**2 – Share Burden**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: target  
 Effect: shares damage

The caster casts this spell and touches his target momentarily. For the duration of the spell, half of the damage points inflicted on the target are taken by the caster instead.

**3 – Trance**

Time to Cast: 1 M  
 Resist Check: willing target  
 Target: touch  
 Duration: 8 H  
 Area: target  
 Effect: healing sleep

This spell puts a willing, conscious target into a deep, trance-like sleep. While sleeping undisturbed, the target will heal lost damage points at three times his normal rate. He can be awakened as if in a normal sleep.

**4 – Mend Bone**

Time to Cast: 2 M  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: one bone  
 Effect: mends broken bone

While holding the target's broken limb in place and straight, this spell causes the break to knit instantly. Surrounding tissue is not repaired, nor any damage points regained by the use of this spell.

**5 – Metabolize**

Time to Cast: 1 M  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: expels poisons

Casting this spell while touching the target can flush poisons from the target's body. The target rolls 3d6 vs his HEA, and if successful, all the poisons immediately leave by whatever means seems most expedient.

**6 – Bolster**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: transfer DP

Casting this spell allows the caster to transfer any of his own damage points directly to his target. These are only temporarily lost (as if the caster were wounded), and may be regained through rest or magical healing. The target may not have his current DP increased above his maximum DP.

**7 – Restore Hearing**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: restores lost hearing

Casting this spell while touching a target's deaf ear (damaged either physically or magically) restores hearing in that ear if the target can make a 3d6 RC vs HEA.

**8 – Detoxify**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: transforms poisons

Touching a poisoned target while casting this spell causes all the poisons in the target to change to a harmless substance, if the target makes a 3d6 RC vs HEA.

**9 – Restore Sight**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: restores lost sight

Casting this spell and touching the target's blinded eye (either physically or magically damaged) restores sight in that eye if the target makes a 3d6 RC vs HEA.

**10 – Arrest Death**

Time to Cast: 1 R  
 Resist Check: special  
 Target: touch  
 Duration: 1 H  
 Area: target  
 Effect: stabilizes injured and dying target

This spell places its willing target into a heavy coma. This coma stabilizes the condition of the target. No further blood will be lost, and if the target would die shortly due to a critical wound, his death is postponed until the spell duration expires.

**11 – Donate**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: donates organ

The caster can transfer one of his internal organs to the target. The magic changes the organ to fit the size and needed tissue type to that of the receiver. The caster automatically suffers 3d6 points of damage when this spell is used.

**12 – Recall**

Time to Cast: 1 M  
 Resist Check: special  
 Target: touch  
 Duration: none  
 Area: target  
 Effect: brings target back from death

The caster can share his life force with a recently departed target with this magic. If the target makes a 3d6 RC vs HEA, his soul is rebound to his body, and bodily functions restarted. If the spell fails, the target stays dead, and the caster dies as well. The target cannot stress his HEA for this RC, as he is not yet alive.

This spell does not cure the dead body in any way, and if it is not preceded by the proper curing magic, the target will simply die again. Priests of Isis will only use this spell if they believe someone has died **before** their proper time.

**21.9.3 Assist****1 – Awaken**

Time to Cast: 1 R  
 Resist Check: special  
 Target: touch  
 Duration: none  
 Area: target  
 Effect: wakes sleepers

This spell awakens anyone from a non-magical sleep. Those in a magical sleep or coma must make a 4d6 RC vs HEA to wake up.

**2 – Bloom**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 10 + 5/F'  
 Duration: instantaneous  
 Area: one plant  
 Effect: restores health to a plant

Any wilted plant is restored to full bloom by this spell. Flowers open, fruit ripens, and the ravages of insects, weather and time are reversed on any living plant.

**3 – Tranquelize**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 60 + 30/F M  
 Area: target  
 Effect: lessens pain

A target's physical pain is temporarily reduced by using this spell. The caster touches the afflicted area while casting, deadening the nerves in that area.

**4 – Inspect Child**

Time to Cast: 10 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 M  
 Area: target child  
 Effect: determines health of unborn infant

The caster uses this spell while placing his hands on the abdomen of the pregnant woman. The magic creates a temporary empathic link between the caster and the unborn child. The caster can determine the child's sex, relative development, and its general physical condition.

**5 – Remove Addiction**

Time to Cast: 1 M  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: removes chemical addiction

Casting this on a target physically addicted to any drug allows the target a 4d6 vs HEA RC to break the addiction. This is only for physical, not psychological, addictions.

**6 – Invigorate**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 8 H  
 Area: target  
 Effect: keeps target awake

This spell allows its target to press on, regardless of how fatigued he might be. It will seem he has had a boost of energy and determination. Unfortunately causes the target to suffer HEA/5 DP when the duration expires, due to physical stress on an overtired body.

**7 – Fecundity**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F days  
 Area: target  
 Effect: increases fertility

This spell increases the chance of a woman becoming pregnant by 40%. If she does become pregnant, roll 1d4 and add an additional child if the result is 4. Reroll each time a child is added until the roll fails.

**8 – Serenity**

Time to Cast: 1 R  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: kills willing target

This spell allows the caster to give a target in pain a peaceful death. The target must be willing, and in his last moments of life he will be able to think and speak clearly.

**9 – Quarantine**

Time to Cast: 1 M  
 Resist Check: willing target  
 Target: LOS 10 + 5/F'  
 Duration: 1 day  
 Area: target  
 Effect: prevents airborne infection

This spell creates a tangible blue field about the target which prevents the passage of any living micro-organisms. It protects the target from airborne diseases, while preventing his own from spreading.

**10 – Remember**

Time to Cast: 5 R  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: restores memory

If a person has lost his memory due to physical or magical means, this spell allows the caster to reach deep into the target's mind and pull isolated events to fore. If the target makes a 4d6 RC vs PER, these events will jog his memory clear and restore all his memories.

**11 – Impregnate**

Time to Cast: 1 M  
 Resist Check: willing target  
 Target: LOS 10'  
 Duration: instantaneous  
 Area: target  
 Effect: impregnates target

Impregnate allows the caster to cause a willing female target to bear a child nine months after the spell has been cast. No physical contact with the target is required. Male priests can beget either male or female children; priestesses will always beget females.

**12 – Clarity**

Time to Cast: 1 M  
 Resist Check: special  
 Target: touch  
 Duration: 1 day  
 Area: target  
 Effect: restores sanity

When cast upon a target of questionable mental stability or sanity, this spell clears magical and emotional obstructions within the target's mind and restores sanity. The target must make a 3d6 RC vs INT for this to succeed. If the reason for the insanity is physical, it will slowly return after the duration expires.

**21.9.4 Natural Order****1 – Purify**

Time to Cast: 5 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: 2 + 1/F quarts  
 Effect: clears impurities

Water treated with this spell is free from impurities and disease. Particulate matter settles to the bottom and disease is eradicated.

**2 – Join**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: two objects  
 Effect: links two objects

The two things affected by this spell must be identical in form and substance. Objects must have been crafted by the same hand, people must be identical twins, etc. The caster places a hand on both targets while intoning the spell. From then on he can ascertain the location of one by touching the other.

**3 – Youth**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 day  
 Area: target  
 Effect: make younger by 20+10/F years

This spell will cause its target to temporarily regress in age. When the duration expires, the target resumes his real age, and must rest eight hours before performing any physical activity.

**4 – Aerate**

Time to Cast: 4 M  
 Resist Check: none  
 Target: 0  
 Duration: instantaneous  
 Area: 30 + 10/F' radius  
 Effect: clears air

Air is cleared of all odors and noxious fumes. A single finesse allows the caster to leave behind a pleasant, unobtrusive odor of lemon, evergreen, spice, or incense.

**5 – Clarify**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: hearing  
 Effect: clarifies speech

The caster can remove any accents or double-talk being used to hide what a person is saying, making the target's speech clear and understandable.

**6 – Unwarp**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: one object  
 Effect: restores form

The caster holds any wooden object of less than 100 pounds in his hands while casting this spell. Any warpage or misshaping is corrected and the object restored to its original form.

**7 – Flash Clean**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: one object  
 Effect: cleans object

Any non-living object of less than 100 pounds touched by the caster is enveloped in a wave of flame, instantly burning off any organic material.

**8 – Visualize**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 50 + 20/F\*  
 Duration: 3 + 1/F R  
 Area: targeted object  
 Effect: sees true image

The caster stares at his target while casting this spell. The image of the object changes to its true, undistorted form for the spell's duration. Only the caster can see the true image.

**9 – Prevent Deformation**

Time to Cast: 1 H  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target child  
 Effect: prevents birth deformities

This spell is only effective if cast on a pregnant woman within one month of conception. It prevents any further deformities from occurring during gestation.

**10 – Restore Metal**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: target object  
 Effect: reverses rusting

Touching any metal object of less than 400 pounds while casting this spell causes any rust on it to revert to metal.

**11 – Comprehend**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F M  
 Area: caster  
 Effect: understands speech

This spell allows the caster to understand the speech and motives of the speaker. The speaker's voice is overlaid with the caster's own, which gives a clear, concise repeat of the speaker's words and intentions. The caster must understand the speaker's language.

**12 – Reshape**

Time to Cast: 10 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: corrects deformities

This spell is cast upon people or creatures to correct any deformities or natural handicaps. It will cure hunched backs and congenital deformities, but it will not restore limbs or body parts which have been lost since birth.

## Chapter 22

### Neptune – Dweller of the Waters

#### 22.1 Domain

“Master of the Seas,” Neptune is the champion and protector of all life that is not landborne.

#### 22.2 History

Originally given the task of governing the oceans, Neptune quickly became the champion of all seaborne life. Unlike his companion gods, he cared little for the intrigue, strife, and emotion that seemed to drive their every move. As the events of the centuries unfolded about him, he stood steady, an anchor in the seas.

Escaping from **Torandor** when it was destroyed, Neptune took the emerging oceans of Jaern for his domain, nurturing the transplanted life. Unaffected by the crises of the mortals and gods above, Neptune provides a viable alternative to the confusion of land-based life.

#### 22.3 Motivation

“Womb of all life, the future  
will be borne of the Waters. . .”

Knowing that the seas are the source of all life, the followers and priesthood of Neptune believe this holy resource must be protected and nurtured if the future of Jaern is to be realized.

#### 22.4 Aspects

Rarely, if ever, seen by those outside his priesthood, Neptune is most often seen as an elderly lizard, resplendent in garlands of living plants and creatures. While his judgements seem harsh, he seeks only to hold even the balance between the land and sea.

#### 22.5 Structure of the Priesthood/Temple

Temples dedicated to Neptune are called **Natatoriums** and are always located on the coastline, partially submerged. One of the most conservative and formal priesthoods, Natatoriums are headed by a priest known as **The Ekvilibri**. He is the eldest priest, and usually a lizard, though the priesthood is usually split evenly between lizards

and humans. Each priest is assigned duties according to his seniority and position within the Natatorium hierarchy.

##### 22.5.1 Organization

A council of elders is directly responsible to The Ekvilibri for their actions. Each council member is responsible for an aspect of worship and maintenance. Every priest is responsible to an elder on the council. Position is largely a matter of protocol and proper procedures, but the priesthood is flexible enough to consider any thoughts, if they are presented through the proper channels with proper protocols.

##### 22.5.2 Requirements

Male and female children of no more than six years are eligible to become apprentices within the Natatorium. They are presented by their parents or sponsors, and the priests take a reading on the signs of the day and the child. If the omens are favorable, the children are taken within. Until the day they become full priests, they are not allowed outside the temple walls for any reason.

Lizard children are chosen directly by the temple elders. These children are more in tune with the waters, and have little difficulty surviving the apprenticeship or what follows. Still, they will be dependent on their human brethren for contact and commerce with the land-based world.

##### 22.5.2.1 Apprenticeship

Life within the Natatorium is harsh and busy. Each apprentice is responsible for a heavy load of classes and maintenance duty. They are overseen by a **Plenaga** (mentor) responsible for the children’s education and general health. While this life may seem harsh, a parental-like bond is often forged between Plenaga and students.

As they grow older, more and more of their education shifts from general studies to that of the procedures and traditions of the priesthood. One class a day is devoted to physical training, and use of defensive weapons and the trident. The priesthood goes to great lengths to ensure an apprentice’s education is spiritually, ethically, cerebrally, and physically well-rounded.

##### 22.5.2.2 Initiation

When an apprentice reaches the age of 15, he is brought before the council of elders for examination. Any mistakes are pointed out and corrected. After two hours of

this questioning, an elder asks, “Are you ready to face the judgment of Neptune?”

The elders cannot make this decision; it can only come from the apprentice. If he answers negatively, he is allowed to remain an apprentice for another year. An apprentice of eighteen who answers negatively is considered too old to attempt again, and is ejected from the Natatorium.

When a human apprentice answers positively, he is taken deep within the Natatorium to the **Chamber of Proof**. The chamber is a 60 foot tall cylinder below ground. The walls are smooth and lack hand holds. The apprentice is placed inside and the door sealed. The priests open valves, slowly filling the room with water. The room is left filled for 20 minutes.

If Neptune sees truth and faith within the apprentice, he will grant him his first spell, Air Pocket, which allows him to breathe water. If the apprentice is found drowned when the chamber is drained, Neptune has shown that the apprentice was unfit for the priesthood.

Lizard apprentices are tested differently. They are sealed within a very small, dry room within the temple and left for five days. If Neptune sees truth and faith within the apprentice, he will grant the lizard his first spell, Create Water, which allows him to survive the arid conditions. If he is found dead when the chamber is opened, Neptune has shown the apprentice was unfit for the priesthood.

Induction of a new priest is cause for celebration. A feast is held, and the new priest’s friends present gifts and recite stories about him. Lastly, The Ekvilibri presents the new priest with his last gift, a new name reflecting the priest’s accomplishments.

### 22.5.2.3 Duties

Inside the Natatorium, the duties of the priest are limited to the supervision and instruction of the apprentices, and the physical maintenance of the Natatorium itself. Priests usually supervise apprentices and slaves in the maintenance tasks, but always perform instructional tasks directly.

Outside the Natatorium, the priests are enjoined to set an example of behavior, kindness, and charity. They do not actively solicit worshippers, instead believing that others need to learn and see the proper balance of life on their own.

### 22.5.3 Functions

One very important service that the Natatorium provides to the community in which it resides is bathing. They open their doors at all hours and allow any person, of any faith, to use their bathing areas at a trivially small fee (usually two copper pieces). In this way they entice the public to enter the Natatorium and observe the followers of their creed. The apprentices and slaves maintain the baths and supply cleaning services for towels and robes.

The baths are a place of social intercourse, where rich and poor mingle to hear news and gossip from far and

wide. The priests of Neptune always treat their clients equitably, so the populace feels comfortable and safe visiting the baths. Any disruption of the Natatorium usually brings quick and violent retribution by the local citizens.

### 22.5.4 Advancement

Advancement within the Natatorium hierarchy is based totally on seniority. When an instructional or supervisory post is vacant, the senior-most requesting priest is granted the post. The same is true of the council of elders and the position of The Ekvilibri.

### 22.5.5 Dogma

“What we cast upon the waters,  
is that which we receive . . .”

The followers of Neptune believe in the concept of **Cosmic Justice**, and treat others as they wish to be treated. This creed makes them much less retributive and violent than some others, believing that those who do them harm will receive harm in return, without their direct intervention. Most worshippers volunteer for charity work and often assist in emergency situations.

### 22.5.6 Traditions

#### 22.5.6.1 Clothing

The priests believe in simple, comfortable, and easy to clean clothing. Their favorite garment is a single piece, ankle length, short sleeved, white cotton garment belted at the waist. These can be shed at a moment’s notice to allow quick entry into the water. Loincloths and thin slippers complete most priests ensembles, making for a very functional and utilitarian outfit.

#### 22.5.6.2 Appearance

No makeup or jewelry is the norm for these priests. Makeup would quickly smear, and jewelry would only get lost and clog up the bath filters. Short hair makes bathing simpler, and since they must be ready to quickly enter the water, expensive clothing or accessories would be a waste.

#### 22.5.6.3 Speech and Gestures

All priest learn a simple sign language to communicate with each other underwater. This language is not generally known outside the priesthood, and is often used between priests to communicate secretly.



## 22.6 Worship

### 22.6.1 Sacrifices

Followers of Neptune offer him sacrifice by casting meat and other foods upon the waters for the denizens of the sea to consume. Over time quite a community of sea creatures migrate to the area about a Natatorium to live off the sacrifices of the faithful.

### 22.6.2 Donations

While the priests accept donations to help maintain the Natatorium, they encourage their followers to give instead to the needy causes in the world about them. They often become competitive with the followers of Osiris in their charity.

### 22.6.3 Obligations

The followers of Neptune are only obligated to be true to themselves and the ideas they hold dear. The priests

will not interfere with the activities of the followers. Neptune will reward those who follow his creeds and punish those who do not.

## 22.7 Holidays & Feast Days

At the beginning of Akvofojo, in the month of Gorn, the priests wait for the first rainfall. When the Ekvilibri declares the start of the first rainfall, the **Akvotempo** or Time of Rain is declared. All the priests and worshippers gather outside the gates of the Natatorium and get very wet. A wild romp through the various pools and baths follows. This continues in the main pool, where the Ekvilibri offers prayers of thanksgiving to Neptune. A meal follows, where the priests invite outsiders to join them in giving obeisance to Neptune.

## 22.8 Relationship to Other Deities

Providing services to the public, the priests are known and know all others in the area. They attempt to hold a balance between opposing viewpoints, but they will support others if they believe they are being unfairly oppressed.

## 22.9 Magical Abilities

Priests of Neptune have four groups of spells that allow them to affect things beneath the waves.

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**Underwater** spells allow the priest to exist beneath the waves, traveling, sensing and breathing in the waters.

**Aquatic Life** spells allow the caster to interact and assist creatures of the sea.

**Sea Form** allows the caster to take the shape of various sea creatures, assuming their attributes and abilities.

**HydroMorph** spells are used by the priests of Neptune to change the form of water.

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### 1. Underwater

- 1 Air Pocket
- 2 Water Sound
- 3 Water Movement
- 4 Breathing
- 5 Water Smell
- 6 Speed Swim
- 7 Cold Blooded
- 8 Water Sense
- 9 Wave Ride
- 10 Inner Balance
- 11 Water Way
- 12 Sea Port

### 2. Sea Form

- 1 Charn
- 2 Jacer
- 3 Kelp
- 4 Dolphin
- 5 Oorn
- 6 Groken
- 7 Skimmer
- 8 Electric Eel
- 9 Octopus
- 10 Shark
- 11 Quezl
- 12 Balenoigajo

### 3. Aquatic Life

- 1 Fish Kind
- 2 Fish Call
- 3 Fish Send
- 4 Fish Heal
- 5 Fish Find
- 6 Fish Sing
- 7 Fish Mail
- 8 Fish Ride
- 9 Fish Eyes
- 10 Fish Tale
- 11 Fish Fury
- 12 Fish Save

### 4. HyrdoMorph

- 1 Ice Shape
- 2 Wine
- 3 Water Stream
- 4 Ice Glass
- 5 Water Skin
- 6 Water Jet
- 7 Ice Tool
- 8 Charr'n
- 9 Hail Jet
- 10 Ice Wall
- 11 Water Guard
- 12 Steam Jet

**22.9.1 Underwater****1 – Air Pocket**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: creates a pocket of air

When the caster uses this spell, a small pocket of air forms around his head, allowing him to breathe normally for 20 to 60 minutes. When the spell terminates, the pocket collapses. Only the caster can breathe from the air pocket.

**2 – Water Sound**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 200' radius  
 Effect: hear sounds better

The caster can hear and interpret underwater sounds more clearly. He can separate out various marine creature calls and noises, and can recognize the existence of waterfalls, currents, and large objects moving about him.

**3 – Water Movement**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: moves freely

The caster can move, jump, fight, or cast spells underwater as if he were on land. This only affects him, and not projectiles or magical sendings which he throws.

**4 – Breathing**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: breath under water

The target of this spell can breathe underwater as if he were above the surface.

**5 – Water Smell**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: smells creatures

The caster of this spell can detect the presence and type of any creatures below water within a 200 foot radius. The caster must have smelled the creature before to know what it is. This spell may fail in strong currents (GM's discretion).

**6 – Speed Swim**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: fast movement

The caster of this spell can move at a rate of 60 feet per round underwater.

**7 – Cold Blooded**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: withstand cold water

The target of this spell temporarily matches his body temperature to that of the surrounding water. The water feels comfortable to him, as long as it doesn't freeze or boil.

**8 – Water Sense**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: sonar

The caster emits barely audible, high pitched sounds that reflect off the creatures and things around him. He can detect any object's location and approximate shape for a distance of up to 120 feet.

**9 – Wave Ride**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: caster  
 Effect: surfs

The caster must be floating in a large body of water to use this spell. When cast, he rises to the surface and is propelled in the direction and at the speed of the waves. He will not go anywhere on a calm sea.

**10 – Inner Balance**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: resist pressure

The target of this spell instantly acclimates to any water pressure. When the spell expires, he is attuned to the water pressure at that time. This spell allows its targets to survive at much greater depths, and protects against nitrogen narcosis.

**11 – Water Way**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: memloc  
 Effect: seeks location

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are beneath the water and are connected, however distant, the caster is pulled through the water in the direction of the memorized location at 20 mets per hour.

**12 – Sea Port**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: caster  
 Effect: magically moves

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are beneath the water and connected, however distant, a waterspout gathers up the caster and teleports him to the memorized location, where he emerges from a waterspout.

**22.9.2 Sea Form****1 – Sea Form**

Spell Rank: 1 – 12  
 Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: change to sea creature

This spell allows the caster to take the form of a sea creature. In this form, he takes on all of that creature's attributes and abilities. As a charn, he can cling to rocks and hulls. As a groken, he can sink to the bottom of the ocean. As an electric eel, he can shock other creatures. He does retain his normal mental facilities, but can not make the proper gestures for spell casting, or wielding human weapons. He can discard the shape and return to his own at any time before the duration expires by expending one divine unit.

Most of these creatures are described in the creature listings.

- |                 |   |
|-----------------|---|
| 1) Charn        | A clinging scavenger often found on ships' hulls  |
| 2) Jacer        | A large, one-celled creature                      |
| 3) Kelp         | Floating sea weed                                 |
| 4) Dolphin      | A mount for marines                               |
| 5) Oorn         | A floating, tree-like plant                       |
| 6) Groken       | A very dense, bottom-dwelling creature            |
| 7) Skimmer      | A fish with wings that flies just above the water |
| 8) Electric Eel | Shocking, shocking . . .                          |
| 9) Octopus      | A sticky opponent                                 |
| 10) Shark       | A predator  |
| 11) Quezl       | A small but very poisonous fish                   |
| 12) Balenoigajo | A large swimming mammal                           |



**22.9.3 Aquatic Life****1 – Fish Kind**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 120' radius  
 Effect: see marine creatures

The caster will see a blue glow around any creature that resides primarily in the waterways and seas. The strength of the glow indicates the general health and life force of the creature.

**2 – Fish Call**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 250 + 50/F' radius  
 Effect: calls forth sea creature

Any willing marine creature within the area of effect, or one that fails its RC, is compelled to approach the caster. The creature will stay for at least one minute.

**3 – Fish Send**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 5'  
 Duration: special  
 Area: single marine target  
 Effect: send to location

The target of this spell must be a non-intelligent marine creature. The caster recalls a location he has previously memorized (and informed the GM at the time) and casts this spell. If the creature is willing or fails its RC, it must go to that location. The creature is released from the spell when it arrives at the memorized location.

**4 – Fish Heal**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single marine target  
 Effect: cures

While touching any marine creature, the caster can cure it of 2d6 lost damage points. This spell even works on intelligent marine races, such as dolphins and lizards.

**5 – Fish Find**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: 10 + 5/F M  
 Area: single marine target  
 Effect: creature finds object

The caster visualizes an object for which he is searching. Then he gets the attention of a marine creature (possible using a spell of this group) and casts this spell. If the creature knows the location, it will lead the caster to the object.

**6 – Fish Sing**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: hearing  
 Effect: speak to fish

The caster can speak with and be understood by any marine creatures within hearing. How the creatures react is up to them and their capacity to understand what is told them.

**7 – Fish Mail**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: special  
 Area: single marine creature  
 Effect: sends message

The caster gets the attention of a marine creature and then casts this spell. If the creature is willing or fails its RC, it must listen to the caster for one minute. The caster recalls a previously memorized location, and the creature swims there to the best of its abilities. When it reaches its target, the recorded message is played back.

**8 – Fish Ride**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: special  
 Area: single marine creature  
 Effect: hitch a ride

After getting a marine creature's attention, it will allow the caster to ride it to a memorized location, if it is willing or fails the RC. Obviously, the creature must be large enough and capable of hauling the caster for this spell to be effective.

**9 – Fish Eyes**

Time to Cast: 3 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: 30 + 10/F M  
 Area: single marine creature  
 Effect: see through marine creature's eyes

Once cast on an attentive marine creature that is willing or fails the RC, the caster can see through its eyes for the duration of the spell.

**10 – Fish Tale**

Time to Cast: 5 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: special  
 Area: single marine target  
 Effect: recall fish memory

After getting a marine creature's attention and casting this spell, the caster gets a vision of one event in which he is interested, if the creature is willing or misses its RC and witnessed the event in question.

**11 – Fish Fury**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 60 + 20/F'  
 Duration: 1 + 1/F M  
 Area: 50 + 20/F' radius  
 Effect: enrages marine creature

Casting this spell and pointing toward a target will cause all willing marine creatures, or those that fail the RC, to attack the target for the duration of the spell.

**12 – Fish Save**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 12 + 3/F H  
 Area: single marine creature  
 Effect: allows to breathe air

Touching a marine creature and casting this spell will allow it to breathe air for the duration of the spell with no ill effects.



**22.9.4 Hydromorph****1 – Ice Shape**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single small object  
 Effect: creates object

The caster cups water in his hands and casts this spell while visualizing a shape. The water forms to that shape, then freezes. It is then normal ice, but in the shape the caster desires. It will melt eventually, depending on the ambient air temperature, and if broken it melts immediately.

**2 – Wine**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 + 1/F gallons  
 Effect: changes water to wine

The caster dips a finger into a container of pure water and casts this spell. It changes to a light, savory wine similar to that frequently served within the Natatorium.

**3 – Water Stream**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: 20 by 10' stream  
 Effect: gets things wet

The caster points in a direction, and a strong stream of water spouts from his hand, drenching anything in its path.

**4 – Ice Glass**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single small object  
 Effect: creates object

The caster cups water in his hands and casts this spell while visualizing a shape. The water forms to that shape and turns into glass. It is normal glass, but in the shape the caster desires. If broken, the glass changes back into water.

**5 – Water Skin**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 6 + 2/F hours  
 Area: one limb  
 Effect: alleviate burns

Casting this spell while laying hands over a burn coats the injury with a cool layer of water that temporarily alleviates the pain and prevents further damage.

**6 – Water Jet**

Time to Cast: 1 R  
 Resist Check: 4d6 vs STR negates  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: 30 by 15' stream  
 Effect: knocks down things

The caster points in a direction, and a very strong stream of water spouts from his hand, drenching anything in its path. Any creature or person hit by the stream who fails the RC is forced backward ten feet and knocked down.

**7 – Ice Tool**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single small object  
 Effect: creates object

The caster cups water in his hands and casts this spell while visualizing a shape. The water forms to that shape and turns into a hard metal. It has the strength and properties of hard iron, but in the shape the caster desires. If ever broken, it changes back into water.

**8 – Charr'n**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: special  
 Effect: creates charr'n

The caster cups two handfuls of water and casts this spell. The water changes into charr'n, a gelatinous substance that is very nutritious and tasty. Charr'n from a single casting can sustain one person for one day.

**9 – Hail Jet**

Time to Cast: 1 R  
 Resist Check: 5d6 vs AGI halves  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: 30 by 15' stream  
 Effect: see text

The caster points in a direction, and a very strong stream of water and hailstones spouts from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC is forced backward ten feet, knocked to the ground, and suffers 2d6 damage points.

**10 – Ice Wall**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 6 x 20 + 10/F' wall  
 Effect: creates a wall

This spell causes a large, one foot thick wall of ice to appear in the area the caster defines with a sweep of his hand. It stays until it melts.

**11 – Water Guard**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: creates armor

The target of this spell must be partially immersed in water at the time of the casting. The water forms a two inch thick layer around the target that is as effective as plate mail. The target can breathe normally through the water armor.

**12 – Steam Jet**

Time to Cast: 1 R  
 Resist Check: 5d6 vs AGI halves  
 Target: caster  
 Duration: 2 + 1/F R  
 Area: 40 by 20' stream  
 Effect: scald

The caster points in a direction, and a very strong stream of thick steam spouts from his hand, hitting anything in its path. Any creature or person hit by the steam who fails the RC is scalded for 4d6 damage points.

## Chapter 23

### Orus – The Flame of Zeal

#### 23.1 Domain

Often called “The Wellspring of Emotion,” Orus embodies all things that come from the heart.

#### 23.2 History

Before the existence of life, the universe was an ordered place. The land, sea, air and the underworld existed in perfect balance for an eternity of time . . . all perfect, but without life, emotions, or reason.

From an eternity of time, an infinity of possibilities, a never ending number of combinations, all possible things may bloom. It was one such possibility that gave birth to Orus, the first god. He looked about him at the perfection of non-life and felt lonely. Seeking to solve this dilemma, he created all types of animals and plants, and finally someone to speak with, humans. Feeling joy at his creation, he was puzzled by their lack of emotions. They grew and reproduced and lived without joy, anger, fear, or love. Seeking to see these aspects of himself in his creations, Orus grew angry at his failure.

Thinking upon the problem gave no answer to the fledgling god. Tossing his knowledge to the winds and grasping his feelings, he spread his being among all humans, ending his existence, but in death giving them the power to feel and have emotions.

Even today Orus does not exist as a discrete god. However, he can be called forth by his followers, if they truly feel and follow their emotions. A little bit of Orus exists in all of us.

#### 23.3 Motivation

“Only that which you feel has reality”

Followers of Orus believe that the only right is that which is felt from within. Knowledge and thinking is considered an imperfection that prevents life from being revealed in all its glory.

#### 23.4 Aspects

Orus only appears when many his followers group together to call upon the little bit of him that exists in all of them. The solidness and strength of his apparition depend on the number and depth of the feelings of the followers seeking him. He will always appear as a man, and his mood and demeanor will reflect that of his summoners.

#### 23.5 Structure of the Priesthood/Temple

Each priest is represented within the temple by a following of other priests and/or lay people. These followers swear allegiance to the priest, and believe in what the priest says. The status of each priest is directly related to the number of people who have sworn him allegiance. The priest with the most followers within the Sanctum is called the Beacon.

##### 23.5.1 Organization

The amount of organization within the priesthood is minimal. Each priest is obligated to put most of his efforts into furthering his **Obsedo**, (cause). The Beacon is the liaison between the priests and the civilian employees. These employees and a large slave corp are responsible for the day-to-day running and maintenance of the Sanctum.

Whenever there is a question of general interest or a decision on policy, the Beacon calls a general meeting of the priests. The topic is presented by the involved parties and the priests vote. Each priest’s vote is weighed by the number of his followers registered on the sanctum roll. While this system seems expedient, in practice it usually degenerates into a very loud shouting match, with lots of priests emoting.

##### 23.5.2 Requirements

The requirements of joining the priesthood are simple. The prospective priest or priestess must simply feel strongly about something, anything, and be able to express that emotion to the priests of the Sanctum. The lure of this sect is that the initiate will learn how to use the powers of Orus within himself to emote what he strongly feels.

##### 23.5.2.1 Apprenticeship

“Learn Yourself . . .” is the creed taught to new initiates. The apprentices are organized into groups under the tutelage of a senior priest who encourages them to express their emotions openly and clearly. These shouting sessions often degenerate into all sorts of diverse activities, often suggested by the senior priest, which allow the initiates to learn more about their natures.

The time spent as an acolyte can vary widely from a few weeks to decades. An initiate remains an acolyte until he believes that he knows himself well enough to express his Obsedo, his object of zeal.

### 23.5.2.2 Initiation

At the time the initiate believes he is ready, he must sacrifice the thing that he values most dearly. This might be a physical object, a body part, or even a loved one. If the sacrifice is a true one, the initiate will feel the presence of Orus within him. If it is not, he will be rejected by the Sanctum and sent packing.

### 23.5.2.3 Duties

Each priest must serve as mentor to a group of new initiates at least once after his induction. Priests may do this as often as they wish, and many use this as an opportunity to gain new followers.

Each priest is responsible for the lives and well being of those who follow him. While he delegates tasks to these followers, he also must see to their needs and beliefs.

They expect him to assist them to find their Obsedos, as well as his own.

### 23.5.3 Functions

After many years of striving, a priest may grow tired of his Obsedo, or may believe he has accomplished his self-imposed goal. These elder priests leave the Sanctum to bring the **Litany of Zeal** to those outside.

### 23.5.4 Advancement

The only power criteria within the Sanctum is the size of each priest's following. If a question of allocation of resources or order of action exists, it is resolved in favor of the priest with the largest following.

### 23.5.5 Dogma

"The heart is the guide . . ."

So believe the followers of Orus. Disdaining logic and thinking, every priest and worshiper acts upon his feelings with no restraint. Being true and following these emotions with a violent fervor are the only things of importance. The emotions themselves are irrelevant, as long as the priest or follower remains true to his feelings.

This produces many unpopular priests and people. The populous at large finds the followers of Orus a loud and pushy lot, and avoid them whenever possible.

### 23.5.6 Traditions

#### 23.5.6.1 Clothing

The priesthood expresses their predominate emotions by dressing to fit. They often have extensive wardrobes, and even the most subtle emotion can be

communicated by the proper accessories. A priest may commonly wear 10 to 20 outfits in a single day. By far the largest expense to the sanctum is the laundry bill. Predominate emotion colors include:

Love	green
Hate	crimson
Fear	brown
Courage	blue
Lust	magenta
Disinterest	yellow
Hope	white
Despair	black

#### 23.5.6.2 Appearance

As mentioned above, clothing and accessories are used to communicate the priest's emotions. Followers and priests of Orus do disdain the use of makeup, masks, or anything that hides facial features or muffles the voice, as these are needed to express their emotions. Orus priests also have the strange habit of carrying large placards with them that unnecessarily declare their current goals and emotions.

#### 23.5.6.3 Speech and Gestures

LOUD

### 23.6 Worship

Followers of Orus show their devotion by being true to their emotions and feelings. Sacrifices, donations, secular obligations and penance are of no consequence unless the follower feels strongly about them. Each follower must follow his own path and provide his own way to strengthen his beliefs.

### 23.7 Holidays & Feast Days

Not content with doing things in a traditional or predictable way, priests and followers of Orus declare celebrations when they feel the time is right. A priest succeeding an important goal, a follower making an important conquest, will send for their friends and relatives and give worship to Orus, celebrating their success.

### 23.8 Relationship to Other Deities

Worshippers of Orus may follow other deities as well, if they feel strongly about it. But to others, these followers seem driven and strange. People do not know what to expect from an Orusian. A devoted friend? A raging lunatic? Both? Many simply call them "crazies" and avoid them when possible.

## 23.9 Magical Abilities

Priests of Orus have four groups of spells to aid in externalizing their emotions. These spells often involve roleplaying rather than affecting die rolls or other mechanics of game play.

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**Love** spells allow the priest to show others the care and concern he holds for them.

**Courage** spells allow the caster to show his selflessness and bring it out from those about him.

**Hate** spells let the caster express his hate, spewing it forth on all who dare come near.

**Fear** spells protect the priest by allowing him to use his fear to best advantage.

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### 1. Love

- 1 Concern
- 2 Devote
- 3 Regard
- 4 Soothe
- 5 Attachment
- 6 Venerate
- 7 Embrace
- 8 Involvement
- 9 Idolize
- 10 Forfeit
- 11 Passion
- 12 Final Gift

### 2. Hate

- 1 Spurn
- 2 Shun
- 3 Disparage
- 4 Scunner
- 5 Loathing
- 6 Revenge
- 7 Disgust
- 8 Denounce
- 9 Negate
- 10 Malevolence
- 11 Reject
- 12 Vex

### 3. Courage

- 1 Alert
- 2 Bold
- 3 Audacious
- 4 Resolute
- 5 Stalwart
- 6 Daring
- 7 Dashing
- 8 Intrepid
- 9 Foolhardy
- 10 Reckless
- 11 Forward
- 12 Indomitable

### 4. Fear

- 1 Tremor
- 2 Revulsion
- 3 Bugbear
- 4 Fright
- 5 Aversion
- 6 Pusillanimous
- 7 Panic
- 8 Anxiety
- 9 Foreboding
- 10 Terror
- 11 Phobia
- 12 Perturbation

**23.9.1 Love****1 – Concern**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 6 + 3/F days  
 Area: single target  
 Effect: danger alert

While under this spell, any time the target believes he is in mortal danger the caster hears an appropriate danger alert, no matter the distance separating him from the target.

**2 – Devote**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 6 + 3/F days  
 Area: single target  
 Effect: awareness link

The caster and the target share awareness of each other's existence and emotions. They can tell roughly how far away and in what direction the other is. They will know if either is in danger, but not what type.

**3 – Regard**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: copy a memory

During the spell, the caster thinks of a memory from his past, and both he and the target experience the memory. The target retains this memory after the spell has expired.

**4 – Soothe**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: alleviates fears

This spell calms the fears, forebodings, and frights of the target, allowing them to act rationally during the spell.

**5 – Attachment**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: share risks

The caster and the target share one DP total for the duration of this spell. Add their DP totals together, and when either is damaged, subtract it from total. If the total drops below six, one roll for unconsciousness for both is made. If the total drops below zero, both die. When the spell terminates, each has half the current total, within the restrictions of their DP maximums.

**6 – Venerate**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: loan strength

The caster loans his physical strength to the target for the duration of the spell. Compare the caster's and the target's STR scores and give the higher one to the target, the lower to the caster. Do the same with their HEA and their AGI scores. When the spell expires or is revoked, all stats return to normal.

**7 – Embrace**

Time to Cast: 4 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: take pain

All the target's physical pain and mental anguish is felt by the caster alone for the duration of this spell.

**8 – Involvement**

Time to Cast: 4 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: share EU & DU

The caster and the target share EUs and DUs for the duration of this spell. Maintain separate totals for elemental units and divine units. When either uses a spell, subtract the unit cost from the appropriate total. When the spell terminates, each has half the current totals, within the restrictions of their unit maximums.

9 – **Idolize**

Time to Cast: 4 R  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: gives DUs

The caster transfers his remaining divine units to the target. The caster can regain his DUs normally.

10 – **Forfeit**

Time to Cast: 6 R  
 Resist Check: willing target  
 Target: touch  
 Duration: permanent  
 Area: single target  
 Effect: erases pain

This spell removes the traces of love, erasing the target's memory of a relationship gone bad. The target remembers the events, but not the love, or the pain.

11 – **Passion**

Time to Cast: 8 R  
 Resist Check: willing target  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: share all experiences

The caster and the target share all senses and thoughts for the duration of this spell, regardless of the distance which may separate them after the link is established.

12 – **Final Gift**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: sacrifice life

Cast upon a just dead target, the caster swaps his life force with the departing life force of the target, allowing the target to live on in the caster's body. The caster then dies in the target's body. This spell will only work on a target who has died within the last two rounds.

**23.9.2 Hate****1 – Spurn**

Time to Cast: 1 R  
 Resist Check: 4d6 vs STR negates  
 Target: LOS 30 + 15/F<sup>7</sup>  
 Duration: instantaneous  
 Area: single target  
 Effect: pushes back

The target who fails the RC is thrown backward 20 feet and pushed to the ground.

**2 – Shun**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 30 + 15/F<sup>7</sup>  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: make target repulsive

The dark force of the caster's anger forms a tangible shell about the target, making him appear loathsome and disgusting. Strangers will avoid the target, and even his friends will shy away from him.

**3 – Disparage**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 40 + 20/F<sup>7</sup>  
 Duration: 6 + 2/F hours  
 Area: single target  
 Effect: target forgets skill

The caster invokes this spell and speaks a skill name. If the target fails the RC, his rank in the named skill reverts to zero for the duration of the spell.

**4 – Scunner**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 40 + 20/F<sup>7</sup>  
 Duration: instantaneous  
 Area: single target  
 Effect: cause pain

The target of this spell is wracked by an intense pain, causing it to suffer 2d6 damage points. If the target fails its RC, the pain is so unbearable that it also loses one round while it writhes in agony.

**5 – Loathing**

Time to Cast: 1 R  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 50 + 25/F<sup>7</sup>  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: target leaves

The caster creates an overpowering loathing, in the target's mind, to the place where he is. If the target fails the RC, he leaves immediately by the fastest possible means. He cannot return until the spell has ended.

**6 – Revenge**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: cause pain & damage

Anyone causing the target any harm during this spell's duration suffers pain and 2d6 damage points.

**7 – Disgust**

Time to Cast: 1 R  
 Resist Check: 5d6 vs HEA negates  
 Target: LOS 30 + 15/F<sup>7</sup>  
 Duration: 4 + 2/F R  
 Area: single target  
 Effect: causes great discomfort

The target of this spell drops to his knees and begins retching. He is completely incapacitated for the duration of the spell.



**8 – Denounce**

Time to Cast: 5 R  
 Resist Check: 5d6 vs CSE negates  
 Target: hearing  
 Duration: 2 + 1/F hours  
 Area: targeted creatures  
 Effect: believe lies

All within hearing of the caster who fail the RC believe whatever the caster says about one person. They do not automatically take action, they just believe what the caster says about the person is true.

**9 – Negate**

Time to Cast: 1 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 40 + 20/F<sup>7</sup>  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: negates action

The caster uses this spell just as the target announces or begins an action. If the target fails the RC, he will decide not to do what he announced or started. These actions must generally take longer than one round to complete for this spell to be useful in stopping them, i.e., melee attacks happen too quickly to halt with Negate.

**10 – Malevolence**

Time to Cast: 2 R  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 60 + 30/F<sup>7</sup>  
 Duration: instantaneous  
 Area: single target  
 Effect: hurts target

This spell requires no words or speech to cast. The caster simply looks at his target and focuses his anger. If the target fails the RC, he suffers 4d6 damage points. *If looks could kill . . .*

**11 – Reject**

Time to Cast: 3 R  
 Resist Check: 6d6 vs WIL negates  
 Target: LOS 60 + 30/F<sup>7</sup>  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: enrages target

The caster projects his hate in an almost material form. If the target fails the RC, he goes into an uncontrollable rage, randomly striking out at all about him, until he is restrained or the spell expires.

**12 – Vex**

Time to Cast: 4 R  
 Resist Check: 6d6 vs PWR negates  
 Target: LOS 100 + 50/F<sup>7</sup>  
 Duration: 24 + 12/F hours  
 Area: single target  
 Effect: curses target

The caster must specify a vexation affecting rolls “to strike,” damage taken, skill checks, resistance checks or critical hits. If the target fails the RC, the caster’s Vex stays in effect as long as the spell is active. The Vex must be stated in game terms, not in terms of game mechanics.

**23.9.3 Courage****1 – Alert**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: self  
 Effect: raises PER

The caster may subtract one die from any check against his PER stat for the duration of this spell.

**2 – Bold**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: gives courage

If the caster is more courageous than the target, the target will act with the caster's courage.

**3 – Audacious**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: special  
 Area: self  
 Effect: shocks viewers

The caster throws this spell and then performs some shocking, audacious, or surprising action. At the GM's discretion, anyone not expecting this loses one to four rounds, gaping in shock at the caster's actions.

**4 – Resolute**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: self  
 Effect: suppress pain

The caster feels no pain and can perform any actions at full strength as long as he is conscious, for the duration of the spell.

**5 – Stalwart**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: fight as caster

The target can use the higher of his or the caster's STR, CM and warrior skills for the duration of the spell.

**6 – Daring**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: special  
 Area: self  
 Effect: raises stakes

The caster uses this spell immediately before an action which must succeed. The action is then taken. If a skill check is involved, it is at one die less than normal. If the check succeeds, the spell is complete. He suffers twice the penalty for failure because he can take no protective measures while emoting confidence. The penalty depends on the circumstances.

**7 – Dashing**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: self  
 Effect: speeds charge

The caster designates a particular enemy and casts this spell. For its duration he can travel at double his normal movement rate, as long as he is charging straight at the designated enemy.

**8 – Intrepid**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: MultiTouch  
 Duration: 1 + 1/F M  
 Area: targeted creatures  
 Effect: speed charge

The caster designates a particular enemy, then casts this spell. All the targeted creatures can move at double their normal movement rate for the duration of the spell, as long as they are charging directly toward the designated enemy.

**9 – Foolhardy**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: self  
 Effect: force critical hit

The caster uses this spell immediately before attempting to strike an opponent with a hand-to-hand weapon. If he hits, it is considered a critical hit. If he misses, the magic and his own daring backfire, causing him to suffer an edged critical hit with 1d6 of damage before the critical roll is applied.

**10 – Reckless**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: self  
 Effect: doubles attack speed

The caster can strike twice as often as normal in each round. He can still only apply weapon specialization modifications to his first attack.

**11 – Forward**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: MultiTouch  
 Duration: 4 + 2/F R  
 Area: targeted creatures  
 Effect: doubles attack speed

Targeted creatures get twice the normal number of physical attacks. Weapon specialization skills can only be applied to the first attack, as usual.

**12 – Indomitable**

Time to Cast: 5 R  
 Resist Check: none  
 Target: caster  
 Duration: 6 + 2/F H  
 Area: self  
 Effect: resist torture

The caster suffers no pain, succeeds automatically on any WIL checks, and will not break under torture for the duration of this spell.

**23.9.4 Fear****1 – Tremor**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F<sup>3</sup>  
 Duration: 1 R  
 Area: single target  
 Effect: shakes target

If the target fails the RC, he shakes uncontrollably for one round, dropping anything he is carrying.

**2 – Revulsion**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F<sup>3</sup>  
 Duration: 6 + 2/F H  
 Area: single target  
 Effect: revulsion of person

The caster names a person while casting the spell. If the target fails the RC, he has an extreme dislike for the named person for the duration of the spell.

**3 – Bugbear**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10 + 5/F<sup>3</sup>  
 Duration: 4 + 2/F R  
 Area: single target  
 Effect: scares target

If the target fails the RC, he sees the caster as the creature or monster for whom he holds the most fear.

**4 – Fright**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F<sup>3</sup>  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: target faints

If the target fails the RC, he faints from fright. He will awaken when the duration expires.

**5 – Aversion**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F<sup>3</sup>  
 Duration: 6 + 2/F H  
 Area: single target  
 Effect: revulsion of object

The caster names an object while casting the spell. If the target fails the RC, he has an extreme dislike for the named object for the duration of the spell.

**6 – Pusillanimous**

Time to Cast: 1 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 30 + 15/F<sup>3</sup>  
 Duration: 4 + 2/F R  
 Area: single target  
 Effect: steals courage

If the target fails the RC, he loses all vestiges of courage for the duration of the spell.

**7 – Panic**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: 0  
 Duration: 4 + 2/F R  
 Area: 10 x 30' cone  
 Effect: panics targets

Targets caught in this spell who fail the RC panic, drop their weapons, and run away from the caster. They regain control of themselves after the spell ends.

**8 – Anxiety**

Time to Cast: 3 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 30 + 15/F<sup>7</sup>  
 Duration: 4 + 2/F days  
 Area: single target  
 Effect: fear of person

The caster names a person while casting the spell. If the target fails the RC, he has an extreme fear of the named person for the duration of the spell.

**9 – Foreboding**

Time to Cast: 4 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 60 + 30/F<sup>7</sup>  
 Duration: 4 + 2/F weeks  
 Area: single target  
 Effect: plants fear

If the target fails the RC, he fears and believes an event the caster names will come to pass. He will want to act to stop it, at any cost.

**10 – Terror**

Time to Cast: 4 R  
 Resist Check: 5d6 vs WIL negates  
 Target: 0  
 Duration: 10 + 5/F M  
 Area: 10 x 40' cone  
 Effect: knocks out targets

Targets caught in this spell who fail the RC faint dead away in abject terror. They will awaken when the spell ends.

**11 – Phobia**

Time to Cast: 4 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 30 + 15/F<sup>7</sup>  
 Duration: 4 + 2/F days  
 Area: single target  
 Effect: revulsion of object

The caster names an object while casting the spell. If the target fails the RC, he has an extreme fear of the named object for the duration of the spell.

**12 – Perturbation**

Time to Cast: 1 M  
 Resist Check: 6d6 vs PWR negates  
 Target: touch  
 Duration: permanent  
 Area: single target  
 Effect: changes memories

The unfortunate target of this spell who fails the RC has all of his memories slightly altered. Most things are familiar, but some things are quite different. This will disturb and confuse him to the end of his days or until the spell is Revoked.



## Chapter 24

### Osiris – Protector of Nature

#### 24.1 Domain

“Mother of Life,” Osiris is the protector of land-based plants and animals. Often associated with fertility, she is the champion of those who cultivate the land.

#### 24.2 History

Caring little for the politics and intrigue of her fellow gods, Osiris saw the ecological devastation they had started when they first extended their influence over Torandor. Striving to keep them from destroying the very world they sought to rule, she interposed herself to preserve the land and its life.

#### 24.3 Motivation

“Don’t step on the grass . . .”

Trying to maintain Jaern against those who would despoil it, Osiris is constantly and vigorously attempting to maintain the balance and ecology of land-based life. Assisting in recovering from natural disaster, negotiating the actions of other deities, and putting a direct stop to acts of nature rape, Osiris is often visibly manifested.

#### 24.4 Aspects

Often visible on errands of mercy or restraint, Osiris appears as a tall, beautiful woman with long, flowing brown hair, piercing green eyes and smooth, well tanned skin. She always wears stunning clothing and much jewelry. She has never been seen wearing the same outfit twice, and her taste in clothing has for many years been the source of much of the innovation in the fashion industry.

#### 24.5 Structure of the Priesthood/Temple

Priests and priestesses of Osiris do not have physical temples, or organized parishes. They approach their worship and duties individually, ministering to the needs of the land and animals about them.

#### 24.5.1 Organization

No priest is the superior or inferior of any other priest. Each feels the presence of Osiris equally and is free to call upon her as any other priest. In times of great ecological need or natural disaster, priests will work together to restore the balance of nature.

#### 24.5.2 Requirements

Concern for life and devotion to its welfare are the only requirements for the priesthood. No one, however unintelligent or different, is unwelcome in Osiris’ company.

##### 24.5.2.1 Apprenticeship

If an adolescent has an unusual interest and empathy with plants or animals, a priest may ask him to enter a life of service to nature. If both agree, the priest will take on the youngster as a student, learning the secrets of nature and proper obeisance to Osiris. To have a child taken on as a student is a great honor for a rural family, and considered a portent of fertility and luck.

Not all priests are chosen. If a person of any age feels strongly enough about serving Osiris, they can seek out a priest. If the priest believes the applicant’s intentions, he will agree to take them on, or arrange to find another priest if he is occupied.

##### 24.5.2.2 Initiation

There is no formal entry into the priesthood. The student may part paths with the teacher if both believe that he is ready. Even then, many younger students stay with their mentor for a long time, assisting him in his duties. Older priests often take on a student near the end of their lifetimes, so the area that they have so carefully cared for is not deserted when they pass on.

A student has usually gained some magical abilities before leaving his mentor. He will have also learned the catechisms of Osiris, and learn of the methods of **The Trovisano** or the Healing. And most importantly, he will have seen to the health of his teacher and his parish, leaving only if both are healthy and active.

### 24.5.2.3 Duties

When a priest first ventures out on his own, he wonders the lands, meeting people, seeing new and different places and learning ways of the world. Eventually, he will travel somewhere and receive **The Call**, that is Osiris will make known to the priest that his current location is the place that needs the priest's aid. The priest will settle there and adopt the land within one days walk from there.

The priest monitors the health and growth of the plants and animals in their parish. Wounded animals are healed, plants properly provided for, and the activities of humans monitored for actions that might harm the environment. When such activities are discovered, the priest first attempts negotiating with the wrongdoers. If that action fails, he might summon other priests to assist.

### 24.5.3 Dogma

“Nature is the legacy of the past,  
and the promise of the future . . .”

Followers of Osiris believe that nature represents the gift of life from the people of the past, and is the hope of the future. It is a sacred task to preserve and enrich the land. Osirians greatly abhor any animal husbandry solely for hides, fur, or meat. They do not, however, oppose the domestication of animals that provide products without death. Raising animals to provide milk, wool, mounts, or pets are all acceptable to them. Many followers adopt pets and treat them lovingly as a token of their devotion to Osiris.

### 24.5.4 Traditions

#### 24.5.4.1 Clothing

Priests and followers avoid the use of animal hides or furs, for such would promote the mass killing of these creatures for their hides. They most often wear cotton, wool, or other fabrics that can be created without killing animals, or devastating the landscape.

Most priests favor earthy colors, which allow them to blend in with the wild as they travel. Their clothing is usually well suited to bad weather, providing the priest some protection from the elements, to which he is frequently exposed.

#### 24.5.4.2 Appearance

Osirians usually wear such adornments as bracelets, rings, and necklaces. They wear their hair long and tied in the back. Most priests burn the symbol of Osiris **The Oak Bough** into the palm of their primary hand to show their commitment as **The Hand of Osiris**.

## 24.6 Worship

### 24.6.1 Sacrifices

Followers of Osiris do not sacrifice or destroy things to appease Osiris.

### 24.6.2 Donations

Spending time in the wild helping plants and animals is the most acceptable donation in Osiris' eyes. Supplies and food for her priests and priestesses is also acceptable.

### 24.6.3 Obligations

Followers of Osiris must not, through direct action or willful misaction, allow any wild creature come to harm. They must not devastate or willfully destroy plants. The destruction of creatures that prey upon humans is not restricted, but should only be done when absolutely necessary.

## 24.7 Holidays & Feast Days

Each year, near the 20th day of Led, the priests of Osiris observe a Jaern Week. They speak in public about the wonders of nature. They explain why it is important, and why people need to depend on nature, and what they can do to preserve it. They teach those who are willing what they can do to preserve the wild, giving respect to Osiris in the process. It is considered a good omen to host a priest during this time, and families vie for the honor.

## 24.8 Relationship to Other Deities

All reasonable people welcome the presence of an osirian priest to their local. His presence foretells of the care of mother Osiris to their towns, villages and farms. Farming communities will often give a portion of their harvests to such a priest as a sign of thanks for plenty and a hope for future yields. In return, the priests takes often takes on the role of the local veterinarian, tending the animals within his parish. Everyone must eat, and everyone has to live in the land left to them, so followers of all religions will seek to do right by a priest of Osiris.



## 24.9 Magical Abilities

Priests of Osiris have four groups of spells that allow them to affect things on land.

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**Wilderness** spells assist the priest to coexist with plants and animal life in the wild.

**Animal Form** allows the caster to assume the shape of various land creatures, taking on their attributes and abilities.

**Land Life** spells allow the caster to interact with and assist creatures of the land.

**Land Morph** spells are used by the priests of Osiris to change the form of plants and land.

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### 1. Wilderness

- 1 Cloister
- 2 Land Sound
- 3 Plant Pass
- 4 Hold Life
- 5 Land Smell
- 6 Speed Run
- 7 Cold Blood
- 8 Wood Sense
- 9 Land Skim
- 10 Land Hold
- 11 Land Way
- 12 Land Port

### 2. Animal Form

- 1 Slug
- 2 Gazern
- 3 Bush
- 4 Butterfly
- 5 Raven
- 6 Horse
- 7 Ulrich
- 8 Tree
- 9 Tiger
- 10 Sharze
- 11 Torgon
- 12 Grazzoon

### 3. Land Life

- 1 Animal Kind
- 2 Animal Call
- 3 Animal Send
- 4 Animal Heal
- 5 Animal Find
- 6 Animal Sing
- 7 Animal Mail
- 8 Animal Ride
- 9 Animal Eyes
- 10 Animal Tale
- 11 Animal Fury
- 12 Animal Save

### 4. Land Morph

- 1 Dirt Shape
- 2 Pastry
- 3 Sand Stream
- 4 Stone Sculpt
- 5 Encase
- 6 Dirt Jet
- 7 Wood Shape
- 8 Rock Tool
- 9 Clay Jet
- 10 Wood Wall
- 11 Plant Guard
- 12 Stone Jet

**24.9.1 Wilderness****1 – Cloister**

Time to Cast: 2 R  
 Resist Check: special  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: hides in undergrowth

When the caster casts this spell, the undergrowth about him moves to hide his presence. It requires at least a 5d6 check vs PER for others to notice the caster during the spell's duration.

**2 – Land Sound**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 1 + .5/F met radius  
 Effect: distance hear

The caster places his ear to the ground and hears any large movements within the area of effect, such as groups of horses, giant creatures, and hordes of people. He will be able to tell their distance within 10% and their general direction.

**3 – Plant Pass**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: special  
 Effect: undergrowth moves aside

All undergrowth in physical contact with the target of this spell moves aside, allowing the target to pass through without hindrance.

**4 – Hold Life**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: stops life functions

The caster need not breathe nor perform any bodily functions. No poisons or potions can take effect while this spell is active.

**5 – Land Smell**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 2 + 1/F' radius  
 Effect: enhanced smell

The caster's sense of smell is enhanced so that he can detect, by smelling the ground and the plants nearby, which creature or creatures have passed since the last rainfall. He can learn the general type of creature and approximately how long ago it passed.

**6 – Speed Run**

Time to Cast: 3 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F hours  
 Area: caster  
 Effect: run fast

The caster faces the direction he wishes to travel, concentrates, and then casts this spell. Slowly, he begins running in that direction. Steadily picking up speed, he is soon traveling 50% faster than his normal maximum running speed. He stays in this trance as long as the spell lasts and he comes to no obstacles, such as roads, rivers or buildings. He can travel around trees and through underbrush without difficulty.

**7 – Cold Blood**

Time to Cast: 3 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 6 + 2/F hours  
 Area: targeted creature  
 Effect: resist cold

This spell slows blood flow and increases its heat bearing capacity. The target of this spell can survive temperatures 80 degrees Fahrenheit colder than it could normally. This spell has little effect at normal or warm temperatures, but will make freezing temperatures feel comfortable.

**8 – Wood Sense**

Time to Cast: 3 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F hours  
 Area: caster  
 Effect: sense by hearing

The sounds of the woods and the plains are well known to the caster. This spell lets him use these sounds to detect motion about him. This is equivalent to seeing by the light of a full moon, but is effective in total darkness. Rain, explosions, or other loud, persistent noises will negate this spell.

**9 – Land Skim**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F hours  
 Area: caster  
 Effect: ride fast

The caster sits facing the direction he wishes to travel, then he concentrates and casts this spell. Slowly, the plants pick him up and start handing him off in the chosen direction. Steadily accelerating, he is soon traveling at 60 mets per hour. He stays in this trance as long as the spell lasts, and he comes upon no obstacles like roads, rivers or buildings. He will be carried around trees and through underbrush without difficulty.

**10 – Land Hold**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 4 + 2/F days  
 Area: targeted creature  
 Effect: hibernation

The target of this spell must be lying on the ground. The caster casts the spell and the target's body slowly sinks into the earth, in a trance-like state that requires neither air nor food. At the termination of the spell, the body is brought back to the surface and begins to breathe normally. This spell arrests all poisons and diseases.

**11 – Land Way**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: seeks location

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are on the same landmass, however distant, the caster is pulled in the direction of the memorized location at 40 mets per hour.

**12 – Land Port**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: caster  
 Effect: magically moves

The caster recalls a place he has previously memorized (having noted such to the GM) and casts this spell. If that location and his current location are both on the same landmass, however distant, a whirlwind of dirt and sand gathers up the caster, and teleports him to the memorized location, where he emerges from the whirlwind.

**24.9.2 Animal Form****1 – Animal Form**

Spell Rank: 1 – 12  
 Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: change to animal

This spell allows the caster to take the form of a land animal. In this form, he takes on all of that animal's attributes and abilities. As a butterfly, raven, sharze, torgon or grazzoon he can fly. As an ulrich, he can burrow beneath the ground. As a horse he can speed over the land. He does retain his normal mental facilities, but cannot make the proper gestures for spell casting, or wielding human weapons. He can discard the shape and return to his own at any time before the duration expires by expending one divine unit.

Most of these creatures are described in the creature listings.

- |              |  |
|--------------|--|
| 1) slug      | a small mollusc with a single DP           |
| 2) gazern    | a small reptile with six legs and big eyes |
| 3) bush      | non-mobile plant                           |
| 4) butterfly | a one DP flying insect                     |
| 5) raven     | a flying creature                          |
| 6) horse     | a running beast                            |
| 7) ulrich    | a burrowing mammal                         |
| 8) tree      | another non-mobile plant                   |
| 9) tiger     | a carnivore of the cat family              |
| 10) sharze   | a dangerous flying mammal                  |
| 11) torgon   | a strange flying eating machine            |
| 12) grazzoon | a flying lizard with a deadly song         |



**24.9.3 Land Life****1 – Animal Kind**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: LOS 300'  
 Effect: see land creatures

The caster sees a blue glow around any creature who resides primarily on land. The strength of the glow indicates the general health and life force of the creature.

**2 – Animal Call**

Time to Cast: 1 M  
 Resist Check: 3d6 vs WIL negates  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 250 + 50/F' radius  
 Effect: calls forth land creature

Any land creature within the area of effect, that is willing or fails the RC, approaches the caster. The creature will stay for at least one minute.

**3 – Animal Send**

Time to Cast: 4 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 5'  
 Duration: special  
 Area: single land creature  
 Effect: send to location

The target of this spell must be a non-intelligent land creature. The caster recalls a location he has previously memorized (and informed the GM at the time) and casts this spell. If the creature is willing or fails the RC, it must go to that location. The creature is released from the spell when it arrives.

**4 – Animal Heal**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single land creature  
 Effect: cures

Touching any land creature, intelligent or not, the caster cures it of 2d6 of lost damage points. This will not cure lizards, since they are considered marine creatures.

**5 – Animal Find**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: 10 + 5/F M  
 Area: single land creature  
 Effect: creature finds object

The caster visualizes an object for which he is searching. Then he gets the attention of a land creature (possible using one of the spells in this group) and casts this spell. If the creature knows the location, he leads the caster to the object.

**6 – Animal Sing**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: hearing  
 Effect: speak to animal

The caster can speak and be understood by any land creatures within hearing. How the creatures react is totally up to them and their capacity to understand what is told them.

**7 – Animal Mail**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: special  
 Area: single land creature  
 Effect: sends message

The caster gets the attention of a land creature and then casts this spell. If the creature is willing or fails the RC, it will listen to the caster for up to one minute. The caster recalls a previously memorized location, and the creature travels there to the best of its abilities. When it reaches its target, the recorded message is played back.

**8 – Animal Ride**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: special  
 Area: single land creature  
 Effect: hitch a ride

After getting a land creature's attention, and it is willing or fails the RC, this spell causes the creature to allow the caster to ride it to a memorized location. Obviously, the creature needs to be big enough and capable of hauling the caster for this spell to be effective.

**9 – Animal Eyes**

Time to Cast: 3 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: 30 + 10/F M  
 Area: single land creature  
 Effect: see through land creature's eyes

Cast on an attentive land creature that is willing or fails the RC, the caster is empowered to see through its eyes for the duration of the spell.

**10 – Animal Tale**

Time to Cast: 5 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10'  
 Duration: special  
 Area: single land target  
 Effect: see creature's memory

After getting a land creature's attention and casting this spell, the caster gets a vision of one event in which he is interested, if the creature is willing or misses its RC and witnessed the event in question.

**11 – Animal Fury**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 60 + 20/F'  
 Duration: 1 + 1/F M  
 Area: 50 + 20/F' radius  
 Effect: enrages land creature

Casting this spell and pointing toward a target will cause all willing land creatures (or those that fail the RC) within the area around the target, to attack the target for the duration of the spell.

**12 – Animal Save**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 6 + 2/F hours  
 Area: single land creature  
 Effect: let it breathe water

Touching a land creature and casting this spell allows it to breathe underwater for the duration of the spell with no ill effects.

**24.9.4 Land Morph****1 – Dirt Shape**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single small object  
 Effect: creates object

The caster cups sand, dirt or clay in his hands, visualizes a shape, then casts this spell. The material forms into that shape. It is normal dirt, but in the shape the caster desires. If broken, the shape crumbles to dust.

**2 – Pastry**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 + 1/F pounds  
 Effect: changes plants to pastry

The caster holds plant material in his hands and casts this spell. It changes to a light and savory pastry, both tasty and filling.

**3 – Sand Stream**

Time to Cast: 1 R  
 Resist Check: 4d6 vs AGI negates  
 Target: 20 + 10/F' line  
 Duration: 4 + 2/F R  
 Area: target creatures  
 Effect: blinds things

The caster points in a direction, and a strong stream of sand spouts from his hand. If directed at an opponent's unprotected eyes, he must make the RC or be unable to see for 1d4 rounds.

**4 – Stone Sculpt**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single small object  
 Effect: creates object

The caster holds dirt, sand or clay in his hands, visualizes a shape, then casts this spell. The material in his hands forms to the shape and turns into a rock. It is normal rock, but in the shape the caster desires. If broken, it changes back into the material it was created from.

**5 – Encase**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 6 + 2/F hours  
 Area: 1' radius  
 Effect: encases non-living objects

After placing any non-living object on the ground amidst grass or underbrush, the caster casts this spell. The plants move to form a strong, two inch thick mesh about the object, which obscures and restrains it.

**6 – Dirt Jet**

Time to Cast: 1 R  
 Resist Check: 4d6 vs STR negates  
 Target: 30 + 15/F' line  
 Duration: 4 + 2/F R  
 Area: targeted creatures  
 Effect: knocks down things

The caster points in a direction, and a very strong stream of dirt spouts from his hand, striking anything in its path. Any creatures hit by the stream that fails the RC is forced backward ten feet and knocked to the ground.

**7 – Wood Shape**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: special  
 Effect: shapes wood

The caster holds a piece of wood, which can weigh no more than 20 pounds, and visualizes a shape, and casts this spell. The wood assumes the shape the caster visualized. If broken, the item reverts to a broken piece of wood.



**8 – Rock Tool**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: single small object  
 Effect: creates object

The caster cups dirt, clay or sand in his hands, visualizes a shape, then casts this spell. The material forms that shape and turns into a hard metal. It has the strength and properties of hard iron, but in the shape the caster desires. If broken, it changes back into the material from which it was created.

**9 – Clay Jet**

Time to Cast: 1 R  
 Resist Check: 5d6 vs AGI negates  
 Target: 30 + 15/F' line  
 Duration: 4 + 2/F R  
 Area: targeted creatures  
 Effect: encase things  
 in clay

The caster points in a direction, and a very strong stream of wet clay spouts from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC is encased in the clay and is treated as if “grappled to hold.” If it fails to break free within two minutes, it may suffocate (GM’s discretion).

**10 – Wood Wall**

Time to Cast: 4 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 6 x 20 + 10/F' wall  
 Effect: creates a wall

This spell causes a large, one foot thick wall of wood to appear in the area the caster defines with a sweep of his hand. It remains until destroyed normally.

**11 – Plant Guard**

Time to Cast: 4 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single living target  
 Effect: creates armor

The target of this spell must be standing in grass or underbrush at the time of the casting. The plants form a two inch thick layer around the target that is as effective as chain mail. The target can breathe normally through the plant armor.

**12 – Stone Jet**

Time to Cast: 1 R  
 Resist Check: 5d6 vs AGI halves  
 Target: 40 + 20/F' line  
 Duration: 2 + 1/F R  
 Area: targeted creatures  
 Effect: 6d6 damage

The caster points in a direction, and a stream of sharp rocks shoot from his hand, hitting anything in its path. Any creature or person hit by the stream who fails the RC suffers 6d6 damage points.



## Chapter 25

### Ra – The Bearer of Light

#### 25.1 Domain

Bringer of light and reason to the world, Ra is followed by those seeking to build order from a world of darkness and chaos.

#### 25.2 History

“Ra was first, and he shall be last . . .,” chant his worshippers during one of their ceremonies. Before the advent of the universe, all its parts floated in endless darkness and chaos. Chaos, in its randomness, spawned a light, and that light was called Ra. Ra beheld the universe and saw he alone held intelligence. He pondered his purpose of existence and concluded that he existed to bring order out of chaos.

He started by creating the twelve great **Laws of Order** to govern how light, darkness, matter, and ether interacted. He created places, called planets, where his creations could live. He created the other gods to govern, each to a purpose. He and his servants created all vegetable and animal life on these planets, and set them the task to help him bring order to every aspect of their existence.

Originally, he walked the surface of **Torandor** among men, helping them learn the ways of order. He showed them how to build, which materials to use, which methods were best. About a thousand years after the beginning of recorded history, he gathered all men and all gods and set to work on the **Superi**, the great device that would allow the gods to pass on to the next plane of existence. When the moment came to activate the device, but he was betrayed by Rudri as she tried to grasp the power of the Superi for herself.

The other gods looked on in horror as Ra and Rudri battled in the heavens above them. Ra managed to eject her from the Superi, but at a great cost; the vessel was hopelessly damaged, and he was trapped within. Any attempt to move would cause it to explode, destroying not only him but the planet and even the very star system with him. He projected his image to the other gods, told of his fate, and warned them to stay clear. Forever.

It is foretold that once order has been brought to the universe, his imprisonment will end as he and his creations perish. They will pass on to higher plane of existence, to begin their task anew.

#### 25.3 Motivation

“Upon Pillars of Light,  
the World of Order is built . . .”

Holding off the end of time in the chaos of non-existence, the followers of Ra ever strive to force order and consistency on the world around them.

#### 25.4 Aspects

Ra projects but one aspect: his true form. He is a man, about 12 feet in height with bronzed skin, very short blond hair, and blue eyes. He wears a leather harness resplendent with jewels and precious metals.

Ra most often appears to correct misapprehensions and to protect and aid his followers. He often assists in organizing opposition to those who follow the ways of darkness. Most of his powers are projected from the damaged Superi, and manifest themselves as beams of light with varying effects.

#### 25.5 Structure of the priesthood/Temple

There are no special classes or groups within the house of Ra. When decisions must be made, all the priests and any interested followers gather for a **Sighting of Truth**. The priest to speak last at the previous Sighting begins. He states the facts as he knows them, the conclusions he can draw from them, then yields the floor to another. Anyone may interrupt between speakers to propose a course of action and call a vote. Each priest and follower has one vote.

##### 25.5.1 Organization

Each priest chooses the duties that best suit him within the **Solarium**, Ra’s house of worship. All tasks are of equal importance. The priests do have a ritualistic order of tasks that specifies who needs to work or communicate with whom.

##### 25.5.2 Requirements

Prospective priests need nothing more than a quick mind and a willing heart. There are no age, sex, or race restrictions on whom may serve in the light of Ra. A prospective priest enters the Solarium’s sanctum and announces that he is willing to serve. Any interested priests then gather about and ask the devotee questions designed to test his mental agility. If the attending priests are satisfied, they present the devotee an ankh and declare him a priest of Ra.

### 25.5.2.1 Apprenticeship

From the day a devotee enters the priesthood, he is considered a full priest. The only restriction is that he cannot leave the Solarium until he demonstrates his holiness in the sight of Ra by casting his first spell. He may then venture into the outside world. This usually takes about one year of study and basking, but some have done it in as few as four months, while others have lived out their lives within the Solarium.

### 25.5.2.2 Initiation

The day the priest casts his first spell is called his **Day of Awakening**. On this day he is given gifts by the other priests. Common items include holy symbols, towels, tanning oils, leather harnesses, and transparent crystals and lenses. The priest then hosts a celebration feast within the Solarium, attended by all his friends and relatives. He exits the Solarium with much ceremony and is taken on a tour of the area's eating and drinking establishments by his closest friends. The priest drinks and eats free, as it is a stroke of good fortune to host a priest on the day of his awakening.

### 25.5.2.3 Duties

Outside the Solarium, the priests of Ra are well known as skilled builders and workmen. The priests labor long and hard on the creation and maintenance of public buildings, temples, bridges, and other large structures. The continued existence of these places is mandated by their desire for order and consistency.

Within the Solarium, work is needed to maintain the kitchens, baths, offices, teaching rooms, and worship areas. These areas must be staffed, supplied and operated.

The Solarium also provides support for outside constructions. Prefabrication of building sections and the

complex task of procuring and allocating supplies occupies many priests and devotees. Supervising and controlling the large slave laborer corps used outside the Solarium is also necessary.

Their work on public places earns the Solarium a hefty income in payments, taxes, and donations. The priests of the Solarium are well known as philanthropists and do not hesitate to use their wealth to promote their theology and support those who espouse Ra's ideals.

### 25.5.3 Functions

Since any priest may preside over any ceremony, and any holy office, there are no permanent assigned functions. Over time some priests may become more skilled at some functions than others, but none of these functions are permanent.

### 25.5.4 Advancement

Since there is no order of ranks or seniority within the Solarium, there is no formal advancement. When a priest performs above and beyond the call of duty, however, his fellow priests may award them titles of honor. Such honorariums are used as titles, which precede their names, and include words such as "Master," "Learned," "Savant," and "Enlightened."

### 25.5.5 Dogma

"Bringing Order from Chaos  
Reveals the Divine Enlightenment . . ."

Believers in Ra strive mightily to uphold his twelve **Laws of Order**. They attempt to bring these rules to all sentient beings, and give all the opportunity to uphold them.

- 
- I Thought alone exists in the Realm of chaos.
  - II Light and Darkness are but manifestations of Thought.
  - III Matter and Ether are brought into order by Light.
  - IV Matter is the container for the form of all objects.
  - V Ether holds together the substance of all objects.
  - VI Physical attributes of objects are manifested by matter.
  - VII The probability of existence is manifested by ether.
  - VIII Objects devoid of matter decay into chaos.
  - IX Objects devoid of ether disintegrate into chaos.
  - X Life is but thought that has clothed itself in a mortal shell of ether and matter.
  - XI Death is the end of Thought. The shell that was the body no longer has a function.
  - XII The end of all Thought spells the end of Creation.
- 

### 25.5.6 Traditions

Only priests and devotees are allowed within the Solarium. Slaves, without exception, are barred from entering, as are those who do not make obeisance to Ra. Other land is often purchased by the Solarium to house the large slave labor force that assists the priests in their construction duties.

### 25.5.6.1 Clothing

Desirous of the touch of Ra upon them, his followers wear little clothing. Within the confines of the Solarium, they wear nothing, except perhaps an ank on a silver or gold chain. Outside the Solarium, they wear as little clothing as is practical, usually settling for a loincloth and a leather harness. Followers of Ra **NEVER** wear head

coverings of any sort, since they believe that this would hide them from the presence and knowledge of Ra.

### 25.5.6.2 Appearance

Followers of Ra favor a simple, utilitarian appearance. Little jewelry and no makeup is the rule. All body hair is cut short, or shaved off altogether. Ra's followers believe that the tone of their skin shows their piety, so his followers bask often to get the deepest tan possible.

### 25.5.6.3 Speech and Gestures

The speech patterns of the devotees of Ra vary little from the general populace. As to content, followers of Ra are considered truthful and direct about their intentions.

When priests choose their vocations, they are then referred to by vocation, e.g., "Builder Donard," "Cleaner Yellan," "Supplier Helt," etc. Vocational titles are sometimes preceded by honorifics if the priest has been honored by his fellows.

## 25.6 Worship

### 25.6.1 Sacrifices

Ra does not demand or condone the chaos that results from the sacrificial destruction of wealth, creatures, or humans. Such is not done by his followers.

### 25.6.2 Donations

Followers of Ra who wish to show their devotion can do so either by direct donations of wealth, or by volunteering to become temporary **devotees** within the Solarium, to assist the priests.

### 25.6.3 Obligations

Followers of Ra are under no physical obligations to the Solarium. Ra accepts and condones those who would

worship him outside the bounds of institutional religion. It does take a special personal sacrifice or quest to use the power of Ra if not a member of a Solarium.

### 25.6.4 Penance

Those who sin in Ra's eyes, by condoning or advancing the cause of Chaos, must accomplish twice the amount of construction as they did destruction. They must personally perform these tasks, as set by a priest of the Solarium, not by proxy or wealth.

### 25.6.5 Advice

Any devotee may ask an audience of any priest for information and advice. These meetings are held in strict confidence, and the priest is obligated not to reveal what he hears.

## 25.7 Holidays & Feast Days

The priests of the Solarium celebrate the days of the nearest and farthest approach of Onra. The nearest approach is called **The Sun's Guard** and the farthest recession is called **The Sun's Return**. These celebrations involve many stylized dances and much food and wine.

## 25.8 Relationship to Other Deities

The priests of Ra often employ members of T'or's **Sirma** guard to protect the priests working outside the Solarium. Also troops assigned from the Enclave are assigned to guard Solariums in wild or hostile territory. Besides simple payment, the priests of Ra also assist the T'or Enclave to repair and maintain their buildings.

## 25.9 Magical Abilities

Priests of Ra have four spell groups that allow them to bring order to the world. They acquire their spell energies from Ra through the Encorporate spell, and thus do not regain DU from rest like other spell casters. Many spells require the caster to be “in the sight of Ra,” i.e., in sunlight.

All spells of Ra are concerned with the change of states of matter, light and ether. Each spell group is one type of transformation.

```
                <-- Decompile ---      MATTER
                ---- Compile ---->
LIGHT
                --- Encorporate ---
                <-- Discorporate ---    ETHER
```

---

**Compile** spells allow a priest to use different types of light to affect living and non-living matter. **All Compile spells require sunlight to function.**

**Decompile** spells allow a priest to break matter down into its component parts, creating light and other effects.

**Discorporate** spells enable a priest to change ether into various manifestations of light.

**Encorporate** spells enable a priest to change light energy into the ether required to power their magics. **Encorporate spells require sunlight to function.**

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### 1. Compile

- 1 Scald
- 2 Light Pen
- 3 Sunburst
- 4 Reflect
- 5 Boil
- 6 Nova
- 7 Focus
- 8 Ignite
- 9 Super Nova
- 10 Sun Mark
- 11 Sun Blind
- 12 Sun Strike

### 2. Decompile

- 1 Beam Talk
- 2 Dark Sleep
- 3 Beam Sight
- 4 Dark Pain
- 5 Beam Port
- 6 Dark Lock
- 7 Sun Talk
- 8 Enlighten
- 9 Sun Sight
- 10 Rainbow
- 11 Sun Port
- 12 Hold Day

### 3. Discorporate

- 1 Ankh
- 2 Bright Sight
- 3 Brilliant Flash
- 4 Truce
- 5 Disclose
- 6 Prism
- 7 Spot Light
- 8 Repulse
- 9 Daytime
- 10 Enrage
- 11 Squelch
- 12 Vegetate

### 4. Encorporate

- 1 Encorporate 1
- 2 Encorporate 2
- 3 Encorporate 3
- 4 Encorporate 4
- 5 Encorporate 5
- 6 Encorporate 6
- 7 Encorporate 7
- 8 Encorporate 8
- 9 Encorporate 9
- 10 Encorporate 10
- 11 Encorporate 11
- 12 Encorporate 12

**25.9.1 Compile****1 – Scald**

Time to Cast: 1 R  
 Resist Check: none  
 Target: none  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' line  
 Effect: hot blast of air

The caster's outstretched hand discharges a hot (200 degrees Fahrenheit) blast of air. This doesn't cause any damage, but may be very distracting. This spell can only be cast in the sight of Ra.

**2 – Light Pen**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: single surface  
 Effect: burns in words

The caster's finger tip becomes a writing instrument which can write by burning on the surface of any non-living, burnable object. This spell can only be cast in the sight of Ra.

**3 – Sunburst**

Time to Cast: 1 R  
 Resist Check: 4d6 vs AGI negates  
 Target: LOS 40 + 10/F'<sup>2</sup>  
 Duration: instantaneous  
 Area: single target  
 Effect: heat ray

When this beam strikes its target, the target suffers 2d6 damage points of. This spell can only be cast in sight of Ra.

**4 – Reflect**

Time to Cast: 2 R  
 Resist Check: none  
 Target: none  
 Duration: 10 + 5/F M  
 Area: 4' radius circle  
 Effect: creates mirror

The caster waves his hand in a circle in front of him, and a mirror forms. The mirror remains centered on the caster's open palm and reflects all light energies. This spell can only be cast in the sight of Ra.

**5 – Boil**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 2 + 1/F gals liquid  
 Effect: boils liquids

The caster immerses his hand within the liquid and casts this spell. The maximum temperature is 212 degrees Fahrenheit (water's boiling point), so the liquid may boil, if appropriate. The caster's hand is not harmed by the boiling liquid, and the liquid begins to cool normally once the caster withdraws his hand. This spell can only be cast in the sight of Ra.

**6 – Nova**

Time to Cast: 1 R  
 Resist Check: 5d6 vs AGI negates  
 Target: LOS 60 + 15/F'<sup>2</sup>  
 Duration: instantaneous  
 Area: single target  
 Effect: bigger heat ray

When this beam strikes its target, that target suffers 4d6 damage points. It can only be cast in the sight of Ra.

**7 – Focus**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1' radius  
 Effect: cooks things

This spell bends and focuses Ra's energies to a precise point, heating the indicated spot to a temperature of 450 degrees Fahrenheit. The heat buildup is slow, and living creatures can easily avoid damage. This spell can only be cast in the sight of Ra.

8 – **Ignite**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 30 + 15/F'  
 Duration: instantaneous  
 Area: single point  
 Effect: ignites flammable materials

A beam of light leaps from the caster's outstretched fingers and hits the target point. If the target is flammable, it ignites. The flame is treated as normal, not magical, and causes no direct damage to any living creatures. This spell can only be cast in the sight of Ra.

9 – **Super Nova**

Time to Cast: 1 R  
 Resist Check: 6d6 vs AGI negates  
 Target: LOS 60 + 15/F'  
 Duration: instantaneous  
 Area: single target  
 Effect: even bigger heat ray

When this beam strikes its target, and it fails the RC, it suffers 8d6 points of damage. This spell can only be cast in the sight of Ra.

10 – **Sun Mark**

Time to Cast: 1 R  
 Resist Check: 4d6 vs AGI negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: brands target

This spell allows the priest to use the energy of the sun to burn an permanent ankh-shaped brand onto any creature or flammable material. The brand is about six inches high and causes 1d2 damage points when applied. This spell can only be cast in the sight of Ra.

11 – **Sun Blind**

Time to Cast: 2 R  
 Resist Check: 5d6 vs HEA negates  
 Target: LOS 10 + 5/F'  
 Duration: instantaneous  
 Area: single target  
 Effect: blinds

The unfortunate target of this spell will have his sight permanently destroyed if it fails the RC. The target must have visual organs. This spell can only be cast in the sight of Ra.

12 – **Sun Strike**

Time to Cast: 2 R  
 Resist Check: 5d6 vs HEA halves  
 Target: LOS 100 + 30/F'  
 Duration: instantaneous  
 Area: 20 + 10/F' radius  
 Effect: biggest heat ray

The unfortunate targets of this spell suffer the **Gaze of Ra**. They are burned by his gaze, suffering 10d6 damage points if they fail the RC. All their possessions must check against fire or be destroyed. This spell can only be cast in the sight of Ra.



**25.9.2 Decompile****1 – Beam Talk**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 1 met  
 Duration: 1 + 1/F M  
 Area: special  
 Effect: sound along  
 a light beam

A faint beam of light leaps from the caster's hand. Sound is transmitted along the beam in both directions whenever it encounters solid matter. The caster can use this to talk to anyone he can see without being overheard. Mirrors and lenses may be used to redirect the beam.

**2 – Dark Sleep**

Time to Cast: 1 R  
 Resist Check: 3d6 vs PWR negates  
 Target: LOS 30 + 15/F<sup>2</sup>  
 Duration: special  
 Area: single target  
 Effect: induces sleep

If the target fails the RC, he falls into a deep, trance-like sleep. He can be awakened if exposed to sunlight or with an Awaken spell.

**3 – Beam Sight**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 1 met  
 Duration: 1 + 1/F M  
 Area: special  
 Effect: sight along  
 a light beam

A faint beam of light leaps from the caster's hand. Vision is transmitted along the beam in both directions whenever it encounters solid matter. The caster sees what is visible from the other end of the beam. Mirrors and lenses may be used to focus and direct the beam.

**4 – Dark Pain**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 30 + 15/F<sup>2</sup>  
 Duration: special  
 Area: single target  
 Effect: induces pain

If the target fails the RC, he experiences constant, crippling pain, which prevents any action other than movement at quarter speed. The effect lasts until he is exposed to sunlight.

**5 – Beam Port**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 1 met  
 Duration: instantaneous  
 Area: self  
 Effect: teleport along  
 a light beam

A faint beam of light leaps from the caster's hand. The caster dematerializes, then rematerializes where the beam encounters solid matter. The beam may be manipulated with mirrors or lenses.

**6 – Dark Lock**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 30 + 15/F<sup>2</sup>  
 Duration: special  
 Area: single target  
 Effect: petrify

If the target fails the RC, his flesh hardens into a rock-like substance. He stays in this form until exposed to sunlight, and suffers no damage from the experience . . . unless dropped or broken.

**7 – Sun Talk**

Time to Cast: 3 R  
 Resist Check: none  
 Target: special  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: long distance talk

The caster visualizes someone he knows whom he wishes to speak with. If he and the other person are in the sight of Ra, they can talk as if they were next to each other.

**8 – Enlighten**

Time to Cast: 3 R  
 Resist Check: none  
 Target: LOS 20 + 10/F'  
 Duration: 30 + 10/F M  
 Area: 10 + 5/F' radius  
 Effect: opens path to Ra

The caster points at the ceiling and casts the spell. It, and any intervening material (other than Teresium), up to 100 + 50/F' deep, becomes transparent, leaving the caster in a pool of sunlight.

**9 – Sun Sight**

Time to Cast: 3 R  
 Resist Check: none  
 Target: special  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: long distance sight

The caster visualizes someone he knows whom he wishes to see. If both he and the other person are in the sight of Ra, they can see each other as if they were next to each other.

**10 – Rainbow**

Time to Cast: 4 R  
 Resist Check: none  
 Target: none  
 Duration: 2 + 1/F H  
 Area: 1 met radius  
 Effect: stops rain

This spell works in any rain which is less than a storm. The caster motions toward Ra, casting this spell. The rain stops and the clouds part, revealing Ra.

**11 – Sun Port**

Time to Cast: 5 R  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: memloc  
 Effect: teleports

The caster recalls any place he has memorized and casts this spell. If his present location and his destination are in the sight of Ra, he dematerializes, then rematerializes at his destination. He cannot bring more than he can carry, or any other living creatures.

**12 – Hold Day**

Time to Cast: 6 R  
 Resist Check: none  
 Target: the sun  
 Duration: 30 + 10/F minutes  
 Area: 1 met radius  
 Effect: delays sunset

This spell bends the light of Ra around the planet, delaying the setting of the sun. The image of Ra sits on the horizon for the duration of the spell. When the spell ends, darkness falls suddenly.

**25.9.3 Discorporate****1 – Ankh**

Time to Cast: 1 R  
 Resist Check: 3d6 vs CSE negates  
 Target: 30 + 10/F'  
 Duration: 1 + 1/F M  
 Area: 1 + .5/F' radius  
 Effect: creates ankh image

The caster creates a white glowing image of an ankh at any point within range. The ankh makes undead creatures hesitate for one round if they fail the RC.

**2 – Bright Sight**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: headlights

The target's eyes project a yellow cone of light 50 feet long and up to 10 feet wide. This light simply illuminates and cannot affect or blind.

**3 – Brilliant Flash**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PER negates  
 Target: creatures in area  
 Duration: instantaneous  
 Area: 20 x 10' cone  
 Effect: temporary blindness

This casting temporarily blinds an opponent with a brilliant flash of white light under most lighting conditions (GM's discretion). The flash can be seen for meters.

**4 – Truce**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F'  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: pacifies enemy

An enemy struck by this spell will cease attacking the caster and his compatriots. The target can defend himself, and will listen to what the caster says while the spell is in effect. A gentle, orange glow illuminates the target while this spell is in effect.

**5 – Disclose**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL activates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: cancels mind magic

The caster touches his intended target, who becomes illuminated by a gentle, cyan glow. If the target makes RC, all mind-affecting magic controlling him is cancelled.

**6 – Prism**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 20 + 10/F'  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: splits image

Violet light illuminates the target, which then blurs and splits into two to six images (1d6, ignore a result of one). The spell prevents any viewers from knowing which image is the real target. All the images which are not the target look, move and respond like the target, but have no substance.

**7 – Spot Light**

Time to Cast: 1 R  
 Resist Check: 4d6 vs CSE negates  
 Target: 40 + 15/F'  
 Duration: 30 + 10/F M  
 Area: 10 + 5/F'  
 Effect: creates spotlight

The caster points to a specific spot, and a white spotlight shines from above him to the place he has pointed. Any undead creatures must make the RC or flee in terror.

**8 – Repulse**

Time to Cast: 1 R  
 Resist Check: 5d6 vs STR negates  
 Target: LOS 30 + 10/F'  
 Duration: instantaneous  
 Area: single target  
 Effect: throws target  
 60 + 20/F' away

The target is hit by a beam of blue light emanating from the caster's outstretched hand. If the target fails the RC, he is flung directly away from the caster. The distance thrown is proportionate to the target's weight; the distance listed is that for a normal human male.

**9 – Daytime**

Time to Cast: 2 R  
 Resist Check: 4d6 vs CSE negates  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: 30' radius  
 Effect: creates daylight

An area about the caster is bathed in full sunlight. Any undead creatures caught in this light must make the RC or be destroyed.

**10 – Enrage**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 30 + 10/F'  
 Duration: 4 + 2/F R  
 Area: single target  
 Effect: angers target

The target is bathed in a fierce red glow. If he fails the RC, he is gripped by a sudden, strong rage which override his intellect and forces him to wildly attack random targets for the duration of the spell.

**11 – Squelch**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 20 + 10/F'  
 Duration: 4 + 2/F R  
 Area: single target  
 Effect: stops use of magic

The target is illuminated by an indigo glow. If he fails the RC, all his magic temporarily fails. Items are useless, potions ineffective, and spell casting impossible. The magic returns when the spell expires.

**12 – Vegetate**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PWR negates  
 Target: 60 + 20/F'  
 Duration: 1 + 1/F M  
 Area: 15' radius  
 Effect: stops voluntary movement

All creatures within the area of this spell that fail the RC cannot make any voluntary motions. A gentle green glow illuminates the area of effect.

**25.9.4 Encorporate****1 – Encorporate**

Spell Rank: 1 – 12  
Time to Cast: special  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: caster  
Effect: replenishes DU

This spell, unlike all others, requires no DU to cast. The priest uses it to replenish his spell energies while basking in the sun. He needs to find a place where he can remain undisturbed while casting. This takes two hours on a clear day, and eight on a completely cloudy day. If it is raining or storming, this spell will not work. At the end of the casting time, the caster gains DUs equal to the Encorporate rank cast.



## Chapter 26

### Rudri – Dweller of the Dark

#### IMPORTANT:

*It is highly recommended that only actors be priests and priestesses of Rudri in your game or campaign. Adventurers of this faith are too disruptive to other adventurers to work together. This priesthood is presented only to act as source for opposing actors.*

#### 26.1 Domain

Often called **The Abandoned One**, Rudri lives among her children on Jaern. She uses her followers to subvert and destroy the works of man, and of the gods, who enslave the world with stagnation and order. Her followers name her the **Mother of Change**, the **Consort of Pain**, and the **Mistress of Delight**.

#### 26.2 History

Rudri was once the consort of Ra. A scant thousand years after finding **Torandor**, the gods attempted to construct the **Superi**, a device to capture the energies of the sun to power their magics and to pass to the next higher plane of existence. Hovering far above Torandor, Rudri and Ra worked to activate the device while the other gods watched from the safety of their divine domicile.

Realizing that success could mean the end of their sojourn of power over the masses who worshiped them, Rudri determined to grasp the power and rule alone. When the crucial moment came, she fought Ra to gain control of the Superi. She had not counted on the strength and determination of her husband, however. Ra counter-attacked and drove her from the vessel. The Superi was heavily damaged in the battle, and Ra was trapped within, forever. He could never leave it and survive, but he could harness a small portion of its energy to project his image to his brethren gods, and tell them of his consort's betrayal.

The other deities hunted down the treacherous goddess, banished her to the surface of Torandor, and stripped her of her divine powers. They hoped she would eventually weaken and die, like the pathetic mortals about her. But little did they understand her resourcefulness and her follower's love for her. Upon presenting herself to a priest of one of her temples, she discovered she could renew her powers by feeding on the very life forces of these petty mortals. One after another, they volunteered their energies and their lives to restore her to her godly station, as do many of her followers, today.

#### 26.3 Motivation

“Reality Is what I believe . . .  
and what I in Chaos Forge.”

Not satisfied to let the world go by, the followers of Rudri are driven to be the ones at the helm. They'll go to any lengths to further the causes of change, adversity and chaos.

#### 26.4 Aspects

Unlike the other gods, Rudri has no choice but to spend her time among mortals. Her favorite guise is that of a beautiful woman, in her middle twenties. She stands six feet tall and usually dresses in black silks and leather. Her pale complexion contrasts with her deep green eyes and chestnut hair. Her long nails are painted black, and she wears nothing in the way of jewelry or metal of any kind.

She demands instant obedience from her followers. Those who displease her often meet their ultimate demise, sacrificed to her life force.

She will occasionally reward her faithful followers by granting them favors. Anyone touched in this way is forever changed.

#### 26.5 Structure of the Priesthood/Temple

Rudri's priests are solitary creatures called **Hirudo**. Each hirudo must live by draining the life force and vitality from living creatures of the surrounding area. A hirudo will rarely tolerate the presence of another hirudo within their parish whom is not a member of their own **sangilo** or blood line. Each hirudo is only responsible to the hirudo whom created them, and to Rudri herself.

##### 26.5.1 Organization

The hierarchy of hirudo is based entirely on power, both the hirudo's personal power and the power of his **sangilo**. Any hirudo whom creates another hirudo is extending his *sangilo*. This river of blood has many branches and tributaries, but all trace back to Rudri at the source.

When two hirudo meet, they often resort to combat if they do not know one another. Since a hirudo is immune to the draining abilities of other hirudo, the contest is usually physical. The losing hirudo sometimes becomes a slave of the winner, but most often, the winner drains the loser's life force, sending him on to real death.

A hirudo can die when it takes too much physical damage, or when it has gone too long without feeding, and

the last of its life force is consumed. When this happens, it disintegrates to a fine silvery dust, and the hirudo is irrevocably gone. This dust is a sought after component of much necromatic magic.

## 26.5.2 Requirements

When a hirudo tires of a completely solitary existence, he sometimes searches his parish looking for a companion. This person must be one whom is healthy of mind and body, able to stand up to entering the **Brotherhood of Darkness**. Once a prospective companion is found, he must be enticed to the cause of Change, for a human must be completely willing to survive the gift.

The change that takes place in becoming a hirudo is absolute. The hirudo's humanity is left behind. His past life and experiences do nothing to prepare him for his existence as a hirudo. Not even the followers of Rudri are adequately prepared to understand or deal with the experience of being a hirudo. *All hirudo buy their spell abilities at triple cost, regardless of their origin.*

### 26.5.2.1 Apprenticeship

Not yet a hirudo, the applicant is shown the benefits of Change and the power that comes with it. If he is scared off at this stage, they are usually released, as they have no real knowledge of whom the hirudo is, or who he might serve.

### 26.5.2.2 Initiation

Once the applicant has shown willingness and embraces the catechism of Change, he is led to his patron's Obliette. There, the truth is revealed to him . . . he is to become a creature of dark, and his mistress is the goddess Rudri. If he rejects this the hirudo must kill him.

If he accepts this, he and his patron go through a ceremony in which life force is exchanged and he is given the Gift of Darkness. Only the hirudo realizes what happens at this ceremony, for no human has witnessed it and lived. The applicant, now very weak, is brought out of the Obliette, and his patron assists him in his first feeding.

*The creation of another hirudo is very draining on his patron as well. The patron loses 10% of his total experience which he has accumulated over his lifetime. The new hirudo receives one half of these points, which he must immediately spend on hirudo spells. In particular, the new hirudo **MUST** buy **Encure** to at least rank one in order to survive.*

*Since Rudri is the goddess of chaos, the GM figures out randomly what spells and skills are lost from the patron hirudo. An acceptable way to do this is to roll d20 on the following table, and then determine how much of the result is randomly lost. Repeat this until 10% of the hirudo's experience has been utilized.*

- 1 - 5 Damage Points
- 6 - 8 Skills
- 9 - 14 Hirudo Magic groups
- 15 - 16 Elemental Magic groups
- 17 - 20 Combat, Grapple and Missile Modifiers

*The newly created hirudo immediately loses all other divine magic, as other deities will not tolerate supplying magic to priests of the goddess of chaos. The unfortunate nomad accepting being a hirudo violates all they once lived for, and loses all their incants. The experience used to buy these lost abilities is part of the price of becoming a hirudo and is lost.*

### 26.5.2.3 Duties

Like Rudri herself, her priests' prime directive is to survive. This overrides any other causes, ideas, or morals. Having been cast out of the company of the gods and acceptance of society, the downfall of that society is the hirudo's priority. Creativity in methods has long been a trademark of Rudri and her followers. The death of key people at strategic times, controlling and influencing the right people, and insulating themselves in roles that they play for years before turning and causing havoc, are all viable methods to reach their goal. Many hirudo use this opportunity of having to remove a person to satisfy their thirst for life force.

## 26.5.3 Functions

Hirudo must first attend to their day-to-day needs to maintain themselves. While they seem undead, they do possess the life force of their victims, and are, strictly speaking, living creatures. But to maintain this life, they must acquire life force regularly from other living creatures in the area they claim as, "their parish." Most hirudo need to feed at least every third day, and more frequently in times of great exertion. They must learn to balance their need against the life of the parish, for if they drink too heavily of the life about them, it will fail and they will be forced to move elsewhere or die.

If a hirudo finds itself in a situation where it can not feed, it will eventually fall into a deathlike coma, indistinguishable from death. He will become more and more dried and corpse-like, and eventually expire, turning to dust. How long a hirudo can exist in this coma state depends on the power of the hirudo. *After its last feeding, a hirudo falls into this coma after the number of days equal to one tenth his rating. He can survive in this coma for the number of days equal to twice his rating before turning to dust.*

Establishing a very secret and hidden **Obliette** deep beneath the ground, each hirudo retreats there during the daytime to sleep and rest until nightfall. While resting there, the hirudo is at his most vulnerable.

The clever hirudo often cultivates the myths of the holy mother among the common folk of his parish, and use their fears to make them volunteer a portion of their life force to appease Rudri and her hirudo.

Outside these needs, most hirudo seek ways to disrupt the order about them, to force change. Any organization or order, caused by humans or gods, must be eliminated.



#### 26.5.4 Advancement

When two hirudo combat, the winner feeds on the life force of the loser. During the combat, the draining abilities of both hirudo are ineffective to their opponent. At the point of death, all the life energy contained by the loser is then absorbed by the winner. The loser turns to dust and is gone. Any other hirudo enslaved to the loser become property of the winner. These slaves become part of the victor's sangilo, losing their own heritage.

Patron hirudo may tire of the charges they create, and may release them whenever to go their own way. A hirudo who frivolously creates many new hirudo, passing on the Gift of Darkness without thought or care, is thought an aberration and is hunted down and exterminated by other hirudo and worshippers of Rudri.

A hirudo gains nothing by destroying any hirudo descendent from him, regardless of the number of generations removed that hirudo may be. In contrast, a hirudo does benefit from destroying its patron. This is yet another reason for the cautious hirudo to hesitate before creating other hirudo frivolously.

The ultimate advancement for any hirudo is becoming the Rudri incarnation. Rudri maintains a delicate balance between allowing a hirudo to become powerful enough to serve her to his fullest, and becoming powerful enough to destroy her. Occasionally a hirudo gains enough power to challenge her reign. Most such opponents fail in their attempt and are destroyed.

#### 26.5.5 Dogma

"Darkness Cloaks Our Weakness,  
and Makes Us Strong!"

The worshippers of Rudri see darkness as the great equalizer. All are the same when cloaked by the night. The Children of Mother Rudri remind the creatures of day of their mortality and cure them of their overconfidence.

They abhor dealing with ordinary life in the daylight. But they do so, realizing that they need the shroud of night to give them the strength and power to oppose the creatures of light.

#### 26.5.6 Properties

When a person becomes a hirudo, certain physical changes occur that make them different from the rest of mankind. They do not regain divine units like other priests, but must wrest them from others using the Encure spell. Certain substances in some foodstuffs react badly with their recycled blood. Hirudo cannot eat chocolate, lemons, cinnamon or basil without developing allergic reactions. Being out of the sun and underground most of the time, they are at least slightly pale. In fact, direct sunlight is very uncomfortable for them. Sunlight also hampers their magical abilities, preventing them from using priestly spells above rank three when directly exposed.

In the unusual circumstance of a hirudo becoming an undead creature, they retain all their hirudo abilities and powers. However, they require even more sustenance to maintain their life-like state, regaining only one half (rounded

down) the number of DU when using the Encure spell to drain others.

#### 26.5.7 Traditions

Secrecy is the strongest tradition of the followers of the Ways of Darkness. A balance of piety and fear hold Rudri's followers enthralled in her grasp. Each knows that if his worship should become known, it could easily be the cause of his death. Rudri's followers have been prosecuted and hunted since the dawn of recorded history.

##### 26.5.7.1 Appearance

Followers of Rudri affect no distinctive or different clothing, appearances, speech or gestures in an attempt to go unnoticed among the multitudes.

#### 26.6 Worship

Worship is never given to Rudri openly, or by groups larger than a single family. Individual followers go to dark, lonely places, either alone or with immediate relatives. He sings Songs of Darkness and prays to Rudri, giving thanks for the darkness that enshrouds his weaknesses and asks for guidance along the path of the holy.

Periodically the followers of Rudri within a Hirudo's parish will supply the priest by choosing a sacrifice. . . a living victim to leave restrained outside their village during the night. By supplying such tribute, the followers supply the hirudo's need and lower the chance that they are next on the menu. Such a congregation of worshippers will often be on the lookout for outsiders whom will not be missed to play the central role in such a sacrifice, but when none are to be found, they will sometimes choose one of their own by lot or chance to placate their god and the hirudo.

##### 26.6.1 Donations

If a worshipper is especially blessed, he may be visited by a hirudo. The hirudo may give him the Kiss of Darkness, allowing them to donate a portion of their life force to the hirudo, and indirectly to Rudri. Followers pray this sacrifice will appease Rudri's hunger, protecting them from the random attacks of the hirudo.

While the Hirudo will normally feed by partially or completely draining Rudri's followers, any human or living creature will do in times of need. Hirudo find the life force of sentient creatures far more satisfying and will only resort to animals when in dire need.

##### 26.6.2 Sacrifices

Asking assistance of Rudri or showing great piety requires sacrifices of greater measure. Followers have been known to present their children to the hirudo to appease the goddess. In despair or religious zeal, some followers will even give up their entire life force to the hirudo, hoping to earn favor in the next world.

## 26.7 Relationship to other deities

Followers of Rudri often appear to outwardly worship other deities, but they cannot actually believe another

dogma if they are true to Rudri. They can never become priests of other deities, or participate fully in worship services without revealing their secret.

## 26.7.1 Magical Abilities

Priests of Rudri have four spell groups that allow them to bring chaos to the world. Hirudo acquire their spell energies from their victims with the Encure spell, and thus do not regain DU from rest like other spell casters.

All spells of Rudri concern the change of states of matter, darkness and ether. Each spell group is one type of transformation.

```

                <-- Decay ---          MATTER
                ---- Forge ---->
Darkness
                --- Encure -->
                <-- Discure ---          ETHER
```

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**Forge** spells allow the hirudo to manipulate and form darkness to affect matter and creatures, living and dead.

**Decay** spells allow the hirudo to drain attributes from living creatures and transmute them into powers of darkness to aid their form. To use any of these spells, the hirudo must first successfully grapple his victim "to hold." Once held, the hirudo may then drain the victim with the appropriate Decay spell.

**Discure** spells enable the hirudo to use ether to mold darkness around himself, creating several magical effects.

**Encure** spells enable the hirudo to change life force into ether that powers their magics. This spell also requires the hirudo to grapple its victim, like the Decay spells.

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### 1. Decay

- 1 Drain Strength
- 2 Drain Knowledge
- 3 Drain Health
- 4 Drain Language
- 5 Drain Will
- 6 Drain Memories
- 7 Drain Life Force
- 8 Drain Intelligence
- 9 Drain Youth
- 10 Drain Faith
- 11 Drain Units
- 12 Drain Identity

### 2. Forge

- 1 Extinguish
- 2 Gloom
- 3 Conceal
- 4 Ombroteni
- 5 Ombromenso
- 6 Dim
- 7 Opacity
- 8 Crepuscule
- 9 Ombrodolor
- 10 Muck
- 11 Ombrovivo
- 12 Corruption

### 3. Encure

- 1 Encure 1
- 2 Encure 2
- 3 Encure 3
- 4 Encure 4
- 5 Encure 5
- 6 Encure 6
- 7 Encure 7
- 8 Encure 8
- 9 Encure 9
- 10 Encure 10
- 11 Encure 11
- 12 Encure 12

### 4. Discure

- 1 Tenebrous
- 2 Dark Veil
- 3 Obscure
- 4 Shroud
- 5 Cloak
- 6 Ombraresan
- 7 Shade
- 8 Guise
- 9 Ombrosildo
- 10 Shadow
- 11 Eclipse
- 12 Obmrovetur

**26.7.2 Decay****1 – Drain Strength**

Time to Cast: 1 R  
 Resist Check: none  
 Target: held/special  
 Duration: special  
 Area: single target  
 Effect: drains STR

While grasping a held target, the hirudo uses this spell to temporarily drain STR from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all STR checks made by the hirudo are made at one die less than normal. Any STR checks made against the hirudo (e.g., breaking a grapple hold) are made at one die more than normal. The victim regains one STR point per full day of rest.

**2 – Drain Knowledge**

Time to Cast: 2 R  
 Resist Check: none  
 Target: held  
 Duration: special  
 Area: single target  
 Effect: steals knowledge

The hirudo concentrates on one item of information he believes his target possesses. At the conclusion of the spell, if the target knows what the hirudo seeks, the hirudo gains this knowledge, and the victim forgets it. The victim can recover the lost information mind by using appropriate magic or mental disciplines (GM's discretion).

**3 – Drain Health**

Time to Cast: 2 R  
 Resist Check: none  
 Target: held/special  
 Duration: special  
 Area: single target  
 Effect: drains HEA

While grasping a held target, the hirudo uses this spell to temporarily drain HEA from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all HEA checks made by the hirudo are made at one die less than normal. Any victim drained below four HEA points cannot move or perform voluntary actions. The victim regains one HEA point per full day of rest. Any victim drained to zero points dies from natural causes.

**4 – Drain Language**

Time to Cast: 3 R  
 Resist Check: none  
 Target: held  
 Duration: special  
 Area: single target  
 Effect: drains language

The hirudo concentrates on one particular language while casting this spell. The ability to speak, read, write, and understand the language is passed from the victim to the hirudo. The hirudo maintains this ability for one full day. At the end of this day, the victim will regain his abilities in this language over the next week.

**5 – Drain Will**

Time to Cast: 2 R  
 Resist Check: none  
 Target: held/special  
 Duration: special  
 Area: single target  
 Effect: drains WIL

While grasping a held target, the hirudo uses this spell to temporarily drain WIL from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all WIL checks made by the hirudo are made at one die less than normal. Any victim drained below four WIL points will blindly follow any commands given them. The victim regains one WIL point per full day of rest.

**6 – Drain Memories**

Time to Cast: 2 R  
 Resist Check: none  
 Target: held  
 Duration: permanent  
 Area: single target  
 Effect: drains memories

The hirudo concentrates on a period of time, no shorter than five minutes and no longer than one day. All the victim's memories of that time period are transferred to the hirudo, as if they had been his own. The victim remembers nothing of the time period, and can only recover these memories through the proper magic or mental disciplines (GM's discretion).

**7 – Drain Life Force**

Time to Cast: 3 R  
 Resist Check: none  
 Target: held  
 Duration: 6 + 2/F H  
 Area: single target  
 Effect: borrows life force

The hirudo transfer's the victim's life force to his own body temporarily, making the hirudo seem fully alive and normal. The victim appears to be an undead creature, pale of skin, and susceptible to light and any spells affecting the undead, for the duration of the spell.

**8 – Drain Intelligence**

Time to Cast: 2 R  
 Resist Check: none  
 Target: held/special  
 Duration: special  
 Area: single target  
 Effect: drains INT

While grasping a held target, the hirudo uses this spell to temporarily drain INT from its victim. The hirudo rolls 1d8 to determine how many points are lost. For the next eight hours, all INT checks made by the hirudo are made at one die less than normal. The victim regains one INT point per full day of rest.

**9 – Drain Youth**

Time to Cast: 3 R  
 Resist Check: none  
 Target: held  
 Duration: instantaneous  
 Area: single target  
 Effect: transfers youth

This spell lowers the hirudo's age by 2d6 years, while his victim ages 1d20 years. The hirudo's body is cured of the ravages of time. Regular use of this magic can allow an hirudo to live indefinitely. The victim's age loss is irrevokable and irreversible by non-magical means.

**10 – Drain Faith**

Time to Cast: 4 R  
 Resist Check: 5d6 vs WIL negates  
 Target: held  
 Duration: special  
 Area: single target  
 Effect: drains faith

If the victim fails the RC, he sees his beliefs in higher beings and noble causes as false and invalid. The victim experiences severe self doubt. These beliefs may only be restored by the death of the hirudo who cast the spell.

**11 – Drain Units**

Time to Cast: 4 R  
 Resist Check: none  
 Target: held  
 Duration: instantaneous  
 Area: single target  
 Effect: drains EU & DU

The victim of this spell loses all his current divine and elemental units, and must recover them in the ordinary manner. The hirudo does not gain these lost units.

**12 – Drain Identity**

Time to Cast: 4 R  
 Resist Check: none  
 Target: held  
 Duration: 4 + 2/F days  
 Area: single target  
 Effect: steals identity

The hirudo takes on all the knowledge, memories and mannerisms of his victim for the duration of the spell. The victim lies in a vegetable-like coma, while the hirudo may act like the victim at will. At the end of the duration, the victim wakes up and experiences a short period of disorientation, while the hirudo loses the identity he stole.

**26.7.3 Forge****1 – Extinguish**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 60+ 20/F'  
 Duration: instantaneous  
 Area: targeted flame  
 Effect: extinguishes flame

A single torch or small fire is snuffed, preventing it from producing light.

**2 – Gloom**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 60 + 20/F'  
 Duration: 10 + 5/F M  
 Area: single target  
 Effect: darkens mood

This spell casts a shadow across the target's mind. If he fails the RC, he becomes morose, pessimistic, and slightly angry.

**3 – Conceal**

Time to Cast: 1 R  
 Resist Check: 4d6 vs PWR negates  
 Target: LOS 60 + 20/F'  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: conceals target

Shadows converge to conceal the target. It cannot be in direct sunlight, and must be willing or fail the RC. If the shadows are obviously out of place, they may not go unnoticed.

**4 – Ombroteni**

Time to Cast: 1 R  
 Resist Check: 4d6 vs STR negates  
 Target: LOS 40 + 15/F'  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: entangles targets

If the target fails the RC and is not in direct sunlight, he is entangled in tendrils of darkness which prevent him from moving, taking physical actions, or casting spells for the duration of the spell.

**5 – Ombromenso**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 10'  
 Duration: 1 week  
 Area: single target  
 Effect: clouds issue

The hirudo casts this spell by staring into the eyes of the target and saying, "You are confused about . . ." If the target fails the RC, he will be confused and undecided about the stated issue. He will NOT realize he is enspelled.

**6 – Dim**

Time to Cast: 2 R  
 Resist Check: 5d6 vs PWR negates  
 Target: LOS 10'  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: partial blindness

The hirudo causes darkness to form within the target's eyes. If the target fails the RC, his vision is reduced such that he can only see bright lights and vague shadows in the daylight, and nothing in twilight or darkness.

**7 – Opacity**

Time to Cast: 1 R  
 Resist Check: 2d6 vs PWR negates  
 Target: LOS 80 + 30/F'  
 Duration: 10 + 5/F M  
 Area: single object  
 Effect: darkens glass

Any mirror, window, crystal sphere, or other glass object that fails the RC darkens and becomes opaque for the duration of the spell. This will even block sunlight from entering through windows, and prevents light spells from reflecting off mirrors.

**8 – Crepuscule**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 20 + 10/F'  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: incapacitates target

This spell places its target into a corpse-like state. Their breathing slows almost to a halt, their body temperature plummets, they become unconscious, and their limbs become rigid.

**9 – Ombrodolor**

Time to Cast: 1 R  
 Resist Check: 5d6 vs HEA halves  
 Target: LOS 50 + 25/F'  
 Duration: instantaneous  
 Area: single target  
 Effect: inflict 6d6 damage

A black beam of concentrated darkness emanates from the caster's fingertips and strikes his target. A damaging cold instantly freezes the blood in the target's body, causing him great pain. If he fails the RC, he suffers 6d6 damage points, and cannot take any actions for 1d6 rounds. If he makes the RC, he suffers half damage.

**10 – Muck**

Time to Cast: 4 R  
 Resist Check: special  
 Target: LOS 60 + 30/F'  
 Duration: 1 + 1/F M  
 Area: 10 + 5/F' radius  
 Effect: traps targets

The target of this spell must be standing on soft earth or sand for this spell to succeed. This spell causes the ground beneath the target's feet turns into a disgusting, semi-fluid muck that attempts to suck the target down to his death.

During the first round of casting, anyone caught in the area who makes a 5d6 RC vs AGI is able to jump clear of the spell. During the next round, the targets are sucked downward and may attempt a 5d6 RC vs STR to escape. On the third round, the RC is 6d6 vs STR and the fourth round 7d6 vs STR. If they do not escape before the end of the fourth round, they are totally submerged and die.

At the end of the duration, or if the caster is interrupted at any time before the spell is complete, the ground returns to normal, interring anyone submerged in the former muck.

**11 – Ombrovivo**

Time to Cast: 3 R  
 Resist Check: 6d6 vs PWR negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: hides life

If the target fails the RC, he becomes unconscious, cold, and nearly non-breathing. His life force is suppressed and undetectable, and he is susceptible to anything which affects the undead.

**12 – Corruption**

Time to Cast: 3 R  
 Resist Check: 6d6 vs HEA alleviates  
 Target: touch  
 Duration: special  
 Area: single target  
 Effect: gives deadly sickness

The target of this spell is in deep trouble. If he fails the RC, he contracts a deadly, painful, messy disease which is fatal in one to three days. If he makes the RC, he contracts a sickness that causes him to heal at half his normal rate and is incurable by any non-magical means.

**26.7.4 Encure****1 – Encure**

Spell Rank: 1 – 12  
Time to Cast: special  
Resist Check: none  
Target: held target  
Duration: special  
Area: caster  
Effect: drains life force

Being the method the hirudo gains spell energy, this spell does not cost the hirudo to cast. While grappling a held victim, the hirudo extends his teeth, pierces the target's throat, and begins to feed. The hirudo converts his target's life force into spell energy. The rank of the Encure spell is equal to how many DU the hirudo gains for each round of feeding. Three rounds of feeding kills the victim. If the hirudo feeds for three rounds, the victim dies. If the hirudo stops feeding before death, the victim is unable to use any magical abilities, create any nomadic incants, and heal naturally in any way for the number of days equal to the number of rounds he was drained. The life force contained in non-humans is at the GM's discretion.





**26.7.5 Discure****1 – Tenebrous**

Time to Cast: 1 R  
 Resist Check: none  
 Target: self  
 Duration: 1 + 1/F M  
 Area: 20 + 10/F' radius  
 Effect: shades caster

All plants in the area attempt to sway their branches or fronds to shade the caster. Curtains close, shades lower, louvers turn, and doors slam shut of their own volition if it would block the light.

**2 – Dark Veil**

Time to Cast: 1 R  
 Resist Check: none  
 Target: self  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: blurs features

The caster's features become blurred and indistinct. Unless carefully examined, the caster's face cannot be recognized by onlookers. A person specifically requesting to memorize the features of the caster must make a 5d6 vs PER check (rolled by the GM). If it fails, he will believe he succeeded, but will be unable to remember the face later.

**3 – Obscure**

Time to Cast: 1 R  
 Resist Check: none  
 Target: self  
 Duration: 10 + 5/F M  
 Area: 30 + 10/F' radius  
 Effect: raises fog

The caster can use this spell to quickly form an obscuring mist about himself if the humidity is at least 20%, or he is near a swamp, river, or other body of water. The mist is stationary once cast and can be disturbed by air movement.

**4 – Shroud**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: self  
 Effect: shields from sunlight

This spell creates a four inch thick field of darkness about the hirudo, visible to others as an unnatural shade. The shroud blocks the effects of direct sunlight, and allows the hirudo to cast spells above rank three while in sunlight. It must be cast before entering sunlight.

**5 – Cloak**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: self  
 Effect: masks life force

The caster appears not to possess any divine magical abilities when probed by magical detection spells.

**6 – Ombraresan**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: instantaneous  
 Area: self  
 Effect: repairs damage

The hirudo collects the powers of darkness to renew and repair his broken body. Casting this spell allows the hirudo to regain 3d6 lost damage points, or reverse the effect of one critical hit upon himself.

**7 – Shade**

Time to Cast: 3 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: self  
 Effect: become immaterial

The caster of this spell becomes a dark, immaterial, but visible, ghost-like figure. He is unable to be affected by physical attacks but is subject to magical effects. The caster can cause no physical effects without the assistance of magic. An hirudo in this guise cannot use Encure or Decay spells to draw power from others.

**8 – Guise**

Time to Cast: 3 R  
 Resist Check: none  
 Target: caster  
 Duration: 12 + 3/F H  
 Area: self  
 Effect: change guise

This spell enable the hirudo to appear to be someone else. The hirudo visualizes a humanoid form of approximately his size and casts this spell. It will not deceive anyone who touches the hirudo, but by then it may be too late.

9 – **Ombrosildo**

Time to Cast: 3 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: self  
 Effect: shield of darkness

A four inch thick shield of darkness surrounds the hirudo, making him impervious to all beam and light-based spells. He appears to others as a dark moving figure.

10 – **Shadow**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: self  
 Effect: becomes immaterial

The hirudo changes to an immaterial, invisible form that can pass through any obstacles. While he can faintly see the material world, he cannot effect it, or be effected by it using any physical or magical means.

11 – **Eclipse**

Time to Cast: 4 R  
 Resist Check: none  
 Target: special  
 Duration: 10 + 5/F M  
 Area: 1 met radius  
 Effect: night falls

The hirudo calls upon darkness and an enormous dark mass forms far above his head, blocking out sunlight and causing a false nightfall.

12 – **Obmrovetur**

Time to Cast: 4 R  
 Resist Check: none  
 Target: MemLoc  
 Duration: instantaneous  
 Area: self  
 Effect: teleports

The hirudo recalls any place he has previously memorized. If that place and his current location are completely in darkness, he instantly moves there.



## Chapter 27

### Scrogg – Lord of Sensual Pleasure

#### 27.1 Domain

The Master of Pleasure and The Slave of Desire are the two most common titles given to the god Scrogg.

#### 27.2 History

Only this deity has his origins occur during recorded history. During the early 74th century, in the city of Aldeberon on the planet Torandor, a priest of Orus plotted to gain power by starting his own sect of worshipers. This priest searched nearby alleys until he found an unconscious drunk. Dragging him to the new shrine, the priest enthroned him as “Scrogg.” Well, this drunk didn’t last long, dying soon afterwards. The priest went back to the streets, found another derelict, and proclaimed him the newest incarnation of the god Scrogg. The priest was on to a good thing. As high priest of the new emerging religion, he had riches, fame, followers, and all the women his tongue could handle. This deception was continued, scrogg after scrogg, by this priest and his descendants for many generations.

Several hundred years later, after the destruction of Torandor, on the newly colonized planet Jaern, the presiding priest of Scrogg discovered something most strange. While executing his duty initiating a new acolyte into the priesthood, his physical prowess seemed magically augmented. The initiation ceremony lasted for two hours, and at its conclusion the priest was still ready for more. Then he realized that the vast number of worshipers had indeed begun to give the “false” god Scrogg the power to grant his priests magical abilities.

As you can well imagine, the priest rushed to show his fellow priests and priestesses what he could accomplish, with the aid of Scrogg’s power. They earnestly and devotedly spent time experimenting with this growing power. The next years were exciting ones for the priesthood. They were everywhere, teaching the peoples of the ways of Scrogg. For generations afterwards, the people honored and celebrated the coming of Scrogg.

#### 27.3 Motivation

“The means always justify the Screw”

Realizing that the afterlife is just an amplification of the worldly existence, Scrogg’s followers will go to any length to get that which they most desire, pure physical sensual pleasures.

#### 27.4 Aspects

Scrogg may manifest himself/herself in many forms, but they all have one thing in common that makes them instantly recognizable. His male manifestations always have enormously oversized sex organs, and the female forms always look like they could counterbalance a fleet of ships. Clothing is a rarity, cosmetics are usual, and Scrogg will almost never finish an appearance without satisfying his/her desire at least several times.

#### 27.5 Places of Worship

The variety of actual buildings housing congregations of Scrogg worshipers is large. They tend to acquire large buildings with a lot of open space, as centrally located within large cities and towns as possible. The most impressive temples are large cylindrical shaped towers, such as those in Karfelon, Pelicon and Mungar. Regardless of its shape, these temples are called **The Erection** by Scrogg’s priests and followers, and quite a few less complimentary names by those whose property value has plummeted around these temples.

#### 27.6 Structure of the Priesthood/Temple

More concerned with the pleasures of the body than with the petty political games which obsess most priesthoods, the priests of Scrogg do not take holy offices like other priests. Their organization is totally driven by dominance and submissiveness of the priests to one another and to outside parties. The most dominant priests of the Erection are chosen by popular vote of the priests and form a group referred to collectively as the **Scrogg’s Left Testicle**.

At any one time the leader of the Erection of Scrogg is the one who has sexually dominated the most priests, acolytes, slaves and farm animals, within the Erection. He or she is nominally the head of **Scrogg’s Left Testicle** and referred to as Scrogg’s Holy Organ, or **The Organmaster**.

The ranking of the priests within the Erection is very volatile, changing from day to day. Any priests which submits to the emotional and physical domination of any other priest becomes subordinate in order to that priest. This weeding of the weak usually results in an Organmaster of great domination and power.

One thing can be admired about these priests is their great truth of purpose. No motivation other than true lust can drive the actions and reactions of these priests to others.

### **27.6.1 Requirements**

To enter the priesthood, an applicant must enter the temple, naked, and present themselves at the main altar, prepared to be used by anyone there whom wishes. The applicant must give freely of themselves for a period of one full week to any whom asks. At the end of this time, the applicant is conscripted into apprenticeship.

#### **27.6.1.1 Apprenticeship**

Each acolyte must learn of the rigorous disciplines of the Erection. The four disciplines encompass the physical, the mental, the emotional and the spiritual. This apprenticeship lasts for one calendar year, where they must spend at least 50% of their time under the tutelage/slavery of a priest or priestess, fulfilling their or others needs as directed.

#### **27.6.1.2 Initiation**

Four tests are given. One test for each discipline which is setup and administered by the members of the Left Testicle. A special room is set aside, and the acolyte is stripped, anointed with holy lubricants and led to this room. Believing this is where the tests are to occur, they are surprised as a secret door is opened, and someone bids them to leave. Each time the scenario is different, but each time they are lead into one event after another, believing they have been stolen or dragged from the Erection, and each situation they encounter is actually carefully choreographed by the elders of the Erection to test their knowledge of the ways of Scrogg, and their physical stamina.

Most initiations will involve one other person, a priest playing a role, who gets emotionally involved with the acolyte, who ends up appearing to die. The kicker of the test is usually the acolytes willingness to give the dying (or dead) priest one last holy worldly experience. These actions are replayed by the priest to the board of elders who then decide if the acolyte is worthy to hold the organ of Scrogg.

#### **27.6.1.3 Duties**

While most of the priests would be content to spend all of their time within the Erection expanding their sensual horizons, they are duty bound to leave the Erection and spread their message to the general populous. They must spend at least 50% of their time outside the Erection, in intercourse with the general populace, spreading their messages, techniques and their bodies to those willing to embrace Scrogg's message and anything else warm and moving.

### **27.6.2 Advancement**

Each Priest creates a sash from the pubic hair of those whom they have congressed in some manner. These confrontations can be of any style, but must be verified by

other members of the erection. The length of this sash indicates the relative experience of the priest. The members of the Left Testicle usually employ a number of slaves to carry the length of their sash, to prevent it from being soiled.

### **27.6.3 Dogma**

"It is more holy to receive than it is to give..."

The worshippers of the Scrogg believe that it is their destiny to experience as much pleasure as possible in this life, as they will be rewarded one-hundred-fold in the afterlife. As each passes on, they believe that they become one with their god, initiated into everlasting life by an act of fornication with the god himself. Each worship lives for the day of being scrogged by his erectedness.

### **27.6.4 Traditions**

Looked down upon by the populous at large, the priests and followers of Scrogg have learned to live with the discrimination and hatred which is often heaped upon them. Often victims of attacks and other cruelties, they struggle to maintain their dignity and pride in their rather unusual lifestyles. This oppressive atmosphere binds them closely together, so much that even while differing scroggites have widely divergent lifestyles, they always band together against the abuse and hatred of the unenlightened.

#### **27.6.4.1 Appearance**

Each follower attempts to cultivate a unique style that both identifies whom they are and the kinds of activities they will participate. An elaborate code has developed over the centuries where every piece of clothing, every scrap of jewelry and every stroke of paint has meaning. There are local variations in these meanings, but on the whole, any follower can identify the preferred activities of any other they meet.

#### **27.6.4.2 Clothing**

Silks and velvet are favorite fabrics for most clothing. Favorite colors seem to range from a deep purple to a light red or orange. The cuts of these robes are always unusual, and always reveal or allure to revealing much more to the public view. Unlike the followers of Ra, who find nudity to simply be ordinary and dull, these people use their robes to accentuate the sensuality of what they choose to reveal.

#### **27.6.4.3 Speech and Gestures**

The Scroggites have evolved a strange dialect of Paroli over time, resplendent with words portraying various physical activities. Their subtlety of meaning allows them to differentiate between thousands of different ways to express Replacements lust. A complex series of prefixes and suffixes allows them to specify most of the details of a carnal act with a single verb. But the uninitiated should be wary, the misuse of a single vowel sound can make the difference between a

soft caress and a brutal rape. This has been the source for endless confusion to the careless, and endless profit for resourceful playwrights and novelists.

## 27.7 Worship

The followers of Scrogg have no need for a special time for worship. Their every act of lust and fornication is affirmation of their faith in their god, and a realization of their true selves. However, when a large group of followers gather to celebrate an important event or occurrence, they will often invite outsiders to join them to share the lust and pleasure.

### 27.7.1 Sacrifices

While no material sacrifices are made by this sect, followers of Scrogg will show their approval, joy or respect for outsiders by presenting themselves to those they admire for their use and pleasure. The offer itself is sufficient to show proper respect, gratitude or admiration, its refusal is not looked down on. The public at large would look with disgust and derision to outsiders whom accept these offers.

### 27.7.2 Donations

As with all sects, money is what keeps the temple open. The Erections are no exceptions. Monetary donations are always welcome. Followers are expected to donate at least 100 silver pieces per year to the Erection, and the wealthy will always donate more. A family of modest means can be excused from 5 years of donations by giving a child of under ten years into the priesthood.

### 27.7.3 Obligations

As part of their service to their god, worshipers must assist their priests and priestesses in their duties. They do this by donating at least one day in ten to serving within the Erection. They present themselves, at dawn, at the entrance of the Erection, and the priests bring them within and make them available to all to be used, abused and bruised.

The Guild of Prostitutes successfully petitioned the Enclave of Tor to require those who enter the Erection to take use of the worshipers and/or priests to be registered members of the Erection, to prevent them from usurping the prostitute's livelihood.

### 27.7.4 Penance

When worshipers or priests commit the sins of purity or chastity, they can be called to account by **Scrogg's Left Testicle**. They speak their piece before the congregation. If the priests of the Left Testicle judge them guilty of these sins, they are denied Scrogg's pleasures by the application of a locking device which prevents them from any carnal pleasures for the period of the punishment. Extreme cases may involve being sold into slavery to the Followers of the Way of Chastity, an offshoot sect of Orus worshipers who strongly believe in strength through purity. More extreme cases can be sentenced by the priests to the removal of the appropriate organs, denying the wrongdoer perpetual life through holy union with Scrogg.

## 27.8 Holidays & feast days

To the followers of Scrogg, each day is a holy day. Since the first incarnation of Scrogg, there has been over 400 incarnations of the god. The day each was incarnated is a holy day for the followers whom most sympathize with that incarnations and his/her particular practices. Each day the number of the proper incarnations is posted, along with appropriate hymns and worship practices.

## 27.9 Relationship to Other Deities

Most of the other religions look down upon the followers and priesthood of Scrogg as a vulgar and low group. Only the Sanctum of Orus gives any legitimacy to the Scroggites, as they did start as a radical sect of Orus worshipers in the ancient past.

## 27.10 Magical Abilities

Priests of Scrogg have at their command four spell groups that allow them to experience and give pleasure of all degrees.

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**Physical** spells allow the priest to see and meet the physical needs of those who must be pleased.

**Mental** allows the priest to delve deeply into their own and other's minds, causing and understanding the motives of thought.

**Emotional** spells allowing control and perception of emotions allow the priest to manipulate himself and others for pleasure and pain.

**Spiritual** spells allow the priest to recognize, understand and captivate the spirits of those immaterial, animal, and supernatural.

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### 1. Physical

- 1 Stimulate
- 2 Lubricate
- 3 Prevent Disease
- 4 Change Size
- 5 Stamina
- 6 Disrobe
- 7 Flexible
- 8 Bondage
- 9 Bend Over
- 10 Jello
- 11 Cure Disease
- 12 Change Sex

### 2. Emotional

- 1 Lower Inhibition
- 2 Detect Lust
- 3 Paper Bag
- 4 After Glow
- 5 Frustrate
- 6 Want Animal
- 7 Sex Aura
- 8 Instill Fetish
- 9 Insatiable
- 10 Redirect
- 11 Area Arousal
- 12 Black Balls

### 3. Spiritual

- 1 Detect Virginity
- 2 Prowess
- 3 Share Pleasure
- 4 Wet Dream
- 5 Detect Prowess
- 6 Tickle
- 7 Rejuvenate
- 8 Spirit Sex
- 9 Revirginate
- 10 Sex Toy
- 11 Dominance
- 12 Final Fling

### 4. Mental

- 1 Fondle
- 2 Blab
- 3 Voyeur
- 4 Truth or Dare
- 5 Foreplay
- 6 Pillow Talk
- 7 Steal Orgasm
- 8 Astound
- 9 Impotence
- 10 Fidelity
- 11 Sex
- 12 Distance Sex



**27.10.1 Physical****1 – Stimulate**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: excites target

Any one creature that the caster touches while casting this spell becomes physically (sexually) excited. Any carnal acts will be 50% longer and more satisfying while under this spell. Multiple casting of this spell does not increase its effects.

**2 – Lubricate**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 1 + 1/F'  
 Duration: instantaneous  
 Area: 1 + 1/F Oz  
 Effect: Creates Lubricant

Lubricant enables a priest of Scrogg to create extra amount of super-slick, Scrogg approved lubricant when needed.

**3 – Prevent Disease**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: prevents disease

Prevent disease allows the caster to prevent the spread of diseases (especially the venereal type). The priest casts this spell and then touches the target. The target is unable to be diseased during the duration.

**4 – Change Size**

Time to Cast: 1 R  
 Resist Check: 3d6 WIL negates  
 Target: 20 + 5/F' LOS  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: changes organ size

With this spell a good scrogger can cause the sexual organs of his target to either become smaller or larger. Any organ can be increased or decreased by 50 + 10/F percent.

**5 – Stamina**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: go forever

Stamina allows the target to increase his sexual stamina. The priest will not become fatigued or pass out while engaged in any sexual activity.

**6 – Disrobe**

Time to Cast: 2 R  
 Resist Check: 4d6 vs STR negates  
 Target: 10 + 5/F'  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: lose clothing

Disrobe causes the target's clothing to fall to a heap at the target's feet. Magical clothing is immune from this effect.

**7 – Flexible**

Time to Cast: 2 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: flexible body

Flexible allows the target to become extremely flexible, enabling feats of contortion normally unavailable to living creatures.

**8 – Bondage**

Time to Cast: 1 R  
 Resist Check: 4d6 vs STR negates  
 Target: 20 + 5/F'  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: binds target

Bondage causes magical bonds (type specified by caster) to bind the target in the manner the caster chooses. The bonds can only affect the target. Anyone else is unable to see or feel the bonds. A person suspended from a ceiling hangs, but without discomfort or suffocation.

**9 – Bend Over**

Time to Cast: 3 R  
 Resist Check: 5d6 vs HEA negates  
 Target: 30 + 5/F'  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: BOHICA

This spell causes any of the target's limbs which are touching the ground to stick to it. The target is then afflicted with severe stomach cramps, causing it to "bend over".

**10 – Jello**

Time to Cast: 4 R  
 Resist Check: none  
 Target: LOS 30'  
 Duration: 4 + 2/F R  
 Area: 10 X 30' cone  
 Effect: Creates Jello

The caster can create up to a thousand cubic feet of jello. The Jello sprays forth from the casters finger in a cone. The flavor is selectable by the caster. Multiple flavors, colors and textures are possible if finessed. Jello is permanent and will melt as normal Jello would.

**11 – Cure Disease**

Time to Cast: 10 M  
 Resist Check: 4d6 vs HEA negates  
 Target: special  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: cures disease

Cure Disease cures the target of all venereal or sexually transmitted diseases. The caster must be engaged in sexual activity with the target for the spell to succeed.

**12 – Change Sex**

Time to Cast: 10 M  
 Resist Check: 5d6 vs PWR negates  
 Target: 30 + 5/F'  
 Duration: permanent  
 Area: 1 creature  
 Effect: change target's sex

Change sex alters the target's sex into its opposite. All stats remain the same, physical attributes will be changed accordingly. Finesses allow changes that are less than total opposite (androgynes, hermaphrodites...)

**27.10.2 Emotional****1 – Lower Inhibition**

Time to Cast: 1 R  
 Resist Check: 3d6 vs CSE negates  
 Target: 20 + 5/F'  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: lowers inhibition

This spell causes the target to become more receptive to invitations to engage in carnal actions. If the target fails their RC, they would move one step on the scale of “Never!”, “Probably not”, “unsure”, “maybe”, “yes”, “Right Now!”. The effects of this spell are cumulative.

**2 – Detect Lust**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: 50 + 10/F' radius  
 Effect: see who's horny

This spell detects lust, sexual urges and excitement. The caster will be able to judge the exact state of excitement.

**3 – Paper Bag**

Time to Cast: 1 R  
 Resist Check: 3d6 vs WIL negates  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: look like loved one

This spell forces the target to view his current partner as his most desired mate. Very useful when you lose your wolf-ugly-escape kit.

**4 – Afterglow**

Time to Cast: 1 R  
 Resist Check: 4d6 vs INT negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 creature  
 Effect: elation

The target of this spell feels satiated and lethargic. While physically undisturbed by others, he is unable to take any offensive actions for the duration of the spell.

**5 – Frustrate**

Time to Cast: 2 R  
 Resist Check: 4d6 vs CSE negates  
 Target: 20 + 5/F'  
 Duration: 24 + 12/F H  
 Area: 1 creature  
 Effect: can't have what want

The target of this spell convinces themselves that they cannot have what object or person they most desire, even if it is within their grasp. The target will unconsciously sabotage any attempt to possess what he desires while under this casting.

**6 – Want Animal**

Time to Cast: 1 R  
 Resist Check: 4d6 vs CSE negates  
 Target: 20 + 5/F'  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: target wants animal

The target of this spell is suddenly possessed with the overwhelming urge to have an animal. The first creature that the target sees that is not of his race MUST be had by the target.

**7 – Sex Aura**

Time to Cast: 2 R  
 Resist Check: 4d6 vs PER negates  
 Target: 10 + 5/F'  
 Duration: 10 + 5/F M  
 Area: LOS  
 Effect: target looks sexy

Anyone viewing the target is struck by the overt sexuality of the target. Almost all are at least a little excited by him, and most wish to have him.

**8 – Instill Fetish**

Time to Cast: 3 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 30 + 10/F'  
 Duration: 1 + 1/F weeks  
 Area: 1 creature  
 Effect: instill fetish

The target of this spell gains a sexual fixation for a type of item of the caster's choice. While under this fixation, the target will have to make the 3d6 RC vs WIL each time he sees the item to avoid attempting having to immediately acquire it.

**9 – Insatiable**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: special  
 Area: 1 creature  
 Effect: make insatiable

The target of this spell must immediately start performing a carnal act with the nearest or most convenient creature, person or item. He must continue this, and once each hour make a RC of 3d6 vs HEA or pass out. This spell stays in effect until he does finally pass out, at which time he will fall into a coma like sleep for at least 8 hours

**10 – Redirect**

Time to Cast: 1 M  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: 1 + 1/F days  
 Area: 1 creature  
 Effect: transfer emotions

The caster mentions two names to the target as he casts this spell. The targets emotions, positive or negative, toward these two people swap while this spell is in effect.

**11 – Area Arousal**

Time to Cast: 5 M  
 Resist Check: 4d6 vs CSE  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: 30 + 10/F' radius  
 Effect: make horny

Everyone in the area get extremely aroused, attempting to satiate their carnal desires as quickly and noisely as possible.

**12 – Black Balls**

Time to Cast: 1 R  
 Resist Check: 6d6 vs WIL  
 Target: 50 + 10/F' LOS  
 Duration: special  
 Area: 1 creature  
 Effect: must have sex

If the target of this spell misses his RC, he cannot sleep, eat, or converse coherently with anyone until he performs a carnal act with someone whom he desired before the spell was cast. If the target has no libido, the GM determines the recipient of the target's lust randomly.

**27.10.3 Spiritual****1 – Detect Virginit**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: one target  
 Effect: detect virginit

When the caster touches his target, and that target is a virgin, the caster alone will hear a large gong sound.

**2 – Prowess**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 5/F'  
 Duration: 2 + 1/F H  
 Area: 1 target  
 Effect: aura of prowess

The target of this spell is endowed with an aura of "sexual prowess". If someone looking at the target fails a 3d6 vs CSE check, he or she will believe that the target would be good in bed.

**3 – Share Pleasure**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: 1000 + 250/F mets  
 Duration: 10 + 5/F M  
 Area: 1 known person  
 Effect: share pleasure

While casting the spell, the priest visualizes someone that he has memorized. When the spell is finished the priest will feel all pleasure that the target experiences. Additionally, if the target fails the RC (or is cooperative) the target will feel the priest's pleasure.

**4 – Wet Dream**

Time to Cast: 5 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 10 + 5/F'  
 Duration: 1 dream  
 Area: 1 creature  
 Effect: cause wet dream

The priest casts this spell and then names a person or creature known to himself. The target's next dream will involve the named person or creature in a sexual context.

**5 – Detect Prowess**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 30 + 10/F' radius  
 Effect: detect experience

Using this spell, a priest can gauge the relative (to himself of course) sexual ability/experience of all creatures he can see within its area of effect.

**6 – Tickle**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 2 + 2/F'' radius  
 Effect: create errogenous zones

The spot touched by the caster becomes an errogenous zone.

**7 – Rejuvenate**

Time to Cast: 1 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: cure wounds

The priest casts this spell and then has sex with the target. The target heals 1d8 damage points. The healing takes place when the priest reaches the climax of his carnal activity.

**8 – Spirit Sex**

Time to Cast: 2 M  
 Resist Check: 4d6 vs WIL negates  
 Target: 50 + 10/F' LOS  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: implant memory

While casting the spell, the priest thinks up a scenario involving himself and the target. The scenario must cover less than an hour of time. If the target fails the RC, they will believe the new memory to be real.

9 – **Revirginate**

Time to Cast: 5 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: 1 creature  
 Effect: forget sexual experience

If the target of this spell fails its resistance check, he loses all memories of anything dealing with sex. The memories will return if the spells effects are successfully countered with a **Revokation** spell.

10 – **Sex Toy**

Time to Cast: 5 R  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 object  
 Effect: animate object

The target of this spell is animated and can be used for any sexual purpose that the priest instructs.

11 – **Dominance**

Time to Cast: 5 R  
 Resist Check: 5d6 vs WIL negates  
 Target: 20 + 5/F'  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: dominate someone

For the duration of the spell, the target must do whatever sexual acts that the priests instructs. The target will not willingly attempt to leave the caster's side, but cannot be ordered to perform any acts of self injury.

12 – **Final Fling**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: bring back to life

The caster targets the body of a creature that has died in the past week. The target is temporarily brought back to life for the duration of the spell or until the priest is done having sex with it (whichever is shorter).

**27.10.4 Mental****1 – Fondle**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 80 + 20/F' LOS  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: grope at distance

By casting this spell, the priest can fondle someone with a mere glance.

**2 – Blab**

Time to Cast: 1 R  
 Resist Check: 3d6 vs CSE negates  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: 1 creature  
 Effect: answer questions

During sex, the priest can cast this spell and then ask three yes/no questions. If the target fails its RC, it must answer to the best of its ability.

**3 – Voyeur**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: 1/4 mets  
 Effect: see sexual acts

For the duration of the spell, the caster can see any sexual act within the area of effect. The caster is first given an image of the nearest act. He may if he wishes skip any image and go onto the next furthest out or back to any previous image.

**4 – Truth or Dare**

Time to Cast: 1 R  
 Resist Check: special  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: binding agreement

The priest casts this spell and then propositions someone with a yes/no question and a sexual task. Should the target refuse to answer the question truthfully, they cannot experience any pleasure until they do the task.

**5 – Foreplay**

Time to Cast: 1 R  
 Resist Check: 3d6 vs CSE negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: do foreplay

The target of this spell believes that he has already experienced foreplay from his sexual partner and is sexually elevated as if it had actually occurred.

**6 – Pillow Talk**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: pump for information

While having sex with the target, the priest casts this spell. If the target fails its resistance check it must truthfully answer any questions the caster asks within the duration. After sex, the target forgets the questioning and the answering.

**7 – Steal Orgasm**

Time to Cast: 1 R  
 Resist Check: none  
 Target: 20 + 5/F' LOS  
 Duration: instantaneous  
 Area: 1 creature  
 Effect: steal orgasm

The caster targets a creature which is about to have an orgasm. The priest then has the orgasm instead. The creature does not experience the orgasm.

**8 – Astound**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: lose communication

The target of this spell is so astounded by his perception of the caster's sexual equipment that he goes into a state of shock and can not speak or communicate in any way for the duration of the spell.

**9 – Impotence**

Time to Cast: 1 R  
 Resist Check: 5d6 vs CSE  
 Target: 20 + 5/F'  
 Duration: 1 + 1/F days  
 Area: 1 creature  
 Effect: lose libido

If the target fails his RC, he loses the desire, the ability and the pleasure of sex.

**10 – Fidelity**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL  
 Target: 20 + 5/F'  
 Duration: permanent  
 Area: 1 creature  
 Effect: bind to partner

The target of this spell, upon failing its resistance check, will only want to have sex with its current partner.

**11 – Sex**

Time to Cast: 2 R  
 Resist Check: 5d6 vs INT  
 Target: touch  
 Duration: 2 + 1/F H  
 Area: 1 creature  
 Effect: thinks having sex

For the duration of the spell, the target will (if it fails its RC) believe that it is having sex with whatever the caster specifies at the time of casting.

**12 – Distance Sex**

Time to Cast: 5 R  
 Resist Check: 6d6 vs INT  
 Target: LOS  
 Duration: 10 + 5/F M  
 Area: 1 creature  
 Effect: mental sex

Once the target fails his RC, the caster is granted complete freedom to mentally violate the target in any way he wishes. The caster dictates sexual acts which both the caster and target then feel, see and hear, smell and taste. The target may respond mentally, but the caster is always in control. The target's body is immobile for the duration of the spell.



## Chapter 28

### Tarus – Librarian of the Gods

#### 28.1 Domain

Often called “The Master Archivist,” Tarus is the keeper of histories, and instigator of advances in physical sciences.

#### 28.2 History

In the year 7812SF, when the **Kaaren of Destruction** landed on Jaern with the last survivors of Torandor, it also carried 50 priests from the temple of Tarus. They keenly felt the loss of their abandoned heritage.

While trying to salvage something, they discovered how to make the Kaaren’s mechanical oracle divulge many of its secrets. The priests meticulously recorded everything they learned, then sought to apply the knowledge to their new home of Jaern. Over the next two centuries they invented a variety of mechanical helpers and taught many advanced techniques. They became very knowledgeable, very respected, and very, very wealthy.

They almost perfected the first flying machine at their temple on the island of Geheric. Thousands of people came from nearby islands for the first trial. Unfortunately, a priest’s miscalculation of the fuel formula caused the contraption to explode, destroying the island and all the people on it.

When news of this disaster spread, the priests of Tarus found themselves the target of a wave of public retribution. Going into hiding was the only alternative to lynching. The surviving priests hid as much of their accumulated knowledge and tools as possible, but all too often the irreplaceable Archives became large marshmallow toasters.

Little was heard of the God of Death Machines’ followers for the next fifteen hundred years. What few people worshipped him did so in secret covens of six or less, and never revealed their presence to others. Someone who gained too much technical expertise was sometimes accused of being a priest of Tarus and burned at the stake. As time passed, memory and knowledge of what had occurred faded away.

In the year 9645SF, a young man named Justin Gheler lived in the city of Pelicon. He was hungry for knowledge, and spent all his efforts trying to learn the secrets of nature. He became popular with the townspeople for his small inventions and innovations. But his happiness was marred by a tragic love affair. Despondent, Justin walked to a high bridge, fully prepared to seek death on the rocks below. That is until he saw an old man brandishing a highly reflective walking stick near the shore.

Curious, he descended to the river’s edge to inquire of the old man and his most unusual cane. The old man told him that it was made of a material called “steel” and briefly

described how it was made. He then handed the cane to Justin, and vanished into thin air.

Taking all this as fortunate omen, Justin discarded his emotional baggage and retired to his workshop to duplicate the metal. Five grueling years later, he produced his first ingot of steel. This made him popular rather quickly. He was soon nervously approached by a secretive worshipper of Tarus. His description of the god perfectly matched that of the old man with the steel rod.

Justin spent his remaining years reestablishing the worship of Tarus. He urged Tarusian followers out of hiding. Profits from his booming steel works funded the reestablishment of the Archives. Justin spent every waking moment gathering knowledge and spreading the word of Tarus, hoping to meet the old man again. Legend has it that on his death bed, Justin was visited by an old man who thanked him and lead him away. Both disappeared into thin air, and indeed Justin’s body was never buried or ever seen again.

Since then the Archives have grown greatly, as their knowledge became a vital part of society. The Tarusians, however, have not forgotten the past, and strictly control the release of their knowledge. They are concerned, almost paranoid, that another dark age may fall upon them, and do all they can to prevent it.

#### 28.3 Motivation

“Knowledge Is the Only Form of Power.”

Tarus and his followers disdain physical existence, for only in the acquisition of facts, universal rules, and truths can they truly redeem themselves.

#### 28.4 Aspects

Tarus is rarely seen by anyone outside the priesthood. He usually appears as an ancient scholar dressed in once-white robes, now covered with the dust and grime of the Archives. He speaks in a soft, steady voice, and his stare is thought to allow him to instantly assimilate anyone’s entire life experiences. He never speaks without pausing and carefully collecting his thoughts, and when he does speak it is to the point, without frivolous formalities.

Tarus finds the use of “godly powers” too showy and in bad taste. He rarely uses offensive magic, and is more likely to simply utter a devastating, unrevealed truth that settles the situation. He hates those who distort or hide the truth, and his curses for them can be devastating. His highest wrath is withheld for those who destroy knowledge, or its physical forms in the Archives and libraries.

## 28.5 Structure of the Priesthood/Temple

The priests are divided into three “Colleges.” The **Jeogians** are dedicated to the storage and preservation of written knowledge, and maintain the Archives. The high priest of an Archive is usually Jeogian.

The **Scelonist** school includes those priests who have dedicated their lives to the search for new knowledge. They usually staff monasteries in thinly populated areas, where they seek new knowledge through experimentation. Scelonist methods are sometimes callous, and outsiders are wary of these priests.

The third Tarusian College is **Elotian**. They believe that knowledge should be gained by wandering the world and carefully observing others. *Most adventurers should belong to this College*. Their task is to collect knowledge and bring it back to the Scelonists and Jeogians to be examined and categorized.

All three colleges depend heavily on each other, and any outside threat unites them in purpose. Lower ranked

priests of the Elotian College are subject to, and often given tasks by, the ranking Jeogian priests at the Archives.

### 28.5.1 Organization

The priesthood is organized hierarchically, headed by the oldest priest (“**The Librarian**”), who leads a cabinet of six elder priests (“**The Eldest Circle**”). There is at least one representative from each college in this group. The Librarian is historically a member of the Jeogian College, although exceptions are not unknown.

Each elder is in charge of a department within the Archive, and is in charge of six assistant senior priests. These departments are *Service, Research, Restoration, Analysis, Worship, and Education*.

Positions within the Archive are categorized as follows:

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Position	Description	Average Age
The Librarian	The High Priest	60
Full Archivists	Department heads	50
Associate Archivists	Research team leaders	45
Assistant Archivists	Research team member	30
Visiting Archivists	Elotian knowledge gatherers	30
Graduate Researcher	.....waiting for assignment	18
Senior Researcher	3rd year acolyte	17
Junior Researcher	2nd year acolyte	16
Novice Researcher	1st year acolyte	15
Apprentice Researcher	Priestly applicant	12

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As previously mentioned, Scelonist monasteries are maintained to perform research in the physical sciences. These are autonomous enclaves responsible to the Director of Research of the closest Archive. There is one monastery for every six to eight Archives. Priests at the monasteries are considered second class researchers, unfit for research of the mind. Position and rank are much less important in these monasteries, and what little ranking exists is based on chronological seniority.

### 28.5.2 Requirements

The Priesthood of Tarus has only two requirements of its members. They must be male, without exception, and they must speak and read (or have that potential) no fewer than two languages of any type, even dead or archaic languages.

#### 28.5.2.1 Apprenticeship

If an Archive has excess resources, they will apprentice any intelligent male applicant. Apprenticeship is a blend of physical and mental labor. Their physical labor is mainly in service to a department of the Archive, performing necessary, but menial, day-to-day tasks. The mental labor is four to six hours of daily language training, (for those who

know but one language) and improving reading and writing skills. If the apprentice is versed in two or more languages, he assists in teaching the languages he knows.

Apprenticeship lasts for as little as two weeks, for those who know four or more languages, to as much as three years for those needing extensive help in learning the requisite two languages). If three years pass and the apprentice has yet to pass his first initiation rite, it is given immediately. If he passes, he is allowed to continue; if he fails, he is publicly turned away as a dullard and told to seek his fortune elsewhere. Very few apprentices fail to pass.

#### 28.5.2.2 Initiation

An apprentice must pass four tests to be initiated as a priest. Firstly, he must demonstrate his literacy. The apprentice’s supervising assistant archivist asks him to read several selections aloud in at least two languages of the apprentice’s choice. These selections can be from any source in the Archive. The apprentice is then required to take dictation of two selections that his supervisor will read to him. Completion of this step elevates the apprentice to Novice Researcher.

Secondly, a Novice Researcher must demonstrate his knowledge of the parables and maxims. An associate archivist listens to the apprentice reciting the text and maxim for a random sampling of about 40 of the 255 major and

1,024 minor parables. He is allowed but six errors. Completion of this step elevates the apprentice to Junior Researcher.

Thirdly, a Junior Researcher must complete a research project. The department head of the area the prospective priest wishes to enter assigns him a moderately difficult research assignment. The Junior Researcher must complete the research to the archivist's complete satisfaction. Completion of this step elevates him to Senior Researcher.

Lastly, a Senior Researcher must answer an Archival request examination. The Librarian and The Eldest Circle give the prospective priest a parable according to his school, and allow him 24 hours to do any necessary research. They then conduct an oral examination of the applicant, quizzing him in great depth on the meaning, history, and application of the parable. Completion of this step elevates the apprentice to Graduate Researcher.

### 28.5.2.3 Duties

#### The Collection of Knowledge

The most important task, by far, of the priesthood is the collection of undiscovered knowledge. This is done by researching documents in the Archives and by Elotians wandering the world seeking new sources of old knowledge.

Priests in the Archives endlessly sift through old documents, attempting to find new meanings. Usually this process starts with a question posed by an elder or an outsider. The priest conducts an exhaustive search of the Archives for all pertinent materials. The more important of these are then copied for easy use. The priest delegates a team of archivists and researchers to correlate the knowledge and produce a probabilistic spread of answers.

The Elotians wander the globe seeking lost books, scrolls, and other documents. When a priest finds one, he immediately scribes a copy of it; such a document represents power, and its physical form cannot simply be taken with impunity.

The priest also seeks out old people with unusual experiences or knowledge and asks them to tell their stories. Elotians are exhaustively trained in memorization, and thus can transcribe these interviews to paper later. They periodically visit an Archive, where their collections are again copied and placed in the Archives. Elotians are often charged with carrying copies of newly acquired materials to other Archives.

#### Analysis and Categorization of Knowledge

Once the knowledge is in the hands of the priests of the Archive, they must discover how it fits into the corpus of existing knowledge. Special teams of priests, with many years of experience, see to the needs of these incoming documents.

First they must be copied and the copies sent to other Archives; the original is sent to the restoration and preservation group. The priests painstakingly analyze how it fits into their categorization scheme. Entries are then made into several different cross-indexes and the original scroll, once back from the restoration team, is Archived in its proper place.

#### Restoration and Preservation

Old or damaged documents are carefully restored by members of this group. Those too badly damaged to restore are copied onto new parchment. This priests also

apply the mystical treatments that prolong the life of parchment.

Neophyte members of the restoration group use the chronological archive indices to recopy each ancient scroll and book, starting with the oldest. It is rumored that it take 200 years to recopy all the documents in the main Archive at Pelicon.

### 28.5.3 Education of Followers

Education is provided in study groups of six people. On his eighth birthday, an apprentice is assigned to a group of people in whom he will confide for the rest of his life. Each group is led by a priest called the **Mediator** who is personally responsible for the intellectual development of his students.

A very gifted priest may conduct **Learning Times** to expound on his speciality. These gatherings are normally advertised to the followers several days beforehand, but since many Mediators come from afar Learning Times may occur spontaneously. Many an outsider, upon hearing an announcement on a subject of interest, has attempted to attend these sessions.

#### Cultivate and Enhance Methods of Learning

The priests of the Eldest Circle, besides their Archive responsibilities, also must work with the other priests to enhance the methods and efficiency of the teaching and learning processes. The most successful teachers spend much time visiting other Archives, and are in great demand to mediate Learning Times.

### 28.5.4 Advancement

Positions within each Archive are static, and filled by appointment by the Eldest Circle. The Archive allocates positions called **Keys of Research**, which correspond to long-term donations and gifts from outside worshippers and benefactors. Graduate Researchers advance by waiting for a Key to be vacated through promotion, transfer, or death. They also may convince an outside concern of the importance of some piece of research, in hopes of eliciting a donation from them and of the Eldest Circle creating a new Key. Staying on good terms with the Eldest Circle is a must if a graduate priest wishes to be appointed to a Key.

Becoming Elotian is always an option for the graduate who cannot find a position. His request to become an Elotian cannot be refused by the elder priests. Many a discredited researcher has left an Archive to "seek truth in the outside world," which translated often means "escape the wrath of a vindictive elder priest."

### 28.5.5 Dogma

"Knowledge is the Key to the Past . . ."

It is written in the Tarusian holy books that the first thing to exist was a Thought that encompassed all creation, and was personified by Tarus. The universe is an imperfect expression of **The Thought**. It is the holy task of each priest to recover The Thought by delving into the knowledge of the past. When this is accomplished, they believe the universe will have fulfilled its purpose and again become one with Tarus.

Tarusians see all the other deities as dim misguided reflections of Tarus. They rarely become involved in outside events or politics, as their priority is their research. Most non-worshippers view Tarusian priests as standoffish elitists, and rarely do the Archives have large followings.

The priests researching the physical sciences are a secondary concern, prompted mainly by their need for better research tool. Many elder priests realize the importance of financial support, and use the leverage provided by the Scelonists' inventions to fund the Archives.

## 28.5.6 Traditions

Priests of Tarus are, without exception, male. They do not believe the female mind can absorb or process the holy commodity of knowledge. Even the workers within the Archives are male, and females are not welcome within their ranks or holy areas.

Historically, the most senior priest in each temple keeps of the log of the Words of Tarus. Each time Tarus manifests himself, the highest ranking priest immediately readies his scribing tablet. He then records, in **quickspeak**, all the words from, or addressed to, Tarus. He is also responsible for inscribing this information into the Archive's log, and preparing it for transfer to the main Archive at Pelicon. There the words are compiled to create the most up-to-date version of **The Utterances**, the Tarusian priest's holy book.

### 28.5.6.1 Clothing

Jeogian priests usually wear their formal robes of office, which include several layers of different cloths of varying earth tones. A headdress incorporating a quill is a must.

Scelonists are usually garbed in functional clothes, more often wearing shirts and pants than the full length Jaernian robes. Many types of protective clothing are common, as some of their experiments are fairly dangerous.

Elotians do not normally wear "priestly garb." They wear normal robes, but may be recognized by a small, scroll shaped, silver earring, that each priest is given on their ordination day.

### 28.5.6.2 Appearance

Tarusians are more concerned with affairs of the mind, and usually disdain most kinds of physical decoration with makeup or jewelry other than his ordination earring. Each placed priest, however, is never without his key of office, which serves as a sign of his rank and opens his private locks.

### 28.5.6.3 Speech and Gestures

These priests abhor the waste of time necessary to express complex ideas and moralistic views, but they must express these ideas to an often illiterate congregation. To solve this dilemma they have summarized 255 major parables, each with a one sentence maxim, which they ceaselessly repeat to their flocks. Each maxim is a trigger to recall of the entire concept behind its associated parable.

This is used in a more extensive way within the priesthood itself. Before ordination, each priest must

memorize the text of the 1024 minor parables. The maxims are often used, between priests, to illustrate points, ideas, and arguments.

## 28.6 Worship

### 28.6.1 Sacrifices

Followers of Tarus abhor the loss of knowledge. As knowledge is the only thing of importance, this sect makes no physical "sacrifices." Very devout followers may occasionally fast to demonstrate their lack of knowledge and beseech Tarus for enlightenment.

### 28.6.2 Donations

Donations are not expected from lay worshippers, as most of the needs of the Archive are met by large research donations from outsiders. Still, the giving of labor and time within the Archive is highly prized by the priesthood. Often, the devout followers who labored in the Archive are the first to be allowed to apply to the priesthood when openings appear.

### 28.6.3 Obligations

The followers of Tarus are expected to join and actively participate in Study Groups to enhance and share their knowledge. These groups usually meet once every six days and spend two to three hours discussing new ideas, recent events and personal experiences. The Mediator of the group usually prepares a reading from the Archives and leads a discussion on its meanings.

Knowledge is disseminated both upwards and downwards from these groups to the Study Groups of the Mediators up to The Librarian himself. This slow method of communication befits the followers and priests, because they are more concerned about ancient truths than current events.

### 28.6.4 Penance

Penance takes one of two forms. For minor offenses, the worshipper is assigned to work groups for limited times within the Archive. For graver offenses, the worshipper must memorize one or more specific parables directly related to his offense, and then present it to each study group. This process usually consumes a full week, and the transgressor loses much stature within the Archive.

### 28.6.5 Advice

Advice to the worshippers is given by other members and the Mediator of the study group. Everyone is encouraged to discuss any topic freely, for the members of a study group are bound to not discuss private matters outside their circle. The mediator of each circle may bring up matters to a higher circle, but he must not mention any names.

## 28.7 Holidays & Feast Days

**The Refounding**, Napen 16, is the day when Tarus first showed himself to Justin Gheler, beginning the resurgence of Tarusian worship to Jaern. On this day, adults feast while children prepare and display signs of their knowledge. After the feast, the children's exhibits are judged by the elder priests, and the best are chosen. These children are rewarded, and immediately invited to apply for entry into the Archive.

## 28.8 Worship

The followers of Tarus place themselves in a light trance by assuming a comfortable position, closing their eyes,

and slowly repeating to themselves a one syllable mantra. This clears their thoughts, allowing them to associate the parables they have memorized with the facts of the situation at hand. They then use the parables to solve problems and make decisions.

Lay followers often do this in their study groups, which they attend regularly with a priest. These sessions often relate directly to the problems and experiences of the group members. This concept of grouping is mirrored upward through the ranks of the priesthood. The eldest priest mediates the older priests in The Eldest Circle.

## 28.9 Magical Abilities

Priests of Tarus have at four spell groups that allow them to further their investigation of the unknown.

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**Fosianta** spells allow the priest to record and re-create events for all to see.

**Mensa** spells enable the caster to use the knowledge of others for the duration of the magic.

**Mezuri** spells are tools to assist the priest in his investigations of the world around him.

**Sciovorto** spells allow the priest to directly manipulate the knowledge of the written word and thought.

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### 1. Fosiantau

- 1 Journal
- 2 Replay
- 3 Scribe Speak
- 4 Object Delve
- 5 Rebind
- 6 Place Delve
- 7 Map
- 8 Speech Delve
- 9 Seal It
- 10 Person Delve
- 11 Time Delve
- 12 Grave Delve

### 2. Mensa

- 1 Truth Scan
- 2 Mind Scan
- 3 Combat Scan
- 4 Missile Scan
- 5 Location Scan
- 6 Grapple Scan
- 7 Object Scan
- 8 Language Scan
- 9 Person Scan
- 10 Skill Scan
- 11 Knowledge Scan
- 12 Spell Scan

### 3. Mezuri

- 1 Heat Gauge
- 2 Micro Sight
- 3 Bat Ear
- 4 Time Gauge
- 5 Macro Sight
- 6 Eagle Eye
- 7 Span Gauge
- 8 Component Sight
- 9 Unicorn Tongue
- 10 Weight Gauge
- 11 Elemental Sight
- 12 Fox Nose

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**28.9.1 Fosiantau****1 – Journal**

Time to Cast: 4 R  
 Resist Check: none  
 Target: none  
 Duration: 2 + 1/F H  
 Area: 1 journal  
 Effect: recalls diary

This spell recalls a personal journal and writing materials from a pocket dimension, placing them in the caster's hands. When the duration expires, the journal and pens return to the dimension, which can only be accessed by the same caster.

**2 – Replay**

Time to Cast: 1 M  
 Resist Check: none  
 Target: LOS 5'  
 Duration: 1 + 1/F M  
 Area: 10 + 10/F' radius  
 Effect: creates vision

The caster concentrates on a memory, causing a vision of it to appear in the air before him. All present can see the portrayed memory. The vision will be as accurate as the caster's memory, and cannot normally be falsified.

**3 – Scribe Speak**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 20 + 10/F'  
 Duration: 10 + 5/F M  
 Area: target  
 Effect: enscribes speech

The caster must be touching a piece of parchment while casting this spell. The target's words are enscribed directly onto the parchment for the duration of the spell.

**4 – Object Delve**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: target object  
 Effect: recalls past

This spell allows the caster to see the history of an object. A series of short visions appears to the caster, starting with the most recent events and proceeding backwards ten years. Each finesse increases the time period by a factor of ten. The more intense the past happenings, the more detailed the visions. These visions can be shown to others with the Replay spell.

**5 – Rebind**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: one book  
 Effect: restore binding

This spell restores the binding of a book or tome to a like new condition. It does not improve the condition of the pages, but it will keep them from falling out.

**6 – Place Delve**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: target location  
 Effect: reveals past events

This spell is the same as Object Delve, except it works on a location or building rather than a small object.

**7 – Map**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: 1 + 1/F weeks  
 Area: one parchment  
 Effect: records trail

The caster must first prepare a piece of parchment of sufficient size. He then marks his current location and a few of the surrounding landmarks. After casting this spell, his trail for the next six days is enscribed on the parchment. The caster must know the direction he is traveling and have his sight for the spell to function.

**8 – Speech Delve**

Time to Cast: 10 M  
 Resist Check: none  
 Target: none  
 Duration: instantaneous  
 Area: special  
 Effect: reveals past of original speaker

Similar to Object Delve, this spell must be cast after the recitation of a holy writ. The spell then shows the past of the original speaker. Since many holy writs are very ancient, it may take all four allowed finesses to succeed.

**9 – Seal It**

Time to Cast: 1 M  
 Resist Check: none  
 Target: touch  
 Duration: permanent  
 Area: one container  
 Effect: seals container against the elements

A brief blue glow appears around a container, which must be held by the caster while chanting this spell. From then until the spell is Revoked, or the container is opened, it is impervious to all non-magical damage from elemental forces, i.e., water, fire, crushing, falling, etc.

**10 – Person Delve**

Time to Cast: 10 M  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: target  
 Effect: reveals past

This spell is similar to Object Delve, except that it works on a living, intelligent, and willing target. Since the magic depends on the memory of the materials making up the person and not on the person's memory, it is not blocked by amnesia or mental illness.

**11 – Time Delve**

Time to Cast: 1 H  
 Resist Check: special  
 Target: touch  
 Duration: instantaneous  
 Area: target object  
 Effect: reveals creation time

This spell allows the caster to know, within 5%, the age of any material, object or person. Magical items are given an RC of 10 or less on 3d6 to resist the magic.

**12 – Grave Delve**

Time to Cast: 10 M  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: target corpse  
 Effect: reveals past

This spell is similar to Person Delve, except it may be cast on a corpse or skeleton. Delving extremely ancient bones may require several finesses.



**28.9.2 Mensa****1 – Truth Scan**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: hearing  
 Effect: reveals lies

Any statement heard by the caster will be followed by a gong noise, audible only to the caster, if the speaker believes the statement to be a lie. This magic cannot detect lies of omission or partial truths.

**2 – Mind Scan**

Time to Cast: 2 R  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: remembers fact

The caster poses a specific question, then casts this spell while touching the target (who cannot be himself). The willing target will give the answer, even if it was hidden from him by amnesia or most forms of mind magic (GM's discretion).

**3 – Combat Scan**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: caster  
 Effect: fight like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's basic fighting abilities, for the duration of the spell. The caster fights using the target's combat modifier.

**4 – Missile Scan**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: caster  
 Effect: shoot like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's missile abilities for the duration of the spell. The caster shoots using the target's missile modifier.

**5 – Location Scan**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: remembers location

The caster poses a single question, which the target can hear, know, and can be answered by naming or describing a location. If the target fails the RC, the caster pulls the answer directly from the target's mind. This includes directions to get there if needed, but no information about what is there, or what blocks the route.

**6 – Grapple Scan**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: caster  
 Effect: grapple like another

While casting this spell and touching a willing or unconscious target, the caster gains the target's grappling abilities for the duration of the spell. The caster grapples using the target's grapple modifier.

**7 – Object Scan**

Time to Cast: 2 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: remembers object

The caster poses a single question, which the target can hear, know, and can be answered by naming or describing an object. If the target fails the RC, the caster pulls the answer directly from the target's mind.

**8 – Language Scan**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: speak other's language

While casting this spell and touching a willing or unconscious target, the caster temporarily gains the target's knowledge of a particular language. For the duration of the spell the caster can speak and understand this language as well as the target does.

**9 – Person Scan**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: remembers object

The caster poses a single question which the target can hear, know, and which can be answered by naming and describing a person. If the target fails the RC, the caster pulls the answer directly from the target's mind.

**10 – Skill Scan**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: use another's skill

While Casting this spell nd touching a willing or unconscious target, the caster gains the target's knowledge of a particular skill, for the duration of the spell. The caster can use this skill as well as the target does.

**11 – Knowledge Scan**

Time to Cast: 2 R  
 Resist Check: 5d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: remembers fact

The caster poses a single question which the target can hear. If the target knows the answer and fails the RC, the caster pulls the answer directly from the target's mind.

**12 – Spell Scan**

Time to Cast: 2 R  
 Resist Check: special  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: caster  
 Effect: use another's spell knowledge

While casting this spell and touching a willing or unconscious target, the caster gains the target's spell abilities for the duration of the spell. The caster can use any spell of rank 12 or less which the target was able to use. The caster must use his own units to power these spells, and elemental units cannot be used for divine spells, or vice versa.

**28.9.3 Mezuri****1 – Heat Gauge**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS 20 + 10/F'  
 Duration: 1 + 1/F M  
 Area: targeted surfaces  
 Effect: measures temperature

While this spell is in effect, the caster can accurately measure the surface temperature of any object that he can see and is within the targeting of the spell.

**2 – Micro Sight**

Time to Cast: 1 R  
 Resist Check: none  
 Target: LOS .5'  
 Duration: 1 + 1/F M  
 Area: targeted objects  
 Effect: x4 + 1/F magnification

The caster can closely examine objects and see details that could be missed with normal vision. The object must be within six inches of the caster's eyes and illuminated by full sunlight (or its equivalent) for this spell to work properly.

**3 – Bat Ear**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: hearing  
 Effect: multiplies sound

The caster can hear noises 2 + 1/F times louder than normal. The caster is more susceptible to sound based attacks, adding 1d6 to any allowable RCs.

**4 – Time Gauge**

Time to Cast: 1 R  
 Resist Check: none  
 Target: none  
 Duration: 2 + 1/F H  
 Area: none  
 Effect: accurately measures time

The caster designates two keywords while casting this spell, usually "start" and "stop." When he speaks the first, a mental timer is started, and when he speaks the second, it stops. The spell announces to him alone the elapsed time to the nearest tenth of a second.

**5 – Macro Sight**

Time to Cast: 1 M  
 Resist Check: none  
 Target: 200 + 50/F' up  
 Duration: 1 + 1/F M  
 Area: special  
 Effect: get the big picture

This spell allows the caster to send his sight straight upwards (but not through solid objects) and get an overhead view with himself at the center, much like a map. This does not affect lighting or visibility, but may be combined with other sight spells.

**6 – Eagle Eye**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: none  
 Effect: x8 + 2/F magnification

This spell increases the accuracy of the caster's sight, allowing him to see objects as if they were 8 (or more) times closer than they are. Atmospheric and light conditions may modify this spell (GM's discretion).

**7 – Span Gauge**

Time to Cast: 2 R  
 Resist Check: none  
 Target: LOS 10 mets  
 Duration: instantaneous  
 Area: none  
 Effect: measures distances

The caster concentrates on any object he can see. He will know the distance to that object within one tenth of an inch.

**8 – Component Sight**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: LOS 100 + 20/F'  
 Effect: determines composition

While this spell is effect, the caster's vision changes so that colors represent different materials. He will be able to recognize any material he has previously seen with this spell.

**9 – Unicorn Tongue**

Time to Cast: 3 R  
 Resist Check: none  
 Target: none  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: heightened taste

This spell greatly enhances the caster's sense of taste. It increases his enjoyment of food, and allows him to recognize the composition of any food which he has tasted with this spell.

**10 – Weight Gauge**

Time to Cast: 3 R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: target object  
 Effect: measures weight

While touching the target, the caster will know its weight to within a tenth of a pound. This will not work on objects larger than a three tons, and will return nonsense answers in a different gravity field.

**11 – Elemental Sight**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: LOS 10 mets  
 Effect: see magic

The type and strength of elemental magic active within the area becomes visible to the caster for the spell's duration. Fire magic is red, Earth magic is green, Water magic is blue, and Air magic is yellow.

**12 – Fox Nose**

Time to Cast: 4 R  
 Resist Check: none  
 Target: caster  
 Duration: 2 + 1/F H  
 Area: caster  
 Effect: increased smell

While this spell is in effect, the caster has a very heightened sense of smell. He will be able to trail animals and people, and can detect many poisons by their smell.

**28.9.4 Sciovorto****1 – Lantern**

Time to Cast: 1 R  
 Resist Check: none  
 Target: caster  
 Duration: 30 + 10/F M  
 Area: 3' radius  
 Effect: creates reading light

This spell creates enough light, which emanates from the caster's hand, to allow the caster to comfortably read texts.

**2 – Intone**

Time to Cast: 2 M  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: speaks memorize knowledge

Knowledge is passed down through the memorization of sacred spoken writ, and a priest's worth is measured by his memory of these writs. The caster uses this spell with a particular writ in mind. He then goes into a trance-like state and can recite the writ in the voice of the original speaker. He is aware of what he is saying and what is going on around him during this trance, and he can break out of it at any time.

**3 – Clear Sight**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 10 + 5/F M  
 Area: target  
 Effect: see through deception

The target of this spell can see through any illusions or misdirections of a mechanical or magical nature.

**4 – Drill**

Time to Cast: 2 R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: one text  
 Effect: memorize writing

This spell puts the caster into a light trance, making it easier for him to memorize sections of written text. This works on ordinary writing, but not sacred spoken writs.

**5 – Impart**

Time to Cast: 1 M  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: 1 target  
 Effect: transfer holy writ

Touching the target while casting this spell allows the caster to copy a holy writ into the target's mind. Holy writ can only be transferred freely with the consent of both parties.

**6 – Clear Thought**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: instantaneous  
 Area: 1 target  
 Effect: cancels charms

This spell cancels any charm or coercion spells in effect on the target.

**7 – Infuse**

Time to Cast: 1 M  
 Resist Check: willing targets  
 Target: caster  
 Duration: instantaneous  
 Area: hearing  
 Effect: causes understanding

Uttering the key phrase of a holy writ while casting this spell imparts its true meaning to those who are listening and attempting to understand.

**8 – Render**

Time to Cast: 1 M  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: caster  
 Effect: reproduce page

The priest can conjure a vision of an exact replica of any one page he has ever read. He can copy this to parchment while the vision lasts.

**9 – Clear Perception**

Time to Cast: 1 R  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 target  
 Effect: suppresses emotions

The target of this spell is devoid of all emotions for the spell's duration.

**10 – Ingrain**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: LOS 100 + 25/F'  
 Duration: 2 + 1/F days  
 Area: 10 + 3/F people  
 Effect: redirect drive

Speaking a holy writ while casting this spell causes any targets who fail the RC to use the writ as the driving force behind their existence. All targets, whether they make the RC or not, will remember the casting and the actions performed under its sway.

**11 – Clear Reason**

Time to Cast: 1 M  
 Resist Check: 4d6 vs WIL negates  
 Target: touch  
 Duration: 30 + 10/F M  
 Area: 1 target  
 Effect: increases INT

While this spell is in effect, the target's INT is temporarily increased by 2.

**12 – Transfer**

Time to Cast: 10 M  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: 1 target  
 Effect: transfers all knowledge

This spell allows the priest to pull the knowledge out of one mind and transfer it to another. The blanked mind immediately dies, and the receiving mind goes unconscious for 1d6 hours. This spell is only used when a priest is about to die, and then only on another priest of the caster's Archive. To use it any other way is knowledge rape, and is grounds for immediate and irrevocable excommunication, if not execution.

