

ISIS spells from both a player's point of view and balance of game balance and the real world.

I would like to make a huge change to the spells and make Isis a playable choice for players. These changes do bring up things needing to think about. With these spells, living with blindness, the lost of a limb and most handicaps simple do not happen. These spell do and would effect the game world as all magic should.

Priests of Isis have at their command four spell groups that allow them to aid their fellow man.

The **Recover** magics allow the caster assist the natural healing powers of an injured person or creature.

Heal spells let the caster repair ravaged bodies.

Helping spells allow the caster to help in the course of different natural events in a person's life.

Assist spells help make live easier to all.

Isis Spells (1) Recover

1 – Recover

Spell Rank: 1-12

Time to Cast: 5 M

Resist Check: willing

Target: touch

Duration: instantaneous

Area: target

Effect: recover from damage

The caster of this spell lays his hands on the target and goes into a trance for five full minutes. After the five minutes are up, the caster comes out of the trance and the target recovers 1d6 damage points per rank of the spell.

Heal

Healing may look to be a simple thing but both in the real world and the game that is not so. In the game, if healing comes to easy and death becomes the same as a headache, the game loses its edge. If death happens every game, the players start not to care what happens as they have nothing invested into the adventurer. It is a balance act every GM and system must do to make the game fun.

Payment. To put this as simple and if as few words as I can, You will have to make a payment to be healed with magic. A priest can only heal so many in a day, so healing would need to be ration out anyway. This way the temple gets money to help the poor and downtrodden.

1 – **Staunch Wound**

Time to Cast: 1 R

Resist Check: willing

Target: touch

Duration: instantaneous

Area: living 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 – **Restorative Cure-all**

Time to Cast: 1 M

Resist Check: willing

Target: touch

Duration: 1 + 1/F days

Area: living target

Effect: Minor help

This spell increases the speed of normal healing by 50%. Which works on Dwarves. The chance of a woman becoming pregnant raise 50%. Minor illness, as the common cold, go away 50% faster. Also leaving the target's mouth feeling minty fresh.

3 – **Mend Bone**

Time to Cast: 2 M

Resist Check: willing target

Target: touch

Duration: instantaneous

Area: one bone, living target

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. Afterward Recover can be cast to repair the tissue.

4 – **Treat Disease**

Time to Cast: 1 M

Resist Check: special

Target: touch

Duration: instant

Area: 1 living creature

Effect: lessen illness

A ill target feels better after having this spell casted on it. This spell will work on all disease regardless of origin, unless it is being caused by an active magical effect The target well feel better in around 24 hours. This spell is used rarely. It is always better to let creatures heal from a disease and form a natural resistance to it

Cure Disease cures the target of all diseases. Yes, nice and simple, the spell could read like that. Only it is not really that simple. I could write 4 pages on disease, and why it is still with us today. Ask me, I give you a ear full.

5 – **Arrest Death**

Time to Cast: 1 R

Resist Check: willing

Target: touch

Duration: 1 day

Area: living 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.

6 – **Detoxify**

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: instantaneous
Area: living 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. All active effects from the active are negated, except, of course, for death.

7 – **Mend Senses**

Time to Cast: 3 R
Resist Check: willing
Target: touch
Duration: instantaneous
Area: living target
Effect: heal Senses

Casting this spell and touching the target's blinded eye, deaf ear (either physically or magically damaged) restores that sense. This spell only on senses that have actually damaged. Senses lost due to active magical effects cannot be restored with this spell.

8 – **Mend external**

Time to Cast: 1 R
Resist Check: willing
Target: touch
Duration: instantaneous
Area: living target
Effect: heal limb

The caster can transfer one external body part i.e. limb to the target. The magic changes the part to fit the size and needed tissue type to that of the receiver. Part(s) must come from a willing person or those that died at their time in the past day. Also you can use dwarf parts to fix a human but not those of a dog or cat.

9 – **Mend Internal**

Time to Cast: 1 R
Resist Check: willing
Target: touch
Duration: instantaneous
Area: living target
Effect: heal organ

The caster can transfer one internal organ to the target. The magic changes the organ to fit the size and needed tissue type to that of the receiver. Part(s) must come from a willing person or those that died at their time in the past day. Also you can use elf organs to fix a orc but not those of a rat or insect.

10 – **Remember**

Time to Cast: 5 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: living 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 – **Mend Near Death**

Time to Cast: Special
Resist Check: willing
Target: touch
Duration: instantaneous
Area: living target
Effect: donates organ/body parts

The caster can transfer internal organs and external body parts to the target. The magic changes the organ/parts to fit the size and needed tissue type to that of the receiver. The spell lasts as long as the caster needs it to or has body parts nearby. Same limits on body parts as Mend internal and mend external.

12 – **Recall**

Time to Cast: 1 M
Resist Check: special
Target: touch
Area: target
Duration: instant
Effect: brings target back

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 and the priest using this spell will lose 50% of their current DP total. If the spell fails, the target stays dead, 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.

Assist

1 – **Tranquilize**

Time to Cast: 1 R
Resist Check: None
Target: touch
Duration: 1 hour
Area: living 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.

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 – **Clear Vermin Shield**

Time to Cast: 1 R
Resist Check: 2d6 vs INT
Target: LOS 60ft
Duration: 1 hour
Area: 10 + 5ft/F
Effect: repels vermin

An tangible invisible barrier holds back vermin. A vermin can penetrate the barrier if it succeeds on an INT save. Pressing against the barrier causes pain, which deters most vermin. When cast on a person the barrier moves with them. When casted on a person, all vermin inside the area of effect must make a resistance check not to flee the area.

4 – **Share Burden**

Time to Cast: 3 R
Resist Check: Willing Target
Target: touch/special
Duration: 30 + 30/F M
Area: living 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. The target is treated as touching the caster if it is holding one part of something the caster used the Join Spell on, and in the casters LOS.

5 – **Remove Withdrawal**

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: 1 Day
Area: living target
Effect: removes chemical addiction

A target's physical pain due to withdraw is removed by using this Spell. Casting this on a target physically addicted to any drug allows the target an additional check (GM discretion) to break the physical addiction. Psychological addictions take time and the use of the psychologically skill.

6 – **Bolster**

Time to Cast: 1 R
Resist Check: willing
Target: touch/special
Duration: instant
Area: living 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. If the target is holding one part of something the caster used the Join Spell on, the target is viewed as touching as long as it is in casters LOS.

7 – **Keep Away**

Time to Cast: 2 R
Resist check: 5d6 vs CSE negates
Target: caster
Duration: 1 hour
Area: 10 ft
Effect: repelles others

An orange, mobile field surrounds you and prevents creatures from approaching you. Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature

moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

8 – Serenity

Time to Cast: 1 R
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: living target
Effect: kills willing target

This spell allows the caster to give a target in pain a peaceful death. The target must be absolutely 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 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 all infections like airborne diseases, while preventing his own from spreading.

10 – Save Life

Time to Cast: 1 R
Resist Check: 5d6 vs WIL
Target: touch
Duration: 4 + 2/F H
Area: living target
Effect: see text

The soul of the target takes control of all physical body functions and brings them to a halt. The target need not breathe, sleep or eat.

11 – Clarity

Time to Cast: 1 M
Resist Check: special
Target: touch
Duration: instant
Area: living 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. This is only done on those who are viewed as a danger to themselves and others. Psychological addiction(s) can be cured with this spell

12 Sanctuary

Time to Cast: 1 R
Resist check: 6d6 vs CSE negates
Target: touch
Duration: 10M
Area: caster
Effect: keep caster safe

Any opponent attempting to strike or otherwise directly attack the orange warded creature, even with a targeted spell, must attempt a save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The caster cannot attack without breaking the spell but may otherwise take nonattack actions.

Helping

1 – Purify

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: see text
Effect: clears impurities

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating drinking. This spell does not prevent subsequent natural decay or spoilage. This spell will work up to what the caster would need for a day's work. Sometimes Isis will view the caster needing clean food and water for a whole area like a town or ship crew. The more followers casting the spell in a group, while others prey to her, the more likely Isis would do so.

2 – Detect Unlife

Time to Cast: 1R
Resist Check: none
Target: LOS 60 + 20/F'
Duration: 10 + 5/F M
Area: caster
Effect: view souls

This spell is used to detect anything that is supported by an artificial life force, mainly the undead. This will not detect creatures with a stolen life force, only ones while life force is created through artificial means.

3 – Invigorate

Time to Cast: 1R
Resist Check: willing or asleep
Target: touch
Duration: 8 H
Area: living target
Effect: keeps target awake

This spell awakens anyone from a non-magical sleep. Also, 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.

4 – Inspect

Time to Cast: 10 M
Resist Check: 4d6 vs WIL
Target: touch
Duration: 6 + 3/F M
Area: target
Effect: determines health

The caster sees a blue glow around the target. The strength of the glow indicates the general health and life force of the creature. The caster will know the relative DP that the target has remaining as well as the relative amount of life force (they will know if they are without life force or have recently been Encured by a hirudo).

5 – Aerate

Time to Cast: 1R
Resist Check: none
Target: touch
Duration: instantaneous
Area: air in 30 + 10/F' radius
Effect: clears air

Air is cleared of all odors and noxious fumes i.e. breathable. A single finesse allows the caster to leave behind a pleasant, unobtrusive odor of lemon, evergreen, spice, or incense.

6 – Inspect Child

Time to Cast: 10 M
Resist Check: none
Target: touch
Duration: 1 M
Area: target child
Effect: determines heal 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.

7 – Flash Clean

Time to Cast: 1R
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 – **Regenerate**

Time to Cast: 3 R
Resist Check: none
Target: touch
Duration: 30 + 10/F R
Area: living creature
Effect: give regeneration

When cast upon a living creature, this spell will allow the target to gain the ability to regenerate its body for the duration of the spell. For the duration, the target will heal 1d4 DP per round.

9 – **Prevent Deformation**

Time to Cast: 1 H
Resist Check: none
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 deformities from occurring during gestation.

10 – **Youth**

Time to Cast: 2 M
Resist Check: willing
Target: touch
Duration: instant
Area: living target
Effect: make younger by 20+10/F years

This spell will cause its target to regress in age. It does not buy you more time. When you would die of old age does not change. You just leave a young body full of useful parts. Oh, this spell is never casted on the cheap. It is the Sanctuaries biggest money maker for the care of the needy.

11 – **Comprehend**

Time to Cast: 2 R
Resist Check: none
Target: touch
Duration: 2 + 1/F M
Area: living target
Effect: understands motives

This spell allows the caster to understand the speech and **motives** of the target. The target's voice is overlaid with the caster's own, which gives a clear, concise repeat of the speaker's words and intentions.

12 – **Reshape**

Time to Cast: 10 M
Resist Check: willing
Target: touch
Duration: instantaneous
Area: target

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.