

X Mishra – the Boon of Destruction

X.1 Domain

Mishra is the embodiment of explosive destruction and demolition.

X.2 History

Before the development of firearms and explosives, destruction and ruination fell solely within the power of elemental spells, and Rudri's desire for chaos and entropy. As science and knowledge advanced and refined, explosives were created for both utility in tearing down infrastructure and mining of resources buried underneath, and for the killing and destruction in warfare... and even in pyrotechnics to bring joy in vibrant explosions of color in the night sky. More and more people found their calling in channeling the immense and powerful destruction of explosives and firearms, taking their own emotive desire to see things brought to rubble and calling upon Orus with their hate, joy, spite, and more to fuel their wake of demolition.

To these followers of Orus, he took on a new persona, one who urged on the wanton destruction, whose answer to any question or problem was to blow it up. Monsters and villains blown to pieces by grenades, walls and doors were merely piles of rubble who haven't ripened yet, bullets that could be *so much more!* As the movement gained more and more popularity, the sect of Orus eventually became too large and split off from the main church as its own priesthood and temple, just as the aspect of Orus separated from the main wellspring of emotion into Mishra, a fully formed deity of their own right.

X.3 Motivation

"If things aren't exploding now and again...
...it means you're not trying hard enough."

The world of Jaern is full of monsters, villains, and a lot of eye-sore buildings just waiting to be blown up. Mishra pushes their followers to do exactly that. Without destruction and demolition, things cannot be built better than before (and then blown up again), evils cannot be fully vanquished. Mishra fuels the explosive outbursts that anger, strife, joy, and other emotions culminate in.

X.4 Aspects

Mishra, unlike some other gods, enjoys to personally attend to those that call out to her, especially those in the throes of explosive combat and warfare. They do not employ servitors or minions for the most part. Mishra is referred to using she or they pronouns, depending on the form they take.

One of the more common of her aspects appears as a near-100-foot-tall woman, cloaked in a cowl'd purple robe, which is adorned with the symbols of her priesthood, appearing over the battlefield. This aspect of Mishra is called the **Guiding Hand of Ruin**. She is seen with dark skin, with long white braids spilling out of the cowl she wears, usually with an arm outstretched, conducting the destruction as if it were an orchestra.



However, since Mishra was an aspect of Orus originally, they can seem to split between many different, personalized aspects that appear. Many followers have different accounts of what Mishra appears as, usually reflecting the moods and attitudes of the summoners. She usually appears as either a woman or person of ambiguous gender, and their demeanor is highly dependent on the atmosphere around them.

X.5 Structure of the Priesthood/Temple

Each priest within the Mishra priesthood acts more or less independently and all priests are considered equals, but larger temples generally have select roles assigned to members.

X.5.1 Organization

Larger temples usually have a head speaker designated the **Wesson** of the temple. There also are commonly

Gunsmith and **Armorer** roles assigned to those in the priesthood who may have such skills. The Armorer is responsible for the selling and distribution of grenades and C4 to priests and laypeople of the Church, while the Gunsmith is responsible for the selling and distribution of Grenade Slings, Hand Mortars, and Blessed Firearms and Magazines. All members with roles in the temple are capable of blessing and sanctifying weapons and explosives for use with Mishra spells.

Whenever there is a concern or matter that must be addressed at a local temple, all priests come together to give their opinion and vote. Most of these meetings end relatively quickly as the votes are usually unanimous to blow up the problem. However, for issues and problems



that cannot simply be blown up, the Wesson decides, amongst the proposed solutions by the clergy, what action to take.

X.5.2 Requirements

The requirements of joining the priesthood only that the desiring initiate willingly choose to enter and that they pass their initiation. The initiate may be of any gender or station in life.

X.5.2.1 Apprenticeship

Apprenticeship consists of the interested seminarian being loaned a firearm or explosive, instructed in their proper use, and directed at controlled demolition tasks coordinated with local authorities. As part of the church's obliged duty, any funds taken for the demolition are reinvested into church and clergy upkeep. Civic planners would rather pay Mishrites to blow up buildings meant for destruction, rather than see them destroy buildings still in use.

While on site or in action, experienced Mishrites guide their juniors in the best and most explosive ways to reduce structures to rubble. Apprentices are also invited to various meetings including the pre-action consultation, the post-action review of demolitions, and seminars on topics such as proper cooping, dry storage in wet environments, artillery construction, etc. which would normally eclipse the scope of their day-to-day duties.

X.5.2.2 Initiation

A "test" of sorts is given to apprentices who designate themselves as ready for full initiation as a priest of Mishra. They are tasked with the planning and destruction of a building designated for demolition, and the apprentice must determine a suitable way to destroy the building. There are very few that don't pass the test, as the apprentices are provided with any amount of explosives they could want during it. The test determines if the apprentice shows the right aptitude and initiative for carrying out destruction. After the test is passed, the initiation prayers are performed to officially grant entrance into the priesthood. Perhaps one in a hundred initiates spontaneously explode during the initiation prayers, a phenomenon the Mishrites call **The Embrace**, where the priest's soul is claimed by Mishra immediately.

X.5.2.3 Duties

Inside the Mishrite temple, the duties of the priest are mostly to bless and stock the armory of grenades and C4, or to rebuild the physical temple as it is very prone to being blown up every now and then. The creation of grenades and C4, and the subsequent blessing of them is one of the most important duties of the temple.

There are also those within the temple that dedicate themselves to the research of unique and powerful explosives, as well as new spells that can be used to even further enhance said explosives. A significant amount of land is usually set aside for these experiments, as they have a habit of causing collateral damage to nearby structures.

Outside the temple, Mishrites are usually assigned in small teams to defend the town from outside threats, both acting as a line of defense and a town alarm system, as the sounds of explosions are usually the first sign of an attack or threat.

All Mishrites are taught proper trigger etiquette and firearm training, and the priests take these concerns very seriously. Any stray bullet in the temple can cause a significant section of the building to explode, and Mishrites do not condone the untrained use of firearms. They will sometimes hold basic firearm training sessions for the public, so that accidental deaths with firearms are minimized.

X.5.3 Functions

The main services the Mishrite Temple provides to the public is the demolition of condemned buildings, the explosive excavation of tunnels, and the destruction and sculpting of terrain. On Jaern, explosives that function underwater are incredibly useful for manipulating rock structures that cannot be easily excavated by hand. Otherwise, it also sells grenades and C4 to laypeople and adventurers. Mishrites also work with T'orites outside of town walls, to defend from outside threats. Mishrite temples, especially in larger settlements, also provide basic firearm training and etiquette seminars to the populace, so that accidents can be mitigated.

The other service that Mishrite temples provide is the planning and execution of vibrant pyrotechnics displays, usually on significant town holidays, although Mishrites need little encouragement to put on a display at any given moment. Large temples often compete with nearby towns with their displays, and pride themselves in creating the brightest, loudest, and most colorful explosions around. The grandeur of some of these displays has forced many Mishrite temples to stage their displays from a ship on the water, to avoid damaging the hearing of the town's populace...

X.5.4 Advancement

Since the Mishrite priesthood is not hierarchical, there are no set advancement requirements. The roles of Wesson, Gunsmith, and Armorer are usually determined by democratic vote, and there are no prerequisites to being granted such a role. Some temples may employ different methods, as Mishra does not concern herself with whatever hierarchies and structures their priests deem appropriate for themselves.



X.5.5 Dogma

“Without destruction there is no creation...
...without creation there is no change.”

The followers of Mishra believe there is a single answer to all questions: blow it up. Is this the correct answer? Unimportant. What matters is, if it can be blown up, it should, and if that causes more problems, well, blow those up too. Most worshippers believe in reserving their explosives and destruction for those who commit acts of evil or the monsters that threaten society, although many others hold little to no regard for the establishments built around them. The priests believe that this destruction is necessary for the world to move forward and develop, as the force of creation and change cannot occur if things remain stagnant.

X.5.6 Traditions

X.5.6.1 Clothing

Prioritizing function over form, Mishrites generally wear loose and comfortable clothing allowing free range of movement. Most Mishrites will wear clothing that can easily accommodate bandoliers of ammo, bags full of grenades and C4, and numerous holsters for a veritable armory of firearms. A popular color scheme among Mishrites employ greyscale clothing with accents of red and/or purple.

X.5.6.2 Appearance

Mishrites have little concern for physical appearance, and proudly sport scorched and singed clothing, their hands covered in gunpowder. There is no set dress code for the temple, and therefore many Mishrite priests dress either for comfort or in increasingly robust forms of self-expression.

X.5.6.3 Speech and Gestures

The speech patterns of Mishrites vary little from that of the speech of the general populace where the temple is located, with no particular expressions or obscure slang. Individual temples may have their own shorthand words for common equipment and explosives. It is also common to see Mishrites being more prone to using profanity than the clergy of other deities.

When addressing specifics of demolition with civic leaders and other Mishrites, they employ more technical language, and are usually very animated and exuberant about the various effects and chain reactions that can be utilized.

Mishrites commonly display a finger gun to the air gesture to mean “May Mishra Guide You”. This gesture is commonly used in blessings and as greetings and goodbyes. Conversely, pointing a finger gun at someone, especially a Mishrite, is tantamount to sacrilege.

X.6 Worship

X.6.1 Sacrifices

Mishra does not ask for any particular sacrifices to be made to her. Instead, the cycle of destruction and creation that naturally occurs with the presence of her followers and society is enough.

X.6.2 Donations

While Mishrite temples do accept donations, most of the costs of operating (and frequent rebuilding) the temple are covered by the selling of grenades, C4, and other explosive armaments to the populace.

X.6.3 Obligations

The priests of Mishra are obligated to understand the line between appropriate destruction and wanton destruction. The priests are expected to not excessively destroy what is around them, as destruction should be balanced with creation for the world to progress. However, this line can become increasingly subjective depending on the priest, so the Wesson of the temple may define specific tenets and rules. Mishrites also treat all guns and explosives as if they were loaded and do not point, threaten, or direct them at anything they do not intend to destroy. Any Mishrite that breaks this rule has their case presented before their Wesson, who has the grounds to excommunicate the priest for improper handling of firearms and explosives.

X.7 Holidays and Feast Days

The **Lux'nakto** is celebrated on the last night of Jorn, marking the transition between the wet Akvofojo season and the hot Fajrovojo season. Once Onra sets on the horizon, pyrotechnic displays of unparalleled magnitude fill the night sky, causing colors and flashes that are sometimes brighter than the daytime sky. Due to noise and smoke concerns, most larger towns have mandated the Mishrites to set off their displays from a ship a few mets out on the sea nearby. Every year, a segment of the Centralian **Lux'nakto** is funded by noble families who pay the Mishrite temples to put on a display that showcases their family's heraldry and claim to fame.

The **Rospere Feast** is celebrated on the last day of Led, marking the transition between the hot Fajrofojo season and the dry Sekafojo season. The Mishrite temple hosts a day of celebration, culminating in a public feast of roasted and barbequed meats and vegetables. Many Mishrites like to perform explosive and impressive cooking, involving coordinated dancing or feats of hand-eye coordination, as well as constructing precariously high-stacked **Flaming Onion Volcano** dishes.



At the end of the year, during the transition from the dry Sekafojo season to the wet Akvofojo season, the Mishrite temples host a community-wide festival called **Detrotago**, where old and unused items are brought to an empty field, piled in a giant heap, and the people of the town are invited to partake in its destruction. Hatchets, axes, clubs, saws, and more are given out to allow for melee destruction, before the area is cleared and grenades are thrown to reduce the rubble even further. This event is usually accompanied with various fair foods and carnival games for families, and grenade-throwing competitions held for adults.

X.8 Relationship to Other Deities

The Mishrites are usually seen as a necessary thorn in the side of many priesthoods. The priests are known to be volatile and destructive, and their temples are usually placed outside city limits.

X.9 Priesthood Skills

As of 9/29/21, the following section is currently not yet approved, and is not usable as official ruling in Fantasy Club games.

Because Mishra is the deity of explosions, firearms, and demolition, priests of Mishra gain access to and can purchase the following skills at base cost:

Architecture, Arson, Barristry, Coopering, Military Construction, Pyrotechnics

Priests of Mishra additionally gain access to and can purchase **one** of the following weapon skills at **double** cost:

Artillery, Thrown Weapons, Light Linear Weapons, Automatic Weapons, Semi-Auto Weapons, Versatile Linear Weapons, Lever-Action Weapons, Revolver Weapons, Heavy Linear Weapons, Bolt-Action Weapons, and Single-Shot Weapons



X.10 Magical Abilities

Priests of Mishra have four groups of spells that allow them to affect explosives, bullets, and sound.

Explosive Augmentation spells modify and enhance Mishrite grenades and explosives.

Bullets allow the caster to apply additional effects to firearms and their ammo.

Explosive Properties grant protection from explosives, and provide detection and utility concerning them.

Sound spells manipulate sonic waves and vibrations.

Only explosives blessed by *Sanctify Explosive* at Mishrite Temples can be affected by the Explosive Augmentation spell group. These include:

1. Grenades: 4d6 vs HEA to halve 4d6 physical damage in a 5' radius.
2. C4: This is only useful for destroying things (walls, doors, machines, any non living non rapidly moving structure). When detonated, the surface must make a 10d6 STR check or have a 3' radius hole is blown in the object. When hit with spells from the Explosive Augmentation group, the radius counts as 10 feet.

Grenades can be purchased by clergy of Mishra (anyone who has ranks in at least one spell group of Mishra) at 5 silver apiece. C4 can be purchased at 10 gold per brick. Layperson prices are 5 gold and 50 gold, respectively.

Only Blessed Magazines can be affected by the Explosive Augmentation and Bullets spell groups. These come in different sizes to fit all common firearms, and are blessed for free at Mishrite temples.

For both the Explosive Augmentation and Bullets spell groups, only one enchantment can be placed on an explosive/bullet/gun unless specifically allowed in the spell's description. Each enchantment adds an effect onto the target item and it will continue to have its standing effect unless the description says otherwise.

1. Explosive Augmentation

- 1 Lengthen Fuse
- 2 Enhance Explosive
- 3 Spurn Grenade
- 4 Infatuated Grenade
- 5 EMP Grenade
- 6 Flashbang
- 7 Claymore
- 8 Enhance Destruction
- 9 Frost Grenade
- 10 Napalm Grenade
- 11 Singularity Grenade
- 12 Disarm

2. Bullets

- 1 Mark
- 2 Blitzkrieg
- 3 Shoot Anything
- 4 Ricochet
- 5 Confetti Bullets
- 6 Armor Piercing Rounds
- 7 Incendiary Rounds
- 8 Tranquilizer
- 9 Killer Caliber
- 10 Corrosive Caliber
- 11 Grenade Rounds
- 12 B.F.G.

3. Explosive Properties

- 1 Sanctify Explosive
- 2 Lesser Blast Shield
- 3 Detect Explosive
- 4 Explosive Exclusion
- 5 Explosive Exchange
- 6 Trace Trajectory
- 7 Great Blast Shield
- 8 Detect Structural Vulner...
- 9 Master Key
- 10 Mass Blast Shield
- 11 Bubble Shield
- 12 Explosive Healing

4. Sound

- 1 Silencer
- 2 Amplify
- 3 Snap
- 4 Lesser Resonate
- 5 Background FX
- 6 Oi!
- 7 Booming Voice
- 8 Clap
- 9 Read Vibrations
- 10 Mishra's Earmuffs
- 11 Greater Resonate
- 12 Supersonic



X.10.1 Explosive Augmentation

Only explosives and magazines blessed at Mishrite temples can be affected by these spells, except for **12 - Disarm**.

1 - Lengthen Fuse

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: LOS 100'
Duration: 2 + 1/F hours
Area: single explosive
Effect: delay explosion

This spell will delay the lit explosion's detonation for up to an hour. At the end of the duration, or when the spell is dropped, the explosive will go off normally. This enchantment can be on an explosive with another Mishra enchantment.

2 - Enhance Explosive

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: better grenades

This spell will, after cast on a grenade or C4, allow the user to re-roll the damage (the 4d6 on grenades, or strength check (C4, for getting through walls) on the targeted explosive). This will allow the damage for grenades to be re-rolled, and the higher or lower number (specified by the caster when it goes off) is taken.

3 - Spurn Grenade

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: add knock-back

When a grenade enchanted with this spell explodes, it causes normal damage and anyone within the grenades radius must make a resistance check of 4 dice against STR or get blown back 30'.

4 - Infatuated Grenade

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: follow opponents

A grenade enchanted with this spell is drawn to opponents of the thrower. As a result, the thrower gains a bonus of 2 + 1/F to their missile attack roll.

5 - EMP Grenade

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: take out tech

When a grenade enchanted with this spell explodes, it causes normal damage as well as 2d6 points of electrical damage (half on a successful resistance check of 4 dice against AGI). In addition, on a failed resistance check, non-shielded technology on the target stops functioning for 1d4 minutes. If the technology is sentient, it gets an additional resistance check of 4 dice against HEA to avoid this effect.

6 - Flashbang

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: bright flash

When a grenade enchanted with this spell explodes, it causes normal damage and anyone within the grenades radius must make a resistance check of 4 dice against PER or be blinded for 1d4 rounds.

7 - Claymore

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: trigger of movement

When casting this spell, the caster places the explosive in a designated location. Once this spell is cast (and after the caster exits explosive radius), anyone approaching within half the explosives radius (minimum of five feet) will cause the explosive to trigger and explode. This enchantment can be on an explosive with another Mishra enchantment.

8 - Enhance Destruction

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: blow stuff up

When an explosive enchanted with this spell explodes, it causes normal damage and nearby structures must make a resistance check of 4 dice against STR or be destroyed.



9 – Frost Grenade

Time to Cast: 1 round
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: freeze enemies

When an explosive enchanted with this spell explodes, it causes normal damage and anyone in the radius must make a resistance check of 5 dice against HEA or lose half of this movement rate for 1 + 1/F minutes. In addition, anyone in the radius suffers 2d6 cold damage (half on a successful resistance check).

10 – Napalm Grenade

Time to Cast: 1 round
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: leave fire

When an explosive enchanted with this spell explodes, it causes normal damage and an additional 4d6 points of fire damage. The fire continues to burn causing an additional 1d6 fire damage per round for five rounds after the explosion goes off and will catch flammable things on fire. The fire is nonmagical and can be put out normally.

11 – Singularity Grenade

Time to Cast: 1 round
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 2 + 1/F hours
Area: single explosive
Effect: create singularity

When an explosive enchanted with this spell triggers, it implodes before exploding. Anyone within 100' must make a resistance check of 5 dice against STR or be pulled toward the explosion's radius prior to the explosive damage occurring. The following explosion causes normal damage plus an additional 5d6 points of blunt damage.

12 – Disarm

Time to Cast: 2 rounds
Resist Check: 6d6 vs HEA negates
Target: touch
Duration: instantaneous
Area: single limb
Effect: blow off a limb

If the target of this spell fails the resistance check, the targeted limb explodes violently, causing 6d6 points of pain damage to the target and causing the target to lose 1 DP per round from bleeding until the wound is treated. If the resistance check is made, the target suffers half damage and no bleeding damage occurs.



X.10.2 Bullets

Only magazines blessed at Mishrite temples can be affected by these spells. This applies to any spell with an area of "bullet" or "clip."

1 - Mark

Time to Cast: 1 round
Resist Check: 4d6 vs PWR negates
Target: touch
Duration: 4 + 2/F rounds
Area: single bullet
Effect: mark opponent

When a bullet enchanted with this spell hits a target (with the linear touch), it deals no damage, but highlights the target for all allies to see. The blue highlight can be seen through walls.

2 - Blitzkrieg

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 1 + 1/F min
Area: single gun
Effect: increase ammo speed

A gun enchanted with this spell has its bullet speed increased by two. This results in the range increment of the weapon doubling for the spell's duration.

3 - Shoot Anything

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 1 + 1/F min
Area: bag of stuff
Effect: shoot junk

This spell is cast on a bag of non-magical items. Each item must be able to fit in the palm of the caster's hand. For the duration of the spell, items enchanted with this spell can act as ammunition. The object retains its shape, but the magic allows it to be fired. Items that have additional effects, such as grenades, can be fired, but will not activate.

4 - Ricochet

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 1 + 1/F min
Area: single clip
Effect: bounce off walls

The bullets enchanted with this spell bounce off of walls when hitting them. The caster can accurately predict and exploit this effect. The caster can attempt to fire at someone that cannot see (but they know are there), such as around a corner, at a penalty of -4 to hit.

5 - Confetti Bullets

Time to Cast: 1 round
Resist Check: 4d6 vs PWR negates
Target: LOS 80 + 20/F'
Duration: 4 + 2/F rounds
Area: single target
Effect: remove bullets

If the target of this spell fails the resistance check, any gun with bullets they attempt to fire for the duration fires only confetti. The confetti causes no damage but can liven up parties.

6 - Armor Piercing Rounds

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: single clip
Effect: go through armor

The bullets enchanted with this spell more easily go through armor. This allows them to ignore 6 + 2/F points of defense granted by armor. This bonus does not stack with other armor piercing bonuses.

7 - Incendiary Rounds

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: single clip
Effect: add fire damage

The bullets enchanted with this spell cause an additional two points of fire damage and can cause dry, flammable materials to catch on fire.



8 - Tranquilizer

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: single clip
Effect: tranquilizer darts

The bullets enchanted with this spell cause no damage, but anyone that would normally be damaged by them must make a resistance check of 4 dice against HEA to fall asleep for 30 minutes.

9 - Killer Caliber

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single weapon
Effect: increase damage

The linear weapon enchanted with this spell has its bullets slightly increase in caliber upon firing. This results in damage from this weapon being increased by two for the spell's duration.

10 - Corrosive Caliber

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: single clip
Effect: corrosive bullets

The bullets enchanted with this spell cause an additional 1d4 acid damage and can burn through most materials. Each shot will burn through about an inch of iron in one minute. (See section 34.3.8 for material resistances to acid.)

11 - Grenade Rounds

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: single weapon
Effect: boom stick

The first bullet fired from a weapon enchanted with this spell becomes a grenade that detonates on impact (linear touch). The grenade causes 4d6 points of edged damage in a 30' radius with the resistance check of four dice against HEA for half damage.

12 - B.F.G.

Time to Cast: 2 rounds
Resist Check: 5d6 vs AGI halves
Target: caster
Duration: 4 + 2/F rounds
Area: self
Effect: big ass gun

When this spell is cast, a GIANT gun appears in the caster's hand for the duration. The gun can be fired once per round via a mechanical trigger. The gun shoots a 60 + 15/F' long, 10' wide beam that does 4d6 points of fire/heat damage to anyone in its path. If the resistance check is made, the damage is halved.



X.10.3 Explosive Properties

1 - Sanctify Explosive

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: permanent
Area: single explosive
Effect: bless explosive

This spell allows Mishra to bless an explosive. This causes the grenade damage to bypass shields, both silver and magical. The explosive must be of approved Mishra explosives. This is mainly for use later in the group, and to make explosives valid targets for the previous two groups.

2 - Lesser Blast Shield

Time to Cast: 1 round
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 2 + 1/F hours
Area: single target
Effect: resist explosives

The target of this spell lowers the damage taken by all explosives by 3 points and lowers any resistance check from explosives by one die.

3 - Detect Explosive

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F min
Area: LOS 60'
Effect: see explosives

The spell allows the caster to see explosives in the area of effect. All devices designed to explode will show up with red outlines in the target's sight.

4 - Explosive Exclusion

Time to Cast: special
Resist Check: 4d6 vs PWR negates
Target: LOS 100'
Duration: instantaneous
Area: single target
Effect: exclude target

The caster activates this spell when a grenade they throw would hit an ally, including themselves. When activated, the caster may exclude a single target from the effect and damage of a single explosion.

5 - Explosive Exchange

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: instantaneous
Area: single explosive
Effect: changes explosive

This spell can be cast on an explosive that has been blessed with Sanctify Explosive. The explosive can be modified to become any other type of Mishra approved explosive.

6 - Trace Trajectory

Time to Cast: 1 round
Resist Check: none
Target: LOS 60'
Duration: 10 + 5/F min
Area: special
Effect: see path

This spell is cast after someone nearby is hit with a targeted source, such as a bullet, arrow, or spell. It will highlight a path back to the destination for the spell's duration. The destination will not be the person that used it, but the location where it was used.

7 - Great Blast Shield

Time to Cast: 1 round
Resist Check: 3d6 vs WIL negates
Target: touch
Duration: 2 + 1/F hours
Area: single target
Effect: resist explosives

The target of this spell lowers the damage taken by all explosives by 6 points and lowers any resistance check from explosives by two dice.

8 - Detect Structural Vulnerabilities

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 10 + 5/F min
Area: LOS 60'
Effect: show weaknesses

When this spell is cast, the caster can see structural instabilities in red and stabilities in blue. Because of this, they can choose to either blow up a building or blow a hole in a wall without causing serious damage. This results in two dice off any check to place explosives on a structure.



9 – Master Key

Time to Cast: 2 rounds
Resist Check: none
Target: touch
Duration: instantaneous
Area: single lock
Effect: “unlock” door

This spell allows the caster to shoot a lock in order to unlock a door. The caster gets two dice off any Opening Locks check required as long as the lock can be damaged/open with a bullet.

10 – Mass Blast Shield

Time to Cast: 2 rounds
Resist Check: 4d6 vs WIL negates
Target: multitouch
Duration: 2 + 1/F hours
Area: touched targets
Effect: resist explosives

The targets of this spell lower the damage taken by all explosives by 6 points and lower any resistance check from explosives by two dice.

11 – Bubble Shield

Time to Cast: 2 rounds
Resist Check: 4d6 vs WIL negates
Target: LOS 100'
Duration: 1 + 1/F min
Area: single target
Effect: bubble shield

This spell creates a 50' bubble shield around the target. All explosives, bullets, and missiles shot or thrown from outside of the shield will bounce off of it and miss. The shield can be walked through from either side. The shield does not impact anything originating from inside the shield.

12 – Explosive Healing

Time to Cast: 1 round
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 10 + 5/F min
Area: single target
Effect: heal from explosives

For the duration of this spell, all explosives that hit the target that would normally cause damage instead heal the target for that amount of DP instead.



X.10.4 Sound

1 - Silencer

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: 1 + 1/F min
Area: single item
Effect: silence explosion

For the duration of the spell, any noise made by the targeted item is suppressed.

2 - Amplify

Time to Cast: 1 round
Resist Check: 3d6 vs PWR negates
Target: touch
Duration: 1 + 1/F min
Area: single item
Effect: make louder

For the duration of the spell, any noise made by the targeted item is increased by up to three times. This spell will never cause an item to do more damage.

3 - Snap

Time to Cast: 1 round
Resist Check: 3d6 vs HEA halves
Target: LOS 25'
Duration: instantaneous
Area: single living target
Effect: sonic pulse

The caster snaps their fingers emitting a sound that harms an enemy. The sonic energy results in 2d6 points of pain damage to the target.

4 - Lesser Resonate

Time to Cast: 1 round
Resist Check: 2d6 vs PWR negates
Target: touch
Duration: instantaneous
Area: single wall/door
Effect: determine thickness

This spell allows the caster to determine the thickness of a wall or door that they are touching when the spell is cast. If the wall or door is thicker than two feet, the caster only gets a rough estimate. This spell also allows the caster to detect structural vulnerabilities on the wall or door itself within 4' of the caster.

5 - Background FX

Time to Cast: 1 round
Resist Check: 5d6 vs PER negates
Target: LOS 250'
Duration: 1 + 1/F min
Area: single target
Effect: create noise

This spell creates very loud, explosive sound effects as background noise for the spell's duration. Anyone hearing these noises must make the resistance check to be able to hear anything else.

6 - Oi!

Time to Cast: 1 round
Resist Check: 4d6 vs WIL negates
Target: caster
Duration: instantaneous
Area: clear hearing
Effect: distract creatures

This spell requires no hand movements and simply requires the caster to shout "Oi!" as loudly as he can. Any creature that fails the resistance check loses their next round of action as they look at the caster.

7 - Booming Voice

Time to Cast: 1 round
Resist Check: 4d6 vs HEA negates*
Target: caster
Duration: instantaneous
Area: 30' x 10' cone
Effect: burp loudly

The caster casts this spell by yelling loudly. Those in a 30' x 10' cone ahead of the caster must make the resistance check or become partially deafened. For the next 3d6 minutes, they must add two dice to all hearing based attribute checks. Enhanced hearing increases the resistance check by one die.

8 - Clap

Time to Cast: 1 round
Resist Check: 4d6 vs HEA halves
Target: caster
Duration: instantaneous
Area: 30' x 30' cone
Effect: Sound wave

The caster claps their hands together, sending a sonic wave of energy out in a cone in front of them. Anyone in the area of effect suffers 6d6 points of pain damage.



9 – Read Vibrations

Time to Cast: 1 round
Resist Check: 3d6 vs PWR negates
Target: LOS 250'
Duration: 1 + 1/F min
Area: single object
Effect: Listen in

The caster targets an object with this spell and can interpret the vibrations coming from that object. This allows the caster to hear sounds being made within a 10' radius of the targeted object.

10 – Mishra's Earmuffs

Time to Cast: 2 rounds
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 2 + 1/F hours
Area: single target
Effect: buff hearing

This spell provides the target with a pair of blessed earmuffs that will block out certain sounds more effectively. The target receives 3 points off damage from sound based effects (such as pain damage from this group) as well as one die off resistance check from any sound based magic. This includes all spells that are targeted by hearing.

11 – Greater Resonate

Time to Cast: 2 rounds
Resist Check: 3d6 vs PWR negates
Target: caster
Duration: 4 + 2/F rounds
Area: 25' radius
Effect: destroy structures

This spell allows the caster's voice to cause structures to resonate at the resonant frequency. Structures in the area take 5d6 points of damage per round for the spell's duration or until they collapse.

12 – Supersonic

Time to Cast: 2 rounds
Resist Check: 5d6 vs HEA halves*
Target: caster
Duration: instantaneous
Area: 5' x 120' line
Effect: shout very loudly

This spell allows the caster to shout so loudly that the targets take 10d6 points of pain damage and become partially deafened (they suffer a one die penalty to all hearing based attribute checks). If they make the resistance check, they suffer half damage and are not deafened. In order to repair the deafened state, a target must have their ear fixed (for example, with Miracle Cure or Mend Senses). Enhanced hearing increases the resistance check by one die.

2.11.2.1 Missile Weapons - Mishrite Weapons

As of 9/29/21, the following section is currently not yet approved, and is not usable as official ruling in Fantasy Club games.

Slings and Hand Mortars are capable of throwing grenades blessed with the *Sanctify Explosive* spell. Details on these grenades are found in the Mishra document above. Ammo for these weapons are purchased separately from the weapon, and cost the same as thrown grenades as detailed in the Mishra document above.

Mishrite Weapons use Missile Mod, but attack rolls are compared against the target's **touch MDV**, and if hit, explode on impact (unless overruled by some other spell or effect). These weapons may utilize Thrown Weapons (W) skill, but **cannot** benefit from **Good Multiattack** and **Increased Damage**. If the attack misses, the grenade does not cause any splash damage, and is considered to have exploded harmlessly. Critical Hits deal double damage to the target of the attack only, those in the splash radius do not take additional damage from critical hits.

Mishrite Weapon	Dmg	Range	Category	STR	DV	Rate	Hnds	Cost in gold
Grenade, Thrown	4D6†	10	Thrown	10	1	1	1	0.5, 5*
Sling (Grenade)	4D6†	20	Thrown	14	1	1	1	-
Hand Mortar	4D6†	60	Thrown	14	1	2	2	120

* Cost of Grenades are 5 silver for clergy and 5 gold for laypersons.

† Grenades from Grenade Launchers deal 4D6 Physical Damage with a 4D6 vs HEA to halve on a 5' radius area.