

New Ra Spells

Compile

13 - Ressurrect

Time To Cast: 1 H

Resist: None

Target: Touch

Duration: 1H

Area: 1 Body

Effect: Restore Life

The caster and target body must remain in the sight of Ra for the entire casting and duration of the spell or else the spell fails. Once the casting is complete a beam of light engulfs the body and for the duration of the spell the body is reconstructed to complete health but remains dead. At the end of the duration if the soul that inhabited the body when it died is present it is forced back into the body and restored to life. For the soul to be present the spell must be cast within a day of the body's death or the soul must be caught with Soul Catcher or another spell that can hold a soul. Any spells holding the soul out of the body are ended when the spell is finished and life is restored.

Decompile

13 - Sun Sculpt

Time To Cast: 6 H

Resist: None

Target: Touch

Duration: Permanent

Area: 1 Item

Effect: Make Sunlight Physical

During the casting of this spell the caster traps sunlight into the physical shape of an object. This object can be anything that can be produced with a single roll against any of the item creation skills. The object while solid is weightless because it is made of only light. The object is as hard as iron or with 2 finesses hard as steel or with 4 finesses hard as adamantite. Touching the item counts as being in sunlight as well as being in the sight of Ra. The object gives off light slightly brighter than a lamp spell.

Order

1 - Detect Unlife

Time To Cast: 1 R

Resist: None

Target: Caster

Duration: 1 M + 1 M / F

Area: 20' + 10' / F radius

Effect: Detect Undead

This spell causes any creature within the area that does not have life force of its own to glow with a black aura. This will reveal invisible but not ethereal creatures. This includes but is not limited to zombies, ghosts, hirudo, and magically animated constructs. Use page 414 of the book as a guide for other creatures.

2 - Repeat Action

Time To Cast: 1 R

Resist: 3d6 vs. WIL negates

Target: LOS 60' + 20' / F

Duration: 1 R + 1 R / F

Area: 1 Creature

Effect: Repeat last round

This spell orders the target's mind so that they must attempt to repeat the last action they took before this spell took effect every round for the duration of this spell. If they cannot repeat it, like they ran out of units or were using a charged item, they go through the same motions but nothing happens.

3 - Lessen Randomness

Time To Cast: 1 R

Resist: 3d6 vs. WIL negates

Target: LOS 60' + 20' / F

Duration: 1 M + 1 M / F

Area: 1 Creature

Effect: Average rolls

This spell makes the next 1 + 1 / F rolls made by the target more average. Each roll is reduced or increased toward the average of that roll rounded down by 2 + 1 / F. If the roll is within 2 + 1 / F or less of the average, then the roll is average.

4 - Sort

Time To Cast: 2 R

Resist: None

Target: Touch

Duration: Instant

Area: Pile of loose objects

Effect: Order the objects

This spell sorts a pile of objects into an ordered line based on parameters the caster chooses. The spell will fail if the objects are not loose, like if they are glued together or someone is holding them. The parameters can be anything that the caster can perceive about the group, like largest to smallest. For example if the caster casts detect divinity they could sort based on most divine, but if they cannot detect this when they cast this spell it will fail and the objects remain in a pile.

5 - Destroy Undead

Time To Cast: 1 R

Resist: 3d6 vs. PWR halves

Target: LOS 100' + 25' / F

Duration: Instant

Area: 1 Creature

Effect: 4d6 damage

This spell shoots a small beam of life energy at the target. If the target has no life force of its own it takes 4d6 damage, but if the target has life force of its own nothing happens.

6 - Reduce Randomness

Time To Cast: 1 R

Resist: 4d6 vs. PWR negates

Target: LOS 60' + 20' / F

Duration: 1 M + 1 M / F

Area: 1 Creature

Effect: Average rolls

This spell makes all rolls made by the target more average. Each roll is reduced or increased toward the average of that roll rounded down by 2 + 1 / F. If the roll is within 2 + 1 / F or less of the average, then the roll is average.

7 - Orderly Action

Time To Cast: 1 R

Resist: 4d6 vs. WIL negates

Target: LOS 60' + 20' / F

Duration: 1 R + 1 R / F

Area: 1 Creature

Effect: Repeat actions

This spell orders the target's mind and luck. They must attempt to repeat the last action they took before this spell took effect every round for the duration of this spell. If they cannot repeat it, like they ran out of units or were using a charged item, they go through the same motions but nothing happens. They do not need to reroll any rolls that they made during their actions, instead they use the same rolls that they rolled on the first round they took these actions. Any rolls they make as a result of other creature's actions are not affected by this, such as resist checks. The player casting this spell should write down the rolls made by the creature he is planning to target before he casts this spell.

8 - Exorcism

Time To Cast: 1 H

Resist: 5d6 vs. WIL negates

Target: Touch

Duration: Instant

Area: 1 Creature

Effect: Break possession

This spell 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.

9 - Subdue Foe

Time To Cast: 1 R

Resist: 5d6 vs. WIL negates

Target: LOS 100' + 25' / F

Duration: 10 M + 5 M / F

Area: 1 Creature

Effect: Immobilizes target

This spell 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.

10 - Smite Undead

Time To Cast: 1 R

Resist: 5d6 vs. PWR halves

Target: LOS 100' + 25' / F

Duration: Instant

Area: 1 Creature

Effect: 10d6 damage

This spell shoots a large beam of life energy at the target. If the target has no life force of its own it takes 10d6 damage. The target takes no damage if it has life force of its own. If the target or a creature touched by the target is currently under the effects of a life force draining spell or ability, that effect is negated. This includes but is not limited to spells like Encure and abilities like Deplete Health and Drain DP.

11 - Remove Randomness

Time To Cast: 2 R

Resist: None

Target: LOS 100' + 25' / F

Duration: 1 M + 1 M / F

Area: 20' + 10' / F radius

Effect: All rolls are average

All rolls made within the area of affect of this spell are always average, rounded down. This includes all attacks and resist checks made by creatures within the area and damage rolls for all weapons or spells that hit creatures within the area. Damage rolls from spells or attacks made by creatures in the area that hit creatures outside the area are unaffected.

12 - Zone of Order

Time To Cast: 3 R

Resist: 6d6 vs. WIL negates

Target: Caster
Duration: 1 H
Area: 1 Met radius
Effect: Impose order

Any creature within the area of this spell that fails the RC cannot take any action that would cause harm to any other creature. Creatures also cannot take any action that would harm an object not owned by them. If a creature is attacked by a creature that made the resist or a creature outside the area of effect they may take any actions they wish against that creature. The caster automatically fails the RC. The spell is initially centered on the caster, but it remains immobile and does not move with him.