

Tarus – God of Knowledge and Secrets

1.1 Domain

While technically considered the librarian of knowledge, Tarus has had many working in the background and has opening his sphere of influence beyond that of knowledge and information and into the realm of keeping secrets and deceiving others.

1.2 History

Seeing his priests being the target of violence and needing to live in exile for far too long, Tarus set out to do something about their situation. Realizing that all methods to quell the general public would only make the situation worse, he began seeking out alternative methods to solving the problem. After nearly a decade searching and acquiring resources, Tarus found a potential solution. Using a nearly lost and arcane form of magic and a significant amount of his own power, Tarus has able to allow an unknown group of individuals to mount an attack on the Jaern's past. This attack took the form of crystal towers that were placed around Jaern. These towers leached the time energy from Jaern allowing it to be altered. In addition, the side effects from these towers were designed to scare the other deities from attempting to investigate them too closely. Unfortunately for Tarus, he discovered that deities cannot alter their own timeline as divine power seems to be immune to direct alteration via time magics. Therefore, Tarus was able to recruit adventurers to alter certain time events in Jaern's history that ultimately led to the hate toward his priesthood. Using his vast knowledge of the past, Tarus was able to target specific events that greatly changed the course of his and his priesthood's history.

The historical events altered were, from earliest to latest:

- A life boat from the Kaaren of Destruction containing two prominent Raites, failed to survive its landing on Jaern. All aboard were consumed by a fire. These Raites are very anti-Tarus and ultimately would have become head priest of two major temples. Their deaths changed events for hundreds of years. The temple of Tarus has significantly more support during the building of the flying machine century's later and while the explosion still occurred. The support they had was enough to limit the damage to the priesthood to the point where they mainly stopped messing with technology for a long period of time.
- An ally of Tarus, a priest of Orus, was prevented from being murdered for certain debts. He ultimately gained influence in his own temple and encouraged the funding of the Tarus archive in order to preserve knowledge.
- A priest of Tarus was convinced to not cast a Miracle spell which would have caused Tarus to anger a number of prominent lords. This would have led to Tarus being accused of significant amount of knowledge stealing and repression by the lord and a significant public backlash.
- The priest of Ra, who had somehow gotten a highly advanced piece of technology, was eliminated and the technology was destroyed. While the technology was not relevant or even dangerous, the priest would ultimately bring significant amounts of dangerous technology onto Jaern leading to Tarus attempted to suppress it. By eliminated this priest, this event never occurred.

The result of these historical changes are that Tarusians still have a reputation of suppressing certain pieces of knowledge, but this has never turned to the point of mass killings and violence against them. Their ultimate goal as a priesthood is to acquire and protect knowledge, regardless of its danger and they feel that sometimes the suppression of knowledge is necessary for the safety of everyone. While they have had significant missteps with technology, they don't not seek to suppress it.

1.3 Motivation

"In the shadows is where the most dangerous knowledge lies."

Tarus and his followers believe in the acquisition of knowledge, but understand the knowledge can be a very dangerous thing. They realize that secrets must be kept and deeds must be done to insure a safe future.

1.4 Aspects

Tarus tends to work in secret and will never reveal himself to anyone except the highest of priests. He works in the shadows and when he actively deals with a situation, people around usually aren't sure exactly what happened. He rarely uses offensive magic preferring to resolve situation in a more subtle manner that leaves unanswered questions. 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.

1.5 Places of Worship

The priests are divided into four "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.

The fourth college is known only to select followers of Tarus and is called the **Epilogue**, because they generally deal with knowledge after the archive has it. Their role is to keep secrets, find difficult to get or dangerous knowledge, and other unsavory tasks that need done by the Archive.

All four 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.

1.6 Structure of the Priesthood/Temple

...no changes...

1.7 Requirements

The Priesthood of Tarus has only two requirements of its members. They must speak and read (or have that potential) no fewer than two languages of any type, even dead or archaic languages and they must be able to keep a secret.

Starting priests of Tarus begin with a second language at 7 instead of 6.

1.7.1 Apprenticeship

If an Archive has excess resources, they will apprentice any intelligent 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.

1.7.2 Initiation

The induction ceremony into priesthood is a one-on-one ceremony between a mentor and a student. The mentor and the student each share an intimate secret with each other as part of the ordination ceremony. As part of the ordination, this secret is protected from any and all attempts to gain this knowledge. The new priest and his mentor are required to keep this secret for the remainder of their lives. Revealing this secret is considered the ultimately betrayal and its divine nature will allow the priest and Tarus himself to know if that secret is ever revealed resulting in significant and ultimate punishment.

1.7.3 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 or undiscovered secrets. 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 took 200 years to recopy all the documents in the main Archive at Pelicon.

Dangerous Knowledge and Secrets

All knowledge is not created equal and some knowledge, generally with the support of other priests or entities, should never be made available for public consumption. The Archive has certain specially trained priests, known as the Epilogue, to deal with this type of know and ensure that it does not fall into the wrong hands. These priests main job to assist with cataloging these dangerous secrets (because all knowledge is worthy of archiving) as well as using their own methods to protect them and keep this knowledge out of the hands of people that shouldn't have it. This group of priests can also be called upon by other priesthoods when they feel their own beliefs are being distorted or knowledge and power is being misused in the name of their deity.

1.7.4 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 specialty. 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.

1.7.5 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."

Becoming an Epilogue is also an option of a graduate, but the elder priest have significant discretion, since this group handles many dangerous secrets. Generally an Elotian that has shown great promise and skill will be asked by an elder priest to join this group, but it isn't unusual for the Elotian to approach an elder priest to transition to this role. Either way, most of the Epilogue priest continue to fulfil Elotion duties and many times that fact that a priest has been appointed as an Epilogue is a secret that only the elders and the appointed priest are aware of.

1.7.6 Dogma

"Knowledge is the Key to the Future . . ."

Taurians understand the importance of knowledge for unlocking the nature of the past, but also understand the knowledge must be retained and archived to ensure a promising future. In order to prevent the dangers of the past from repeating themselves, the dangers must be known and must be cataloged and while no knowledge should be rejected from archive, not all knowledge is safe. Unsafe knowledge must be kept at hand in case it is needed in the future, but also must be carefully protected lest it fall into the wrong hands.

1.7.7 Traditions

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.

1.7.7.1 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 and Epilogues 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.

1.7.7.2 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.

1.7.7.3 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 1,024 minor parables. The maxims are often used, between priests, to illustrate points, ideas, and arguments.

1.8 Worship

1.8.1 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.

1.8.2 Donations

Donations are not expected from lay worshipers, 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.

1.8.3 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.

1.8.4 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.

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.

1.9 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.

1.10 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.

1.11 Priesthood Skills

Because Tarus is a priesthood of knowledge and secrets, base priests of Tarus can purchase the following skills at base cost: Architecture, Archeology, Cyphering, Identify Spell, Memorization, and Writing. They can also purchase other purely knowledge based skills at base cost.

1.12 Additional Spell Groups

The Epilogue priests require some additional spell group in order to ensure they are able to keep secrets properly. The spell groups they have deals both with maintaining secrecy as well as distracting someone to ensure they or a fellow priest can get out of a delicate situation.

Secrets spells allows the priest to hide information from others.

Subterfuge spells allows the priest to distract, delay, or otherwise confuse others.

5. Secrets

- 1 Keep Secret
- 2 Encode/Decode
- 3 Hide Lies
- 4 Hide Scent
- 5 Hide Life Essence
- 6 Hide Message
- 7 Hide Aura
- 8 Hide Magic
- 9 Hide Object
- 10 Hide Self
- 11 Hide Casting
- 12 Mental Shielding

6. Subterfuge

- 1 False Witness
- 2 Minor Distraction
- 3 Jam Lock
- 4 Lies
- 5 Hide in Plain Sight
- 6 Drunk Yet Sober
- 7 Vanish
- 8 False Document
- 9 Persuasive Presence
- 10 Major Distraction
- 11 Alter the Past
- 12 False Target
- 13 Second Life

Secrets

1 – Keep Secret

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: keep a secret

When this spell is cast, the caster thinks of a specific piece of knowledge. For the duration of the spell, any spell effect that attempts to reveal this information or determine that the caster even possesses this information will fail. This include spells that detect lies and spells that extract knowledge. In the case of extracting a large amount of knowledge, this specific piece of information will be excluded.

2 – Encode/Decode

Time to Cast: 1 minute
Resist Check: none
Target: touch
Duration: instantaneous
Area: single message
Effect: coded messages

This spell is cast on the message that the caster can understand or a message that has previously been encoded with this spell. When encoded, the message text simply changes into different mundane text. The caster states a “key” when encoding this message. When cast on an encoded message, the caster states the key and the mundane message will revert to the original message. If this spell is cast on a message that hasn’t been encoded or the wrong key is used, the message will change into gibberish and the message will be unrecoverable. A message encoded with this spell will not detect as magical.

3 – Hide Lies

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: hide all lies

When the caster is under the effect of this spell, other spells that attempt to detect lies are less effective. If the spell has no resistance check, this spell simply fails to detect any lies told by the caster. If the spell does have a resistance check, the caster gets two dice off of the resistance check. In either case, the person using the detection spell doesn’t realize that this spell is in effect.

4 – Hide Scent

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: hide smell

For the duration of the spell, the caster lets off no odor that could be detected by other creatures. This prevents tracking the caster by odor or detecting other things from him using his odor.

5 – Hide Life Essence

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: hide life/soul

When this spell is cast, the caster’s life force and soul are hidden from the view of any other spells or senses that can see them. Any attempt to detect life, a soul, or anything that directly derives from either of these will not detect the caster. The caster will not detect as undead, but will not detect as having life either. Magic that effects the soul will still function on the caster, such as Deliver and Soul Blade.

6 – Hide Message

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 30 + 10/F minutes
Area: single message
Effect: make hidden

This spell can be used on any message in the caster’s possession even if he isn’t directly touching it at the time. The message content is changed to seem to be a mundane message of little consequence. The message can be as short as a note to as large as a book, but must be a single message. The message will not appear to be magical under magical detection magic.

7 – Hide Aura

Time to Cast: 3 rounds
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: hide auras

This spell allows the caster to hide any type of aura they may produce that is detectable by other spells. The caster can name 1 + 1/(2F) types of auras he wishes to hide when the spell is cast. Examples of auras include: divine, elemental, captivation, motivation, emotional, etc. Any spell that doesn’t have a resistance check, will not detect any of the named auras. If the spell has a resistance check, the caster gets two dice off.

8 – Hide Magic

Time to Cast: 1 minute
Resist Check: none
Target: touch
Duration: 12 + 3/F hours
Area: single item
Effect: hide magical aura

This spell is cast on a single item that is magical or has a magical effect active on it. For the duration of the spell, any attempt to detect magic on the item is blocked and the item detects as non-magical. In addition, revocation attempts on the item are more difficult, unless this spell is revoked first. This results in the spell effect getting an additional 4 + 2/F die against any revocation attempts while this spell is active.

9 – Hide Object

Time to Cast: 1 minute
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single item < 50 lbs.
Effect: hide object

This spell is cast upon an object in the caster's hand. The object disappears into a pocket dimension that follows the caster around. After the duration is up, or the caster drops this spell, the object reappears in the caster's hand.

10 – Hide Self

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: hide self

When the caster has this spell in effect on them, their body is hidden from physical or magical senses. They create no sound and cannot be heard when speaking (though if they cause something to make a sound, such as a breaking twig on the ground, it will still make a sound), they do not have an odor, and seeing them requires an extra 2 dice from normal (if they aren't trying to hide, it is easy to see them).

11 – Hide Casting

Time to Cast: special
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: hide's own casting

This spell is used in unison with another spell that is being cast. This causes the caster to appear to not be casting, even when they are making the hand and verbal motions of casting. The caster must still spend the entire casting time of the hidden spell and may only move one-fifth of their movement while casting. All other restrictions for casting spells must be followed.

12 – Mental Shielding

Time to Cast: 5 rounds
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: prevent mind leaks

When the caster has this spell in effect, knowledge cannot leave the caster's mind by any means. For example, knowledge cannot be extracted via spells, the caster cannot project mental thoughts and any abilities that can read minds will fail on the caster. Basically, this spell makes the caster's mind unreadable and also prevents the caster from leaking knowledge via creature abilities or other spell effects that may be active on him. It may prevent other spells from functioning on the caster.

Subterfuge

1 – False Witness

Time to Cast: 2 rounds
Resist Check: 5d6 vs PER negates
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: disguise face

For the duration of the spell, anyone viewing the caster's face will have a difficult time remembering any details about it. Unless the caster's face is studied, witnesses will remember a different face of someone they also saw around the same time as the caster unless they make the resistance check.

2 – Minor Distraction

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: LOS 5'
Effect: distracting sound

When this spell is cast, the caster thinks of a short sound in their head, such as glass breaking or something falling onto the ground. During the duration of the spell, the caster can then activate the spell (ending it) and cause the sound to play where the spell was originally cast.

3 – Jam Lock

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single lock
Effect: make lock harder

The caster uses this spell on a single lock. For the duration of the spell, the lock is two dice more difficult to open using the Opening Lock skill. If the caster finesses the spell four times, it will require two successful attempts in a row to successfully open the lock.

4 – Lies

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 30 + 10/F minutes
Area: self
Effect: all lies

For the duration of the spell, all statements told by the caster detect as lies via most methods that can be used to detect them, such as magic, scents, body language, etc.

5 Hide in Plain Sight

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: create disguise

After casting this spell, the caster will look like a non-descript person appropriate to their location. This will alter their face and clothing, but not their body type or race. Anyone studying the caster can attempt a resistance check of 5 dice against PER to see through this disguise, though each die the caster succeeds at in a Disguise skill check will increase the resistance check by an equal amount.

6 – Drunk yet Sober

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 6 + 2/F hours
Area: self
Effect: make less drunk

When this spell is active, the caster can drink 2 + 1/F times as much alcohol without suffering the ill effects from it. This would allow the priest to act drunk while being sober to gain information, for example.

7 – Vanish

Time to Cast: 1 round
Resist Check: none
Target: 100 + 20/F'
Duration: instantaneous
Area: self
Effect: Poof!

The caster disappears in a puff of smoke and reappears a short distance away. The location the caster appears must be within the caster's line-of-sight or a place the caster has been within the last 10 + 5/F minutes (and within the target range).

8 – False Document

Time to Cast: 1 minute
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single document
Effect: forge document

This spell allows the priest to create a forged document based on a valid one. This can be used to create a document with the caster's name and picture on it, for example. In addition, the spell can duplicate magical effects on the document in ranks up to the number of dice the caster makes in the Forgery skill. The forged document will not appear magical (unless it was meant to be). At the end of the duration, the forged document vanishes.

9 – Persuasive Presence

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: more persuasive

When the caster is under the effect of this spell, his very presence becomes comforting to those around him. This allows the caster to take two dice off of any social skill rolls he makes under the effect of this spell. He must have the social skill in order to get dice off of the roll.

10 – Major Distraction

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: LOS 5'
Effect: large distraction

When casting this spell, the caster thinks of a significant distraction that could occur, such as a thief breaking into a window or creature roaming into a campsite. During the duration of the spell, the caster can activate the spell (ending it) and cause the distraction to occur. The distraction will be illusionary but will seem quite real to people viewing and hearing it. Anyone interacting with the distraction (attempting to fight it, fix it, etc.) can attempt a resistance check of four dice against CSE to realize the full nature of the distraction.

11 – Alter the Past

Time to Cast: 2 minutes
Resist Check: none
Target: caster
Duration: 6 + 2/F days
Area: 100 + 50/F' radius
Effect: alter past scrying

This spell is used in an area to alter the events that can be obtained from any form of past scrying spell, such as Reveal the Past. The caster visualizes the proper time and day while casting this spell along with an alternate version of events that can last for no longer than 10 + 5/F minutes. Any attempts to scry that time and day at the location where the spell is cast will see the alternate version of the past.

12 – False Target

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: create false target

This spell creates a false version of the caster several feet away from his actual position and makes the caster effectively invisible for the duration. The false version of the caster is solid and takes damage as if it were the caster. It has the same defense values as the caster and can resist spells as the caster, but does not have any offensive capabilities. If this false target is "killed," it falls over dead and remains until the spell duration expires.

13 – Second Life

Time to Cast: 1 hour
Resist Check: none
Target: caster
Duration: 2 + 1/F months
Area: self
Effect: create alibi

This spell creates a clone of the caster that will go about the standard day-to-day business of the caster. The clone will not do any actual work, but will simply appear to an outside observer that they are doing work and can act as an alibi for the caster. The caster always knows where the clone is and can direct it to be in certain locations (assuming they would be normal for him to be in). The clone has no combat ability and cannot "adventure" with the priest. The clone does have the same amount of DP as the caster and can be injured and heals at the same rate of the caster. If the clone dies, the spell is negated. If the caster touches the clone, he can send him to a pocket dimension and can bring him back by concentrating for two rounds.