

Vormaxia – Goddess of the Mind

1 Domain

Vormaxia is the master the mind. She designed and is master of all attributes associated with the mind. These attributes include Thought, Language, Memory, and Wisdom.

2 History

During the creation of the humanoid form, Vormaxia designed and became master over the mental form, or mind, of all humanoid beings.

3 Motivation

Vormaxia prefers all of her followers to take care of their minds and use them regularly. Vormaxia's followers are known for their innovation and extensive knowledge.

4 Aspects

Vormaxia has never been seen in a physical body. Vormaxia will rarely appear to her followers, but when she does she appears as a mental projection of herself. When entering a followers mind, she will sort through their knowledge to make sure that they are keeping their mind sharp and constantly learning new things. She is also known to test her follower's knowledge before offering help to them.

5 Structure of the Priesthood/Temple

Followers of Vormaxia normally build structures that are intended as research facilities, mainly to exercise the mind. In the worlds that have an active following, they have been the priesthood behind many modern day and ancient innovations. They also believe in keeping track of all knowledge that they acquire and are tremendous record keepers. They build numerous libraries to house the many books that contain their knowledge, so that it can be shared among followers.

5.1 Organization

The priesthood has a very flexible structure and, for the most part, all priests are considered equal. Every research facility does have someone in charge, mainly to organize daily tasks and maintain the upkeep of the facility. Research groups usually have a head that keeps group notes and keeps order within the group. Information sharing is also very important to the priesthood and there are priests chosen to make sure knowledge is shared between all facilities to prevent duplication of effort and to acquire knowledge that many help another research group.

5.2 Requirements

The ability to think logically and retain knowledge is very important to the priesthood. Someone who wishes to join the priesthood must demonstrate above average intelligence and be able to read and write in three languages. Until these basic requirements are met, entrance into the priesthood is not allowed. *A base priest of Vormaxia must have an INT of at least 14 and gets to choose two languages in addition to his native language. These two languages start at rank 7.*

5.2.1 Apprenticeship

At a young age, a child will begin his journey into the priesthood. His knowledge will be expanded and he will be taught to use logic and common sense at all times. Normally an apprentice is expected to get very knowledgeable in language and by the end of apprenticeship, he may be fluent in 3 or 4 different languages.

5.2.2 Initiation

Once the requirements of priesthood are met, initiation is a very simple affair. An applicant is expected to answer every question on the entrance test correctly. Once the test is passed, the applicant becomes a priest and can choose a path in the priesthood.

5.2.3 Duties

Priests are expected to exercise their minds on a regular basis. Most temples are locations of research and priests are expected to research new and interesting ideas, or improve on old ideas. Some priests are also put in charge of the various libraries; others choose to be research assistants; while others wander around the world adding to the temples vast array of knowledge.

5.3 Functions

Priests of Vormaxia seek to exercise the mind to the fullest extent. Research is their primary method of mind exercise.

5.4 Advancement

Advancement is not a common occurrence in the priesthood. For the most part all priests are considered equals and choose their duties within the priesthood. There are a few positions that require appointment to. The high order of priests makes appointments like this. The priests in the high order are priests that Vormaxia chooses personally for their outstanding performance. Their actual location is a mystery, but they do make appearances, either individually or as a group, when called upon or when requested to by Vormaxia.

5.5 Dogma

The mind is the only way to true enlightenment. The mind lives on after the body dies and, thus, is superior to the body. The mind, unlike the soul, is also the only part of the humanoid form that can store information and make logical decisions and, thus, is superior to the soul, for the soul would be useless without it.

5.6 Traditions

5.6.1 Clothing

Followers do not have any special form of dress. They usually dress in clothes that are comfortable and are suitable for their current location.

5.6.2 Appearance

Followers do not strive to appear any different than anyone else, so they normally appear as a standard individual.

5.6.3 Speech and Gestures

Most followers do not have anything noticeable about their speech except that many are able to speak many different languages without much of an accent.

6 Worship

Followers rarely ever worship Vormaxia in a physical sense. Normally they simply ask Vormaxia for mental enlightenment prior to sleeping. Most of the discoveries that happen in the confines of the priesthood are considered a gift for Vormaxia.

7 Holidays and Feast Days

In the same sense as worship, there are no recognized holidays, for they distract from the research process. Fantastic discoveries and the like are usually followed by a brief celebration, but that is usually the extent of a holiday.

8 Relationship to other Deities

Vormaxia is the creator of the mind. Any deities attempting to destroy the mind of one of her followers are considered hostile. The other two deities of creation usually do not touch the mind because it is a key link between the body and the soul and the destruction of it makes both useless.

9 Priesthood Skills

Because the priesthood is a priesthood of the mind and knowledge, priests of Vormaxia can purchasing the following skills at base cost: Accounting, Archeology, Architecture, Barristry, Navigation, Poetry, Repair, and Writing. They can also purchase other purely knowledge based skills at base cost.

Magical Abilities

Priests of Vormaxia have four spell groups dealing with the mind. Spells that increase or decrease the dice used for stat or skill checks do NOT stack, the higher-ranking spell always becomes dominant in this situation.

Memory spells effect or retrieve the stored information in the target's mind.

Language spells affect the mind's ability to type and understand languages.

Wisdom spells affect the mind's ability to apply learned knowledge in a sensible fashion.

Thought spells affect the mind's ability to think and think logically.

1. Memory

- 1 Seal Memory
- 2 Show Memory
- 3 Remember
- 4 Gain Memory
- 5 Hide Memory
- 6 Give Memory
- 7 Memory Scan
- 8 Mind Compare
- 9 Mind Block
- 10 Alter Mind
- 11 Mind Probe
- 12 Forget All

2. Wisdom

- 1 Rational
- 2 Irrational
- 3 Weapon Aware
- 4 Repair
- 5 Skillful
- 6 Focus
- 7 Distract
- 8 Raise Wisdom
- 9 Complete Rationalization
- 10 Decrease Wisdom
- 11 Share Wisdom
- 12 Take Wisdom

3. Language

- 1 Scan Language
- 2 Alter Language
- 3 Speak Language
- 4 Share Language
- 5 Gain Language
- 6 Know Language
- 7 Read Language
- 8 Master Speaker
- 9 Read All
- 10 Understand All
- 11 Show Language
- 12 Wipe Language

4. Thought

- 1 Genius
- 2 Stupid
- 3 Clear Thought
- 4 Solve Problem
- 5 Read Thought
- 6 Instill Thought
- 7 Project Thought
- 8 Return Thought
- 9 Confuse
- 10 Mass Instill
- 11 Alter Thought
- 12 Break Thought

1 – Seal Memory

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: keep memory

This spell allows the caster to focus on a specific memory, being a location, object, or person, and seal the memory in his mind for the spells duration. The memory cannot be altered or removed from the caster's mind unless this spell is first revoked. After the duration ends, the memory fades from the mind as under normal conditions. Duration is dependent on finesses: 0 – 1 hour, 1 – 1 day, 2 – 1 week, 3 – one month, 4 – one year. A mind can have a maximum of INT/4 seals at one time.

2 – Show Memory

Time to Cast: 1R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: instantaneous
 Area: single creature
 Effect: points out memory

This spell allows the caster to determine if the target holds a specific memory in his mind. This can include anything from an event, person, or place. This does not allow the caster to know exactly what the target's memory is, just that some memory exists and the extent of the memory.

3 – Remember

Time to Cast: 2R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: bring back memory

This spell will allow the target to fill in holes of a past memory. This can be used to restore recently forgotten locations or objects. This spell cannot restore long forgotten memories or memories that have been altered by magic.

4 – Gain Memory

Time to Cast: 2R
 Resist Check: 4d6 vs WIL negates
 Target: touch
 Duration: instantaneous
 Area: single creature
 Effect: takes memory

This spell allows the caster to copy a specific memory from the target's mind to his mind. This memory can include anything from an event, person, or place. The target retains the memory taken.

5 – Hide Memory

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: self
 Effect: hides memory

For the duration of this spell, a specific memory is protected from all magical mind-probing techniques. Any attempt to find this memory in the caster's mind comes up empty.

6 – Give Memory

Time to Cast: 2R
 Resist Check: willing target
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: give target a memory

This spell allows the caster to give a willing target a specific memory. The memory acts as normal in the target's mind and can be obtained by another through magical means.

7 – Memory Scan

Time to Cast: 2R
 Resist Check: 5d6 vs WIL negates
 Target: caster
 Duration: 1 + 1/F M
 Area: LOS 30 + 10/F
 Effect: scan for memory

This spell will act as the 'Show Memory' spell only it will work on all targets within the spell's area. This spell cannot be used to find invisible or ethereal creatures.

8 – Mind Compare

Time to Cast: 3R
 Resist Check: 5d6 vs WIL negates
 Target: touch
 Duration: 10 + 5/F M
 Area: single creature
 Effect: detect lies

For the duration of this spell, all statements that the target makes are compared with the target's mind. If they do not match, the caster is alerted. If the memory is magically hidden, it is not considered to exist in the target's mind for the purpose of this spell.

9 – Mind Block

Time to Cast: 2R
 Resist Check: special
 Target: caster
 Duration: 2 + 1/F H
 Area: self
 Effect: magical mind block

For the duration of this spell, any attempt to magically gain or alter the memories of the caster's fails. In addition, the person attempting to gain information from the caster's mind must make a 5d6 vs WIL check or suffer 2d6 of mental damage.

10 – Alter Mind

Time to Cast: 3R
 Resist Check: 5d6 vs WIL negates
 Target: touch
 Duration: permanent
 Area: single creature
 Effect: alters target's mind

This spell allows the caster to implant a new memory or alter an existing one in the target's mind. Hidden memories can be altered, as long as the caster is aware that the memory exists in the target's mind. The target is unaware anything happened and the proper memories can only be restored through magical means.

11 – Mind Probe

Time to Cast: 1R
 Resist Check: 5d6 vs WIL negates
 Target: touch
 Duration: 4 + 2/F R
 Area: single creature
 Effect: probes mind

This spell allows the caster to probe the target's mind for memories. If the target fails the RC, the caster may extract a single memory from the target, as with the Gain Memory spell, each round during the duration. The caster must maintain contact with the target during the spells duration or the spell is canceled.

12 – Forget All

Time to Cast: 2R
 Resist Check: 6d6 vs WIL negates
 Target: touch
 Duration: permanent
 Area: single creature
 Effect: forget everything

This spell will wipe the target's memory clean. He cannot remember who he is, where he is from, or what he is doing. All spells and skills are forgotten, while languages are maintained. This information can only be returned to the target through powerful magic. The use of this spell is frowned upon by the priesthood unless its use is unavoidable.

1 – Rational

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: self
 Effect: increase CSE

For the duration of the spell, the caster may subtract one die from all common sense checks. Due to the strain on the mind, only one statistic altering Vormaxia spell may be in effect at a time.

2 – Irrational

Time to Cast: 1R
 Resist Check: 4d6 vs CSE negates
 Target: touch
 Duration: 1 + 1/F M
 Area: single target
 Effect: decrease CSE

For the duration of the spell, the target must add one die to all common sense checks.

3 – Weapon Aware

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

For the duration of the spell, weapon skill checks for a single weapon, in which the caster has a weapon skill of at least 2, are reduced by one die. Spells in this group that decrease skill checks do not stack, the higher-ranking spell always becomes dominant in this situation.

4 – Repair

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single object
 Effect: know proper repairs

When touching a broken object, the caster will instantly know exactly how to fix it and what tools and materials are required. The caster will need to gather these items to fix the object. High tech or other worldly items cannot be repaired with this spell. Strange or rare items may require finesses to understand.

5 – Skillful

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F M
 Area: self
 Effect: increases a skill

This spell will allow the caster to focus on previous lessons of any skill. For the duration of the spell, one skill of the caster's choice, which the caster has at 2 or more, can be made at one die less than normal. This spell can only be in effect for one skill at a time and additional casting of the spell will only increase the duration of the spell already in effect. Spells in this group that decrease skill checks do not stack, the higher-ranking spell always becomes dominant in this situation.

6 – Focus

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F M
 Area: caster
 Effect: allow caster to focus

This spell clears the caster's mind of all unnecessary distractions. All INT, CSE, and PER checks can be reduced by one die for the spells duration. Due to the strain on the mind, only one statistic altering Vormaxia spell may be in effect at a time.

7 – Distract

Time to Cast: 2R
 Resist Check: 4d6 vs PWR negates
 Target: LOS 30 + 10/F'
 Duration: 1 + 1/F M
 Area: single target
 Effect: distracts target

This spell creates lots of little distractions in the target's mind. All INT, CSE, and PER checks must be increased by one die for the duration of the spell.

8 – Raise Wisdom

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 1 + 1/F M
 Area: single target
 Effect: increase skill

This spell allows the target's mind to function more efficiently when performing a mental task. All INT, CSE, and PER skill checks are reduced by one die if the target has the skill at 2 or higher; otherwise it will take one die off the skill default. Spells in this group that decrease skill checks do not stack, the higher-ranking spell always becomes dominant in this situation.

9 – Complete Rationalization

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: self
 Effect: make very rational

For the duration of the spell, the caster will succeed at all checks versus CSE. This does not apply to skill defaults.

10 – Decrease Wisdom

Time to Cast: 3R
 Resist Check: 5d6 vs WIL negates
 Target: LOS 30 + 10/F²
 Duration: 30 + 10/F M
 Area: single target
 Effect: reduces skills

If the target of this spell fails the RC, all of his skills are only half as effective as normal for the duration of the spell.

11 – Share Wisdom

Time to Cast: 2R
 Resist Check: 4d6 vs PWR negates
 Target: touch
 Duration: 2 + 1/F H
 Area: single living target
 Effect: shares skill

For the duration of the spell, the target is able to draw upon the skills of the caster. If the target fails the RC, they may use all of the skills of the caster at 50% the rank that the caster has the skill. If the target has the skill at a lower rank than the caster, he should average the two skills and use that value. If the caster dies while this spell is up, the spell instantly drops.

12 – Take Wisdom

Time to Cast: 4R
 Resist Check: 5d6 vs PWR negates
 Target: touch
 Duration: 2 + 1/F H
 Area: single living target
 Effect: steals skills

Upon casting this spell, the caster places his hand on the body of the target. If the target fails the RC, the caster is able to draw upon the skills of the target. If the caster has a skill the target has, he may take the average of his skill and the target's skill and use that value. If the caster does not have the skill, he may use that skill at 50% the rank that the target has. If the target dies while is spell is up, the spell instantly drops.

1 – Scan Language

Time to Cast: 1R
 Resist Check: none
 Target: hearing
 Duration: instantaneous
 Area: self
 Effect: determine language

When casting this spell, the caster will know the type of language that is being spoken by a specific target within the hearing range of the caster. This will not allow the caster to speak the language, just know the type of language being spoken. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgement of the GM.

2 – Alter Language

Time to Cast: 1R
 Resist Check: none
 Target: caster plus target
 Duration: 1 + 1/F M
 Area: touch
 Effect: hide language

When casting this spell and touching a target to be spoken to, this spell will allow the caster and the target to converse in a language known to each, but people around will not be able to determine what language they are speaking in, nor understand what they are saying. Magical means of language detection will require finesses. This spell can be finessed to make it more difficult to decode using magical methods.

3 – Speak Language

Time to Cast: 2R
 Resist Check: none
 Target: hearing
 Duration: 10 + 5/F M
 Area: self
 Effect: speak language

This will allow the caster to gain knowledge of a language being spoken and known, by type, to the caster. The caster must know the type of language being spoken before this spell will be effective. This spell will give the caster a 6 skill in the language. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgement of the GM.

4 – Share Language

Time to Cast: 2R
 Resist Check: none
 Target: single target
 Duration: 2 + 1/F H
 Area: touch
 Effect: share language

This will allow the caster to transfer the knowledge of any language known to him to a single target that he touches. Languages acquired by magical means will not transfer; languages enhanced by magical means will only transfer at their pre-enhanced level. A target can only hold one shared language in his mind at a time.

5 – Gain Language

Time to Cast: 3R
 Resist Check: 4d6 vs INT negates
 Target: single target
 Duration: 2 + 1/F H
 Area: touch
 Effect: steals language

This will allow the caster to take the knowledge of a single language from the target. If the target fails the RC, a language of the caster's choice is transferred from the mind of the target to the mind of the caster. The caster can speak and write the language exactly like the target. The target retains the language. The caster must know a target has a specific language, by type, before this spell will work.

6 – Know Language

Time to Cast: 3R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: self
 Effect: know a language

This spell will allow the caster to focus on a specific language type and be able to speak and write that language. The caster does not have to hear the language at the time of casting, but must have heard it spoken prior to casting and must know the language type. This will give the caster a language skill of 9 in the language. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgement of the GM.

7 – Read Language

Time to Cast: 3R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: self
 Effect: read any language

This spell will allow the caster to focus on any written language and know how to translate it into a language he knows. The caster does not have to know the type of language he is trying to read. The spell may require finesses if the language is unknown to the area or other circumstances provide. This is dependent on the judgement of the GM.

8 – Master Speaker

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F M
 Area: self
 Effect: increase language skill

This spell allows the caster to increase his skill in a language already known by him to grandmaster level. When casting this spell the language skill of one language known to the caster can be increased to 18 for the duration of the spell.

9 – Read All

Time to Cast: 3R
 Resist Check: none
 Target: caster
 Duration: 1 + 1/F days
 Area: self
 Effect: translate all written

This spell will give the caster the ability to read anything, in any language, which he may come across for the duration of the spell. When he looks at any written language, he will know the translation in a language that he currently knows. Languages translated by this spell do not need to be typed to be translated.

10 – Understand All

Time to Cast: 3R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F H
 Area: self
 Effect: understand spoken

This spell will give the caster the ability to understand all spoken language that he may hear for the duration of the spell. When he hears a language he normally wouldn't understand, his mind would translate it to a language he knows. Languages translated by this spell do not need to be typed to be translated. This spell will not translate written languages.

11 – Show Language

Time to Cast: 4R
 Resist Check: none
 Target: multi target
 Duration: 2 + 1/F H
 Area: multitouch
 Effect: show a language

This spell will allow the caster to show all targets touched in the casting time, any language known to the caster. Languages acquired by magical means can be shared with this spell. A target can only hold one shown language in his mind at a time.

12 – Wipe Language

Time to Cast: 2R
 Resist Check: 5d6 vs INT negates
 Target: single target
 Duration: permanent
 Area: touch
 Effect: erase language

This spell will allow the caster to completely wipe a language out of the target's mind. The target will not retain any knowledge of a language previously known to him. The caster must know the target has a specific language, by type, before this spell will work on that language.

Vormaxia Spells

Thought

1 – Genius

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: increase INT

For the duration of the spell, the caster may subtract one die from all intelligence checks. Due to the strain on the mind, only one statistic altering Vormaxia spell may be in effect at a time.

2 – Stupidity

Time to Cast: 1R
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F M
Area: single target
Effect: decrease INT

For the duration of the spell, the target must add one die to all intelligence checks.

3 – Clear Thought

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F H
Area: self
Effect: think clearly

For the duration of the spell, the caster may subtract one die from all INT based skill checks. The caster must have a skill at 2 or more to get a die off of the skill check; otherwise he will get a die off of the skill default.

4 – Solve Problem

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: solve a problem

When faced with a logically solvable problem, like a mathematical problem, where all information needed to solve the problem is available, the caster will instantly be aware of the correct solution to the problem. This will not give the caster the method of solving the problem, just the solution.

5 – Read Thought

Time to Cast: 1R
Resist Check: 4d6 vs INT negates
Target: touch
Duration: instantaneous
Area: single target
Effect: read target's thoughts

When casting this spell and touching a target, the caster will be aware of the target's current prevailing thought. If the target makes the RC, his mind blocks the magic and the caster can read nothing.

6 – Instill Thought

Time to Cast: 1R
Resist Check: 4d6 vs INT negates
Target: LOS 10 + 5/F'
Duration: instantaneous
Area: single target
Effect: give thought

When this spell is cast upon a target, the caster may instill a thought into the target's mind. The target will take this thought as his own and, depending on the closeness of the thought to his current situation, may act upon it. If the target makes the RC, his mind blocks the thought completely.

7 – Project Thought

Time to Cast: 3R
Resist Check: none
Target: multitouch
Duration: 2 + 1/F H
Area: targets
Effect: share thoughts

For the duration of the spell, the caster may project his thoughts to all of the targets touched during the casting of the spell. The caster may turn on and off the thought projection for the spell's duration. The caster's primary thought is the one projected.

8 – Return Thought

Time to Cast: 1R
 Resist Check: none
 Target: LOS 30 + 15/F'
 Duration: instantaneous
 Area: single target
 Effect: returns thought

This spell will return all control of the target's mind back to the target. Any thought altering effects are instantly negated.

9 – Confuse

Time to Cast: 2R
 Resist Check: 5d6 vs INT negates
 Target: LOS 30 + 15/F'
 Duration: 4 + 2/F R
 Area: single target
 Effect: confuse target

For the duration of this spell, the target will not be capable of any logical decisions. All actions taken by the target must be randomly determined. After the spell's duration, the target returns to normal and remembers the actions he took while confused. If the target makes the RC, his mind blocks the spell.

10 – Mass Instill

Time to Cast: 2R
 Resist Check: 4d6 vs INT negates
 Target: LOS 30 + 15/F'
 Duration: instantaneous
 Area: 10 + 5/F' radius
 Effect: give thought

This spell acts as the 'Instill Thought' spell only on multiple targets.

11 – Alter Thought

Time to Cast: 2R
 Resist Check: 5d6 vs INT negates
 Target: LOS 20 + 10/F'
 Duration: instantaneous
 Area: single target
 Effect: alter a thought

This spell allows the caster to read the current thought of the target and slightly change it. The first round of casting will allow him to read the thought and the second round is used to change the thought. If he is cut off in the middle of casting, he will still be able to read the target's thought and will lose the spell units for casting the spell. If the target makes the RC, his mind is able to block the spell completely.

12 – Break Thought

Time to Cast: 2R
 Resist Check: 6d6 vs INT negates
 Target: LOS 20 + 10/F'
 Duration: 2 + 1/F H
 Area: single target
 Effect: disable thinking

This spell will make the target unable to think. The target is unable to make any decisions or think logically for the duration of the spell. All INT based stat and skill checks automatically fail. The target can be lead around by another, but cannot think about moving anywhere on his own. The target can also be told to do things by people that he trusts.