

Fire - Witch Hunt

Spells from this group utilize fire to purify negative effects and punish those who inflicted them. The base cost of these spells is 600 XP. **Debuff** - any persistent (more than 3 rounds) negative effect that affects body or mind, caused by use of magic (elemental, divine, psionic) that does not directly deal damage. This includes but not limited to paralyze, Inferior Attributes, Susceptibles, Curses (except Grave Curse), Fear, etc.

1 – Know Your Curses

Time to Cast: 1 round
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature
Effect: know affecting debuffs

When the caster thinks that something is wrong with target's body or mind he casts this spell. The caster instantly knows if the target is under some negative effect caused by spells (elemental, divine or psionic). With finesses the caster knows $1 + 1/F$ spells on the target and will know the effects. Unlike most spells, this spell can be finessed more than four times to target more than 5 spells.

2 – Bear the Burden

Time to Cast: 1 round
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature
Effect: take all debuffs

The caster uses this spell to purify an ally from $1 + 1/F$ non-permanent negative effects. Unlike most spells, this spell can be finessed more than four times to target more than 5 spells. The negative effects that affected an ally are transferred to the caster. The caster does not get any resistance checks for the transferred spells.

3 – Geist's Wreath

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: $1 + 1/F$ minutes
Area: $100 + 50/F'$ radius
Effect: show specters

Upon casting this spell, a wall of flame will launch out from the caster. While this fire does no damage, it will cling to spirits. This will cause spirits, ghosts, lone souls and ethereal creatures to become visible. With four finesses this spell will make affected targets "material". This secondary effect has a four dice against PWR resistance check to negate.

4 – Spiritual Flame

Time to Cast: special
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: change nature of fire

The caster uses this spell in combination with the attempt to cast any fire damaging spell. This spell changes the nature of fire created by fire spell. The fire becomes purely spiritual and harmless to creatures with physical bodies. Fire will burn only spirits, lone souls, ghosts and ethereal creatures. The combined ranks of these spells cannot exceed the caster's PWR attribute.

5 – Provocation

Time to Cast: 1 round
Resist Check: 5d6 vs. INT negates
Target: $120 + 30/F'$
Duration: $1 + 1/F$ rounds
Area: single creature
Effect: provoke

The target of this spell is overwhelmed by uncontrollable anger and hatred towards the caster. The target has to attack the caster with everything it has for duration.

6 – Witch's Necklace

Time to Cast: 1 round
Resist Check: 4d6 vs PWR negates
Target: $60 + 15/F'$
Duration: $4 + 2/F$ rounds
Area: single creature
Effect: fire chains

The caster uses this spell to create chains made of fire all over target's body. Each round of the spell's duration, target takes 2d6 points of fire/heat damage. Additionally, if target tries to cast any spell, the chains will deal an additional 4d6 points of fire/heat damage (the cast spell will succeed).

7 – Armaments of the Inquisition

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: $1 + 1/F$ minutes
Area: single weapon
Effect: enchant weapon

The caster enchants his weapon with purifying fire. Any spellcaster that is hit by the enchanted weapon must make a resistance check of five dice against PWR or lose the ability to cast during their next round of action.

8 – True Martyr

Time to Cast: 1 round
Resist Check: willing target
Target: caster
Duration: instantaneous
Area: $120 + 30/F'$ radius
Effect: take all debuffs

The caster uses this spell to purify a party from $2 + 2/F$ non-permanent negative effects. Unlike most spells, this spell can be finessed more than four times to target more than 10 spells. The negative effects that affected the party are transferred to the caster. The caster does not get any resistance checks for the transferred spells.

9 – Burn the Witch

Time to Cast: 1 round
Resist Check: $5d6$ vs PWR halved
Target: LOS $120 + 30/F'$
Duration: instantaneous
Area: single creature
Effect: burn

Creatures take $8d6$ points of fire/heat damage as it is covered in flames and loses amount of units from random pool equal to half damage. If resist check is made creature takes half damage and does not lose any units.

10 – Shield of the Inquisitor

Time to Cast: 1 round
Resist Check: willing target
Target: touch
Duration: $1 + 1/F$ rounds
Area: single creature
Effect: protect from negative effects

After casting this spell the target is surrounded by purifying fire. Any long lasting negative effects (at least 4 rounds) stop affecting the target. The target must still make all resistance checks for new negative effects but they do not affect the target for the duration. After duration ends, the target is affected by all debuffs that were affecting it before the casting and all debuffs that target failed to resist during the spell. Any debuff in effect on the target during this spell's duration doesn't expire (i.e. the duration doesn't count down) while this spell is in effect. This spell cannot be plugged nor cast more than once in an hour.

11 – Under Protection

Time to Cast: 1 round
Resist Check: willing target
Target: LOS $120 + 30/F'$
Duration: $12 + 3/F$ hours
Area: single creature
Effect: protect prisoner

The target of this spell must be willing to surrender. For the spell's duration, the target cannot perform any hostile actions but cannot take damage. If the target tries to do anything hostile or run away its body immediately turns to ash and the target is aware of that. Only the target's body is affected so no equipment is damaged. This spell is dropped if caster attacks the prisoner.

12 – Explosive Nullification

Time to Cast: 1 round
Resist Check: $6d6$ vs HEA halves
Target: caster
Duration: instantaneous
Area: self
Effect: cancel debuffs

This spell acts as rank 10 Revocation against a $2 + 1/F$ debuffs affecting the caster. If debuff is successfully revoked, the caster of the debuff takes (half the rank of debuff spell, rounded down) $d6$ of fire/heat damage. This will only affect the caster of the debuff if he is within 200' of caster. If the caster has multiple debuffs cast by the same creature affecting him, total damage is equal to (half the ranks of all debuffs from the same creature added together) $d6$. This only counts spell actually cast by the creature and not spells from magic items.

13 – Flames of the Inquisition

Time to Cast: 1 round
Resist Check: $6d6$ vs PWR negates
Target: touch
Duration: instantaneous
Area: single creature
Effect: incinerate magical energy

Body is not the only thing that can be burned. The caster summons flames that incinerate target's magical energy. If target fails the resist check of six dice versus PWR, its unit pools are fully drained. This spell does not prevent target from regenerating units from rest and use of other spells.

14 – Scorched Earth

Time to Cast: 2 rounds
Resist Check: $6d6$ vs PWR negates
Target: caster
Duration: $1 + 1/F$ minutes

The caster creates an area covered in purifying flames. Any creature that failed the resistance check that attempts to cast a spell inside the area of effect suffers $8d6$ points of fire/heat damage and their spell fizzles (if the spell cost experience points, it is not lost, only the units for the spell being

Area: 120 + 30/F' radius
Effect: forbid casting

cast). The area moves with the caster.

15 – No Blood, No Bone, No Ash

Time to Cast: 1 round
Resist Check: 6d6 vs PWR negates
Target: LOS 60 + 15/F'
Duration: instantaneous
Area: single creature
Effect: burn without a trace

The caster summons purifying fire that incinerates target's body leaving no trace of target's existence (no items are destroyed). This spell does not require the target's body to be physical.

16 – Ultimate Punishment

Time to Cast: 1 minute
Resist Check: 6d6 vs PWR negates
Target: touch
Duration: permanent
Area: single creature
Effect: destroy magic casting ability

This spell is a witch hunter's ultimate tool to free a witch from the temptation of magic. This spell destroys the target's ability to store magic units. If the target fails their resist check, they lose all units they currently have and are unable to gain more through sleeping. Any units they gain through the use of spells are lost at 1 units from each pool every round. When fully finessed this spell can only be revoked by Revocation 13 or higher.