

Core Incants

Abeyance Brew

Type: Mixture
Base Cost: 1200
Skill: Herbology
Material Cost: Quicksilver

This powerful potion is made from very rare herbs and plants, and is used to temporarily halt the degeneration of aging. After drinking this brew, the drinker will halt aging for 2 years times the rank of the incant. If another brew is made, the effects of the incant ends, but the target does not revert their age.

Secondary Effect (Herbology): With a 4d6 vs. Herbology check, the brew will reverse the effects of ageing, growing in reverse years until the brew reaches its end. This requires 1 oz of quicksilver or special refined mercury.

Amulet of Magic Protection

Type: Talisman
Base Cost: 500
Skill: Channeling
Material Cost: Terisium

An amulet when worn on a chain around the neck, near the heart, this amulet can absorb part of any magical effect. While active, for 4 rounds the user gains 1 rank of resist Magic per 2 ranks of the incant.

Secondary Effect (Channeling): Each die made versus this skill increases the duration by 4 rounds. With a 4d6 check and an ounce *Terisium* used to make the amulet, this duration will last a week.

Amulet of Divine Protection

Type: Talisman
Base Cost: 500
Skill: Channeling
Material Cost: Terisium

An amulet when worn on a chain around the neck, near the heart, this amulet can absorb part of any divine effect. While active, for 4 rounds the user gains 1 rank of resist Divine per rank of the incant.

Secondary Effect (Channeling): Each die made versus this skill increases the duration by 4 rounds. With a 4d6 check and some *Terisium* used to make the amulet, this duration will last a week.

AkvoSerael

Type: Mixture/triggered
Base Cost: 100
Skill: Herbology
Material Cost:

This potion, used in the Seraie, opens a mind to communication with the Kurago. This is used this for the first time so a potential nomad can find and bond with his guardian spirit. The imbiber must FAIL a check of the ritual's rank in dice against HEA. Failing this check puts the target into the proper trance. If the potion fails, repeated attempts with another Trance Potion are allowable.

Secondary Effect (Herbology): Each 2 dice made versus this skill makes the drinker have to reroll their save if they were to succeed the check.

Assume

Type: Invocation
Base Cost: 1500
Skill: Channeling
Material Cost:

This incant allows the incantor's guardian spirit to gain access to the material world for an hour. The nomad's spirit is set aside and the guardian spirit takes possession of the nomad's body. The nomad's spirit appearances changes to resemble the guardian's resemblance in life. All magical means of detecting, scanning, and identification will sense the spirit instead of the incantor. However, a mirror will reflect the image of the nomad, not the guardian. Depending on how powerful the incant is, will determine how much the guardian spirits skills pull through. For each rank of the incant, the guardian spirit gets 2500 experience for skills and abilities. The guardian spirit is considered base nomad, and cannot use rate burning spells or make incants.

Secondary Effect (Channeling): For every 2 dice made against this skill, multiply the experience to be used by 2.

Bond Summon

Type: Mixture/Triggered
Base Cost: 800
Skill: Channeling
Material Cost: Piece of the Victim

The incantor must possess a small bit of his intended target's body, (a lock of hair, a nail clipping, a scrap of skin, etc.) He incorporates this object into an effigy of the target while creating the incant. Upon activating the Effigy, the intended target must make a WIL save equal to the rank of the incant. If they fail, they must make their way as fast as they can to the incantor. If the destination is impossible to reach when the target uses every resource they can possibly use, the effect ends, and the incantor will feel the incantation fail. The target must attempt to get to the destination for at least 1 hour per rank of the incant.

Secondary Effect (Weaving): If a 2d6 versus this skill was made, the incantor can designate a specific safe destination for the victim to go instead. For each rank versus this skill, the victim will be forced to try to make their way to the destination for another hour.

Container of Spirit Deprivation

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| Type | Invocation |
| Base Cost | 500 |
| Skill | Carpentry |
| Material Cost | |

The incantor creates a container out of strong solid materials with no holes or gaps bigger than one inch. It also may have up to one opening, which can be no bigger than a 3'x7' and must be able to seal shut. The rank of the incant times 3' is the maximum of any dimension of this container. Once complete, it serves as a area isolated from the Kurago and any of its spirits. Nomads cannot make incants while sealed in this container, and a spirit possessing a body can not flee or escape its host. Anyone possessed by a spirit or a second lifer is free of their influence while inside, but becomes instantly repossessed upon leaving.

Secondary Effect (Carpentry): For each die made against this skill, the maximum dimension of the container can be increased by 3', and per 2 dice can create another sealable opening.

Dark Transcript

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|---------------|------------|
| Type | Imprinting |
| Base Cost | 500 |
| Skill | Tattooing |
| Material Cost | |

This incant creates a tattoo of an eye on the incanter's body, and lures an animal spirit to the tattoo. If the tattoo is exposed while the nomad sleeps, when he awakens images seen by the spirit during his sleep appear in his mind. The spirit can perceive up to 10 feet per rank of the incant. Creating a new Dark Transcript releases any previous animal spirits bound to this incant.

Secondary Effect (Tattooing): For each die made against this skill, the nomad can take a die off the PER check to wake up from their sleep.

Elixir of Wakefulness

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|---------------|-------------------|
| Type | Mixture/Triggered |
| Base Cost | 100 |
| Skill | Herbology |
| Material Cost | |

This bitter potion keeps the target awake and alert. When drank, for 10 minutes the user gains 1 rank of resist Sleep per rank of the incant.

Secondary Effect (Herbology): Multiply the duration of the incant by how many dice was made versus this skill.

Endow Thought

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|---------------|------------|
| Type | Invocation |
| Base Cost | 200 |
| Skill | Channeling |
| Material Cost | |

The nomad touches an object, or part of a large object and concentrates on a sight, impression, or message. The vision and impression are then felt by anyone touching the object within the next 2 days per rank of the invocation, and will persist even if the incantor dies or if the incant is remade.

Secondary Effect (Channeling): With a 4d6 check versus this skill, this message can be accompanied by an image of the incantor, accompanied with his personality and knowledge upon creating the incant. This personality can be interacted with, but only appears to those touching the object.

Eviction Ritual

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| Type | Invocation |
| Base Cost | 800 |
| Skill | Channeling |
| Material Cost | |

This Ritual is used to remove a spirit or second lifer that is possessing a victim. The nomad begins by chanting for at least a round for every rank of the ritual. At the end of the chant, the possessing spirit must make a WIL check of a number of dice equal to the rank of the invocation. Failing this roll forces the spirit from the body and back into the Kurago, banishing it for at least as many years as the rank of the ritual. The formerly possessed person retains his memory of all the events that occurred since his possession.

Secondary Effect (Channeling): For each die made against this skill, the incantor can reduce the number of rounds of chanting required by 1, to a minimal of 1 round.

Green Touch

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|---------------|------------|
| Type | Imprinting |
| Base Cost | 500 |
| Skill | Channeling |
| Material Cost | |

The nomad creates a mark on their thumb, and lures an animal spirit to the tattoo. This marking enchants their thumb such that when they snap their fingers, it will glow green and impart life onto plants it touches. At rank one this invocation can restore a wilted flower, the second would restore a small bush, the third a single tree. Rank four would restore a 10' radius circle of plants and each higher rank would double this area. This can only be used to help a still living plant, dead plants are unaffected.

Secondary Effect (Channeling): When the nomad snaps their fingers, they can make a channeling check to speed the growth of a seed, providing all the nutrients required. A one die check will double the growth rate, a 2 die check will quadruple this rate, and a 4 die check will make the plant grow within a few rounds. This can only be done to a seed or seeds which the incant can normally target

Life Light

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|---------------|--------------------|
| Type | Talisman/Permanent |
| Base Cost | 500 |
| Skill | Channeling |
| Material Cost | Silver Dust |

A small vial is filled with a mixture of silver dust and the blood of the targeted individual. The nomad holds the vial and touches the target during the creation of this talisman. The vial begins to glow softly with a silver glow, as long as the target is still alive and within a 50 x rank mets of the vial.

Secondary Effect (Channeling): The incantor can make the vial glow based on how much dp the target has left. The level of stages which it will glow is based on the number of dice made versus this skill. 1 die will only glow full, half, and dead; 2 die will glow full, 2/3, 1/3, and dead; 3 die will glow full, 3/4, half, quarter, and dead; and so on.

Living Staff

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|---------------|--------------------|
| Type | Talisman/Permanent |
| Base Cost | 500 |
| Skill | Channeling |
| Material Cost | Wooden staff |

This staff when implanted into the ground wil grow into shelter made out of a tree. When growing the house will accommodate its surroundings into the shelter, preventing any damage to any structures or creatures. The rank of the staff will determine how big the structure of the tree house is, accommodating a number of people per rank comfortably. This takes 1 minute per rank of the incant to make the shelter, and 1 minute to return it to staff form.

Secondary Effect (Channeling): The incantor can also use the staff to disguise themselves as a tree. For each die made versus this skill, that's the number of dice + 1 versus perception others have to make to notice that the tree is more than just a normal tree.

Memory Elixir

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|---------------|------------------|
| Type | Mixture/targeted |
| Base Cost | 800 |
| Skill | Herbology |
| Material Cost | Target's blood |

This elixir reverses the effect of memory loss through old age, dementia, amnesia, and magic effects. The blood of the recipient is mixed into the incant, allowing it to target their spirit. Upon drinking this mixture the recipient goes into a trance as he remembers what was forgotten. He remains in this state for 5 minutes per rank of the mixture and recovers the memories of the last 5 years per rank of the mixture. This mixture can only work once on a given individual.

Secondary Effect (Herbology): For each rank versus this skill, the mixture can work on the individual again. For example, if they drank this mixture once before, then they only need a 1 die check.

Memory Stone

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|---------------|--------------------|
| Type | Talisman/permanent |
| Base Cost | 500 |
| Skill | Channeling |
| Material Cost | |

Holding a small stone in his hand, the nomad concentrates on one sight, and the emotions associated with the sight. This could be the face of a loved one, a pleasant secret alcove, a stark scene of devastation, or even a scene in a play. Placing himself in a trance, this sight and emotion are permanently inscribed on the stone. This vision and emotion will be conveyed back to the incantor when he touches the stone. At rank two others touching the stone may feel this memory. At rank three the memory is detailed enough to use as a target of a spell requiring a memorized target but not a memorized location. At rank four, the sigh envelopes the one holding the stone, as a visible image, and at rank five the image overwhelms reality, causing the viewer to see only this sight. At ranks six all within a 10' radius are enveloped as well. Each stone made is self sustained, allowing the nomad to make more once he refreshes the skill without ruining the previous memory.

Secondary Effect (Channeling): With a 2 die check, sounds can be heard while the memory is shared. With a 4d6 check, the memory can be altered, but only slightly for artistic appeal, the original memory and emotions must remain intact, but can be enhanced or exaggerated.

Object of Spirit Ward

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|---------------|--------------------|
| Type | Talisman/permanent |
| Base Cost | 800 |
| Skill | Channeling |
| Material Cost | |

The incantor must have a symbol that is holy or symbolic to its intended possessor, and can be brandished in one hand. Weaving the incant on the item, it becomes an anathema to spirits from the Kurago. Any spirit attempting to approach the person within 10' brandishing the object must make a rank d6 vs. WIL check or be forced to flee for 4 rounds. If the spirit makes the check, they may ignore the incant the rest of the day.

Secondary Effect (Channeling): Each die made versus this skill increases the wards radius by 10'

Philter of Regression

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|---------------|------------------|
| Type | Mixture/targeted |
| Base Cost | 800 |
| Skill | Herbology |
| Material Cost | |

The philter allows a willing target to regress in experience, knowledge, and spirit. Upon making this mixture with the targets blood, the nomad chants, and contacts the spirits, requesting they take away the knowledge to be regressed. This philter will allow the drinker to remove up to 5000 * rank of the incant worth of experience in skills. With their mind fresh, they are free to spend this experience regained how every they choose over the next week as they relearn new skills. This mixture is only effective on any one individual once in their life. The exp amount received from removed skills is based on the value of what the player would have to pay for the skills, not based on what the player paid for the skills. For example, if the player researched the skill, they would get the normal amount, not the researched amount they paid.

Secondary Effect (Herbology): For each rank versus this skill, the mixture can work on the individual again. For example, if they drank this mixture once before, then they only need a 1 die check.

Portal Disruption Powder

| | |
|---------------|------------------|
| Type | Mixture/targeted |
| Base Cost | 800 |
| Skill | Pyrotechnics |
| Material Cost | Terisium |

This powder disrupts teleportation. When thrown at a person with a missile touch attack, that person must make a rank d6 vs PWR check in order to use any kind of portal or teleportation ability or magic. If used in a spread, this can be used to create a 10' radius area which anyone trying to teleport into that area requires to make that same check.

Secondary Effect (Pyrotechnics): With each die made versus this skill, the radius by 10' for a spread. If terisium is used when making this powder, this can be thrown through an existing portal to cause it to cease functioning for 1 hour per rank of the incant.

Revealing Mist Bombard

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|---------------|-------------------|
| Type | Mixture/triggered |
| Base Cost | 500 |
| Skill | Pyrotechnics |
| Material Cost | |

This mixture is held in an easily broken glass container. When broken the mixture mixes with air to generate a cloud of orange smoke. The cloud is 10 feet per rank of the mixture in a radius, and is subject to normal wind effects. Any invisible objects or creatures within the cloud are clearly outlined.

Secondary Effect (Pyrotechnics): This mist will stick to any creature caught in it, and keeps them revealed even if they exit the mist (no matter what kind of invisibility). This will keep them visible for 1 minute per die made versus this skill.

Sleep Bombard

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|---------------|-------------------|
| Type | Mixture/triggered |
| Base Cost | 1000 |
| Skill | Pyrotechnics |
| Material Cost | |

This mixture is held in an easily broken glass container. When broken the mixture reacts with the air to form a 10' radius cloud of blue, pleasant smelling smoke. The smoke is subject to wind effects and causes all within to make a rank d6 vs. WIL check or fall into a magical sleep for 1 hour.

Secondary Effect (Pyrotechnics): For each rank versus this skill made, the radius increases by 10'

Smoke Bombard

| | |
|---------------|-------------------|
| Type | Mixture/triggered |
| Base Cost | 400 |
| Skill | Pyrotechnics |
| Material Cost | |

The mixture is held in an easily breakable vial. When activated the powder ignites with the air, forming a dense cloud of black smoke that blocks all vision. The cloud is subject to normal wind effects. And has a radius of 10'. The haze from this smoke from its initial release causes creatures who breathe to make a 4d6 vs. HEA check or take a -5 to all actions and a -5 to all skills for 1 round per rank.

Secondary Effect (Pyrotechnics): For each rank versus this skill made, the radius increases by 10'

Spirit Barricade

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|---------------|--------------------|
| Type | Talisman/permanent |
| Base Cost | 1200 |
| Skill | Channeling |
| Material Cost | |

The nomad infuses an article of jewelry to create this talisman that hampers spirits to which he does not have a bond with. Any spirit attempting to interact, interaction including things like possession, talking, attacking, etc. with the incanter must make a rank d6 vs. WIL. If they fail, the spirit will stop the current interaction they are attempting, as long as the user does not want this interaction.

Secondary Effect (Channeling): Each die made against this skill prevents the spirit from interacting with the nomad for another 10 minutes.

Spirit Bombard

| | |
|---------------|-------------------|
| Type | Mixture/triggered |
| Base Cost | 800 |
| Skill | Pyrotechnics |
| Material Cost | |

This mixture consists of a powder in a easily broken glass container. On contact with the air the powder produces a cloud of red scintillating smoke. This smoke is affected by normal wind effects and has a radius of 10' per rank. Any ethereal or immaterial creature is perfectly outlined within the mist, revealing them despite any concealing effects. If the spirit fails a rank of the incant vs. PWR while in the mist they become material, obtaining a form that best fits their shape, and maintaining the ability to fly. They will become material 1 round after they exit the mist.

Secondary Effect (Pyrotechnics): For each rank made against this skill, the duration the spirits remain material when they exit the mist increases by 1 round.

Spirit Call

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|---------------|------------|
| Type | Invocation |
| Base Cost | 500 |
| Skill | Channeling |
| Material Cost | |

The nomad uses this ritual to call forth a spirit from the Kurago to manifest itself in the material plane. Those present must concentrate on him and not disturb the area with negative thoughts. The nomad spends the time building up the ritual, and then with an enormous effort of will attempts to draw the spirit in question from the Kurago to himself. If the spirit fails a check against Will of die per rank of the ritual, or is willing, it is pulled to the nomad and then must manifest itself, either visibly as a ghost, or through sound, or through possession of the incanter. This ritual lasts for an hour, and the spirit can follow the incanter around.

Secondary Effect (Channeling): Each die made against this skill allows the ritual to last another hour.

Spirit Guard

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|---------------|------------|
| Type | Imprinting |
| Base Cost | 1000 |
| Skill | Tattooing |
| Material Cost | |

The nomad calls a spirit to defend him in the case of misfortune. While being tattooed the nomad seeks out an animal spirit to aid him, the tattoo resembling that animal. When in danger 1/day, the nomad can call out the spirit to aid him. The max rating of this creature that can be called upon equals then rank of the incant * 10. The animal will aid the nomad for an hour or until death, then return to the tattoo.

Secondary Effect (Tattooing): For each 2 dice made versus this skill, increase the number of uses per day by 1

Spirit Snare

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|---------------|--------------------|
| Type | Talisman/permanent |
| Base Cost | 800 |
| Skill | Channeling |
| Material Cost | |

A large quartz crystal is endowed with spiritual magic. Any spirit other than the incantor's guardian whom touches the crystal must make a rank d6 vs. WIL or be ensnared within the crystal. The spirit can only be released by smashing the crystal. Only one spirit per round may be pulled into the crystal.

Secondary Effect (Channeling): Each die made against this skill increases the number of spirits that can be pulled into the crystal per round by 1.

Spirit Sound

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|---------------|--------------------|
| Type | Talisman/permanent |
| Base Cost | 500 |
| Skill | Channeling |
| Material Cost | |

Taking a small earring, the incantor uses this incant to endow it with the ability to listen to any nearby spirits. While worn, the wearer can hear nearby spirits. The difficulty to hear the spirits while wearing this incant if there is no spiritual interference is 6d6 vs. PER. Each rank in this incant allows the nomad to take 1 die off this check.

Secondary Effect (Channeling): Each die made versus this check grants the nomad 1 rank of a special language skill which applies to all languages, but only for the purpose of understanding the spirits.

Stones of Connection

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|---------------|------------------------|
| Type | Talisman/permanent |
| Base Cost | 250 |
| Skill | Channeling |
| Material Cost | Identical small Pearls |

The nomad gathers a number of nearly identical small pearls. He may use as many pearls as the ritual rank plus one. After the ritual is complete, when someone picks up one of these pearls, they will know where any of the other pearls are. If someone else is holding a pearl, both can tell who the other is if they are familiar with that person, if not they just know someone else is touching the pearl. This connection only works as long as they are on the same plane.

Secondary Effect (Channeling): With a 2d6 check versus this skill, those holding the pearl will know if another holding the pearl dies. With a 4d6 check, those holding the pearls will know if the others are in danger.

Third Eye

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|---------------|------------|
| Type | Imprinting |
| Base Cost | 500 |
| Skill | Tattooing |
| Material Cost | |

The nomad or another person tattoos the image of an eye somewhere on their body. After the image is set, the nomad goes into a deep trance and lures an animal spirit to the tattoo. The nomad is afterward able to see from this eye as well as his normal eyes. The nomad may see up to 10 feet per rank of the ritual from this new eye. Only one such eye will function at a time.

Secondary Effect (Tattooing):

Whispering Call

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|---------------|------------|
| Type | Invocation |
| Base Cost | 250 |
| Skill | Channeling |
| Material Cost | |

The nomad goes into a trance, with an target or targets in mind, speaking to their guardian spirit, which then carries the message on to the intended target or targets equal to the rank of the incant. This message is passed through the kurago, which can go through to a different plane. The message is then whispering or speaking the full message to the target, the incant allowing them to hear only the message. The message takes 10 minutes to reach their targets.

Secondary Effect (Channeling): Each die made versus this skill reduces the time it takes for the target(s) to receive the message. 1 die reduces the time to 5 minutes, 2 dice to 2 minutes, 3 dice to 1 minute, 4 dice to 30 seconds, 5 dice to 4 rounds, and 6 dice to 1 round.