

## Preserver Incants

### Arithmetic Snuff

Type: Mixture  
Base Cost: 500  
Skills: Mathematics  
Special Ingredients: none

When sniffed through the nose, this powder awakens latent areas in the user's brain. Tasks that involve mathematical abilities are made at a die less per incant rank.

**Secondary effect (skill Mathematics):** For each die made in the Mathematics skill (Stat: INT, BC: 150) the user can add 2 points to their missile modifier.

### Brew

Type: Mixture  
Base Cost: 1000  
Skills: Herbology  
Special Ingredients: none

This collection of brews fortifies the body against a number of different effects. When the target consumes the brew, they are protected from an effect based on the rank of the incant. When a listed effect will occur via spells or chemicals, the resistance check is lowered by 2 dice. Once an effect has been used, it wears off, but other effects remain. The brew will last a total of 1 day per incant rank. The effects by rank are: 1. Sickness 2. Sleep 3. Paralysis 4. Possession 5. Poison 6. Death

**Secondary effect (skill Herbology):** For every two dice made against Herbology, the incant will protect against one additional lower ranking effect.

### Courage Draught

Type: Mixture  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: 100+ year old wine

This mixture endows the user with greater courage to face any task. The nomad can lower resistance checks against fear spells and mind altering magic by one die per rank of the incant. In addition, while the incant is in effect, the user's INT is lowered by 1 per rank. The draught lasts for 1 hour per incant rank. An unwilling target can make a PWR resistance check equal to the rank of the incant.

**Secondary effect (skill Herbology):** For every two dice against the Herbology skill, the user gets +1 to all damage rolls by melee or missile weapons, but loses their DVs from their weapon.

### Corpse Ward

Type: Invocation  
Base Cost: 500  
Skills: Jeweler  
Special Ingredients: holy symbol  
sapphire (optional)

Using this ritual, the nomad focuses spiritual energy into a priest holy symbol. Once the ritual is complete, the object becomes an anathema to undead beings. When the holy symbol is brandished at an undead, it must make a WIL resistance check equal to the rank of the incant or flee from the holy symbol. If an undead successfully resists the holy symbol, the spiritual energy leaves the object and it must be recharged to be used again.

**Secondary effect (skill Jeweler):** If the nomad makes a 4d6 Jeweler check when creating or recharging this incant, they can implant a sapphire into the holy symbol. If an undead fails the WIL check, they must also make a CSE check at one less dice. If they fail this check, they turn to dust.

### Deep Sleep

Type: Invocation  
Base Cost: 1000  
Skills: Hypnosis  
Special Ingredients: none

The nomad uses this to place him or a willing target into a deep, coma-like sleep from which he cannot be awakened. When beginning the ritual, he decides how long the sleep should last and the target will slowly enter a trance. In that state, the target will not need food nor drink and very little air. The target ages but a single day for each rank of the incant. The maximum sleep time is based on rank: 1. 1 year 2. 16 years 3. 81 years 4. 256 years 5. 625 years 6. 1,296 years. After specified sleep time is up, the target awakens with no knowledge of events that occurred while in the trance.

**Secondary effect (skill Hypnosis):** If the nomad makes a 2d6 Hypnosis check while invoking this incant, they can state a condition when the target will awake in addition to the time limit. They can specify an additional condition for each additional two dice.

### Dram of Energy

Type: Mixture  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: none

This mixture alleviates the fatigue of the user and increases his PER by 1 per rank of the incant. The user will also become agitated and more argumentative. The user suffers a 1 point penalty per incant rank to all CSE checks. Once consumed, the incant will last a number of hours equal to the incant rank.

**Secondary effect (skill Herbology):** For each die made in Herbology, the nomad can lower the penalty to CSE caused by this incant.

### Hangover Liquor

Type: Mixture  
Base Cost: 250  
Skills: Brewing  
Special Ingredients: none

This powerful, but deceptive liquid causes effects similar to alcohol. When someone consumes the potion, which can be mixed with other liquids, they must make a resistance check against HEA equal to the rank of incant. Two hours after failing, they will have a severe headache, dizziness, and a general malaise resembling the after effect of excessive drinking.

**Secondary effect (skill Brewing):** For each die of Brewing made while creating this incant, the amount of time for this incant to take effect is reduced by 20 minutes per die.

### Healing Sleep

Type: Invocation  
Base Cost: 500  
Skills: First Aid  
Special Ingredients: none

This ritual lulls a willing target into a deep sleep where they feel no pain. The healing rate of the target is multiplied by 1 + the rank of the incant.

**Secondary effect (skill First Aid):** If the First Aid skill is made, the user's healing rate is further multiplied by the number of dice made in the skill.

### Infertility Lotion

Type: Mixture  
Base Cost: 250  
Skills: Herbology  
Special Ingredients: none

This lotion is applied to a woman's abdomen to prevent her from becoming pregnant by normal means. This effect will last a number of months equal to the rank of the incant.

**Secondary effect (skill Herbology):** If the Herbology skill is made, multiply the duration of the incant by 1 + the number of dice made in the skill.

### Love Potion

Type: Mixture  
Base Cost: 500  
Skills: Seduction  
Special Ingredients: none

This brew directly effects the drinker's emotions and after drank they must make a resistance check against WIL equal to the rank of the incant. If the target fails, he will fall madly in love with the next person he sees of the sex he would normally be attracted to. This state will last for a number of days equal to the rank of the incant.

**Secondary effect (skill Seduction):** If a 4d6 Seduction check is made, the nomad can choose the individual that the drinker fails in love with instead of it being the first person they see. The person must still be of the sex the drinker would normally be attracted to.

### Luck Amulet

Type: Focal Object  
Base Cost: 1000  
Skills: none  
Special Ingredients: none

Creation of this amulet allows its possessor to alter events of chance. After any dice roll, the result can be changed by one pip for each incant rank (up to the maximum or minimum possible die roll). Only one amulet can be used by a single person in a round and then only if they are being affected by the result or are aware of the event they are modifying. A roll can only be modified as much is the highest rank luck amulet used. Once used, the amulet must be recharged to be used again.

### Power Patch

Type: Invocation  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: none

The nomad uses a 2" x 3" patch of cloth and soaks it in a mixture of uncommon herbs. When the patch dries, he performs the ritual and applies it to a wearer's body. For a number of hours times the rank of the incant, the wearer receives a +2 bonus to their PWR attribute per rank of the incant.

**Secondary effect (skill Herbology):** For each 2 dice made in the Herbology skill, the wearer will also gain 1 elemental unit at the time the incant is invoked.

### Raz-Beri's Berry Tonic

Type: Mixture  
Base Cost: 250  
Skills: First Aid  
Special Ingredients: none

The nomad creates a sweet mixture of various berries. When this mixture is consumed, the consumer gains 1d6 DP per rank of the incant.

**Secondary effect (skill First Aid):** For every 2 dice in First Aid made the drink also gets that number of ranks in Regeneration for 5 minutes per incant rank.

### Sago Weed

Type: Mixture  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: special herbs

This is a special blend of rare herbs. Once prepared, the nomad can invite up to 2 of his friends to share in smoking the mixture. This will take up at least 1 hour during which time the smoke penetrates the smokers and clears their thoughts of excess emotions, fears, and other mental aberrations. For the following 4 hours, the effected smokers get a 2 point bonus to all CSE rolls per rank of the incant which are not cumulative with any other CSE bonuses. This will also temporarily clear many mental illnesses from the minds of the effected for the same period of time.

**Secondary effect (skill Herbology):** For each die made in the Herbology skill, an additional person can share the incant.

### Ship's Veil

Type: Invocation  
Base Cost: 500  
Skills: Artistry  
Special Ingredients: none

While aboard a target ship, the nomad slowly draws a seal on the deck of the ship in chalk. While active, the ship becomes cloaked and requires a PER check equal to 3 plus the rank of the incant to spot. The effect lasts for 30 minutes times the rank of the incant. If the ship is ever hit with a weapon, it is revealed and the incant ends.

**Secondary effect (skill Artistry):** The nomad can further extend the veil to include other ships or creatures in a 50' radius per dice of skill made.

### Strength Patch

Type: Invocation  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: none

The nomad uses a 2" x 3" patch of cloth and soaks it in a mixture of uncommon herbs. When the patch dries, he performs the ritual and applies it to a wearer's body. For a number of hours times the rank of the incant, the wearer receives a +2 bonus to their STR attribute per rank of the incant.

**Secondary effect (skill Herbology):** For each 2 dice made in the Herbology skill, the wearer will also get +1 to damage from any melee weapon they use during the duration.

### Suppress Pain

Type: Invocation  
Base Cost: 250  
Skills: Diagnosis  
Special Ingredients: none

The nomad inserts thin iron needles in the body of the sufferer (himself possibly) into major nerves leading from an injured body area. He then uses the needles to channel his ritual to the nerve, ordering it to stop transmitting pain to the sufferer's brain. Any check the sufferer must make because of his pain is reduced by one die for each rank of the incant. The effect will last for a number of hours equal to the incant.

**Secondary effect (skill Diagnosis):** If a 3d6 Diagnosis skill is made, the body area can be used as normal during the incant duration assuming they can get past the pain. For example, a broken leg can be used for sprinting or an arm can be used for heavy lifting.

### Tonic

Type: Mixture  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: none

This collection of brews fortifies the body against a number of different effects. When the target consumes the brew, they are protected from an effect based on the rank of the incant. When a listed effect will occur via spells or chemicals, the resistance check is lowered by 1 die. Once an effect has been used, it wears off, but other effects remain. The brew will last a total of 1 day per incant rank. The effects by rank are: 1. Sickness 2. Sleep 3. Paralysis 4. Possession 5. Poison 6. Death

**Secondary effect (skill Herbology):** For every two dice made against Herbology, the incant will protect against one additional lower ranking effect.

### Trace Spirit Link

Type: Invocation  
Base Cost: 500  
Skills: Channeling  
Special Ingredients: none

The nomad concentrates on a seal, tattoo, item, or person that is currently enchanted with spiritual energy and prepares this invocation. When complete, the nomad rolls 1d6 per rank of the incant and the GM or original nomad roll 1d6 per rank of the target incant. If this incant rolls higher, the nomad will know the distance and direction to anything that is linked to the target incant. This effect will last for 2 hours times the rank of the incant.

**Secondary effect (skill Channeling):** If a 3d6 Channeling skill is made, the nomad will also be able to see any other incants linked to the same source.

**Will Patch**

Type: Invocation  
Base Cost: 500  
Skills: Herbology  
Special Ingredients: none

The nomad uses a 2" x 3" patch of cloth and soaks it in a mixture of uncommon herbs. When the patch dries, he performs the ritual and applies it to a wearer's body. For a number of hours times the rank of the incant, the wearer receives a +2 bonus to their WIL attribute per rank of the incant.

**Secondary effect (skill Herbology):** For each 2 dice made in the Herbology skill, the wearer will also get an additional plus +1 bonus to their grapple defense value.