

Second Lifer Incants

Addiction Potion

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: substance

When someone drinks this potion mixed with another substance, he may become addicted to the other substance. The drinker must make a check against HEA equal to the rank of the incant. If failed, the drinker becomes addicted to the substance in question and desires it. He must make a check against WIL equal to the rank of the incant to ignore the addiction. Each day the addition is ignored, he loses a point of CSE and a point of HEA for each rank of the incant for the day, but may also attempt the HEA check against the resistance at 1 die less than the previous day. They do not get to attempt the HEA check if they succumb to the addition during the day. When they succeed at this HEA check, they are cured of the addition.

Secondary effect (skill Herbology): For each 2 dice made during the creation of the incant, the nomad can add an additional substance to the potion. The target must check against all of these substances, but will only get affected by the penalty once. They must break all additions before the penalty is removed.

Amulet of Deception

Type: Focal Object
Base Cost: 250
Skills: Mimicry
Special Ingredients: lock of victim's hair
picture of loved one

With a small locket, the nomad uses a lock of hair from the intended target, and a picture of someone to which the victim is emotionally attached to create this amulet. When the target sees the nomad wearing the unopened locket, and he fails a PER check equal to the rank of the incant, he will believe the wearer to be his loved one. If the PER check is made, or the amulet is destroyed, the deception is revealed and the incant is no longer effective against the victim.

Secondary effect (skill Mimicry): If a 4d6 check is made and while the victim is entranced, others seeing the nomad with the victim must also make the PER check or believe the nomad to be the loved one.

Arthritis Potion

Type: Mixture
Base Cost: 750
Skills: Herbology
Special Ingredients: none

This potion induces an illness of the joints making movement painful. If the drinker fails a check against HEA equal to the rank of the incant, the victim loses 1 point of AGI per two ranks of the incant. The AGI loss lasts for a number of weeks equal to the rank of the incant.

Secondary effect (skill Herbology): Multiply the duration of the incant by this number of dice made in the skill.

Bond Pain

Type: Focal Object
Base Cost: 500
Skills: none
Special Ingredients: target sample

The nomad must possess a small bit of his intended target (a lock of hair, a nail clipping, a scrap of skin, etc.). He incorporates this object into an effigy of the target while infusing it with energy. At the appropriate time, he holds the effigy and punches, hits, or stabs it. The target experiences an incapacitating pain, and rolls a check against HEA equal to the incant rank. He suffers this pain each round until he makes his check. He can take no actions while in pain, and after ten rounds of failed checks goes unconscious. After one use the bond with its victim is broken.

Secondary effect (skill Channeling): The target takes a number of points of damage equal to the rank of the incant times half the number of dice made in the Channeling skill.

Brain Fevers Draught

Type: Mixture
Base Cost: 750
Skills: Herbology
Special Ingredients: none

When consumed, it induces a fever that damages the brain. If the target fails a check against HEA equal to the rank of the incant, he loses 1 point of INT per two ranks of the incant. The INT loss lasts for a number of weeks equal to the rank of the incant.

Secondary effect (skill Herbology): Multiply the duration of the incant by this number of dice made in the skill.

Dose of the Itch

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

The only symptom of The Itch is a very aggravating full body rash. If the target fails a check against HEA equal to the rank of the incant, he breaks out in an irritating, painful rash. The target's AGI and PER attributes are lowered by 1 point per two incant ranks for a number of days equal to the incant rank.

Secondary effect (skill Herbology): Multiply the duration of the incant by this number of dice made in the skill.

Fear Draught

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

This liquid attacks the brain and makes its imbiber fear all unknown people and objects. Every time the imbiber meets a person, or is introduced to a new item, he must attempt a check against WIL equal to the rank of the incant. If he fails, he is uncontrollably fearful of it. The effect last for a number of days equal to the incant rank.

Secondary effect (skill Herbology): If a 4 die skill check is made, the nomad can designate a number of persons or objects equal to the incant rank that the target will have to make the check against. This will replace the standard incant effect.

Grippe Dose

Type: Mixture
Base Cost: 750
Skills: First Aid
Special Ingredients: none

This potion induces an illness which is temporarily incapacitating. The nomad administers the potion, and the target must make a check against HEA equal to the rank of the incant. If he fails, he is incapable of performing any actions and must attempt the HEA check every day until successful, at which time they recover.

Secondary effect (skill First Aid): For every 2 dice made against this skill, the victim must make an additional check each day. They must make all of the checks for the day before they recover.

Moon Shroud

Type: Focal Object
Base Cost: 1000
Skills: Channeling
Special Ingredients: silver crescent

The nomad uses a well-crafted silver crescent, at least 2 inches in size, hung on a silver necklace. Taking this out into the light of the moon, he falls into a trance concentrating on the moon above and weaving power from the Kurago into the talisman. Afterwards when someone wears this necklace at night under the light of a moon, the talisman makes the user unseen to others who fail a PER check of one die per rank of the talisman. Magical means will still reveal the person.

Secondary effect (skill Channeling): The nomad can make this incant effective even without moon light by making a Channeling skill check. Each dice made in the skill requires someone to make a PER check equal to the number of dice made in the skill up to a maximum number equal to the rank of the incant.

Pain Bombard

Type: Mixture
Base Cost: 750
Skills: Pyrotechnics
Special Ingredients: none

The powder created is placed in a small, easily breakable container. When thrown and broken, the powder ignites into a thick yellow smoke that will cause those within 10' who inhale it to make a resistance check against HEA equal to the rank of the incant. Those who fail are afflicting with a wracking pain in the lower abdomen and a fierce headache. This causes the afflicted to fall to the ground and remain there unable to cast spells or engage in any kind of activity for a minute per rank of the incant. The gas dissipates normally and will disperse within 2 minutes in open air.

Secondary effect (skill Pyrotechnics): For each rank in the skill, the radius is increased by 10'.

Powder of Phantasm

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

This powder is sprinkled over a circular area of a diameter 10 feet times the rank of the incant. At the time the powder is used, the nomad focuses on an alternative appearance for the area. His static vision becomes visible to all looking at the area. This is only a visual illusion, and is obviously an illusion when in direct sunlight. In other lighting conditions, the vision appears real unless touched.

Secondary effect (skill Channeling): For each die made in Channeling makes the vision look more convincing. Even in direct sunlight the onlooker must make a PER check equal to the number of dice made up to the rank on the incant.

Ring of Likeness

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

The nomad visualizes a particular visage and dress as he recharges this incant. The ring, when worn, makes the wearer appear as what the nomad envisioned. All viewing the wearer may make a check against PER equal to the rank of the incant to break through the illusion. The check should only be allowed if the individual suspects the illusion.

Secondary effect (skill Acting): For every two dice made, the onlooker must make an additional PER check when suspecting the nomad. All of the PER checks must be made in order to see through the illusion.

Potion of the Lamprey

Type: Mixture
Base Cost: 1000
Skills: First Aid
Special Ingredients: blood of victim

The nomad prepares this incant using a bit of a parasitic creature and an amount of the victim's blood. The victim must then consume the potion at which point it bind with their blood. Whenever the blood victim awakens from sleep, he makes a check against HEA equal to the rank of the incant. If failed, the regained DP the victim would receive from rest instead are added to the next regaining of DP from rest by the target. In addition, physical regeneration is only half as effective, with half going to the nomad. This incant ends if the victim makes the resistance check three times in a row on three different attempts.

Secondary effect (skill First Aid): For every two dice made, the victim must make an additional check against HEA during their rest period.

Ring of Subjugation

Type: Focal Object
Base Cost: 2000
Skills: Torture
Special Ingredients: none

This incant is created using a piece of silver or gold jewelry that is pierced into the victim's skin. Once active, this jewelry cannot be harmed or removed by any means. Anytime the nomad directs a verbal command at the target, he must perform it, unless he succeeds a check against WIL equal to the rank of the incant. The jewelry can only be removed by another nomad using the proper incant.

Secondary effect (skill Torture): For each dice made against this skill, the nomad can have the victim take a point of damage per rank of the incant if they succeed at the resistance check. The victim can make a check against HEA equal to the incant rank to negate this damage.

Spirit Guise

Type: Focal Object
Base Cost: 500
Skills: Channeling
Special Ingredients: dead ones jewelry

Acquiring a piece of personal jewelry from one whom is dead; the nomad concentrates on the visage of the dead target. The nomad enters a trance and attempts to draw the dead spirit from the Kurago. If the spirit is in the Kurago and fails a resistance check against WIL equal to the incant rank, a small part of the mind of the spirit remains within the jewelry. Thereafter, for 20 minutes per rank of the incant per day, when the nomad is wearing the jewelry, he may take on the guise of the dead person including their mannerisms and physical quirks, but not their voice, knowledge, or memories.

Secondary effect (skill Channeling): Multiply the use time by the number of dice made in this skill.

Spirits of Consumption

Type: Mixture
Base Cost: 1500
Skills: Herbology
Special Ingredients: none

This illness of the lungs causes chronic coughing and a general degradation of health. The nomad administers the potion and the victim makes a check against HEA equal to the rank of the incant. If he fails he acquires this eventually fatal disease. He loses 1 point per incant rank of HEA point per month. When he reaches 0 HEA the victim dies. If the victim is cured of the disease all of the lost points return to him in two weeks.

Secondary effect (skill First Aid): The victim also loses a point from their maximum DP for each dice of Herbology skill made.

Sobriety Lozenge

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

The nomad puts this lozenge in their mouth which will absorb all ingested poisons preventing them from getting drunk or poisoned orally. Once put on the tongue, the lozenge will be effective for 15 minutes per rank of the incant. The lozenge must then be removed from the mouth as swallowing it will release all of the absorbed poison into the users system at once.

Secondary effect (skill Herbology): If this incant is used on an already intoxicated or poisoned person, the person must fail a check against HEA equal to half the incant rank plus half the number of dice made against Herbology. If this check is failed, the lozenge pulls the poisons from their body into the lozenge.

Tongue Ring

Type: Focal Object
Base Cost: 500
Credit cost: 50 / rank
Time to Prepare: 30 minutes / rank
Skills: Channeling
Special Ingredients: dead ones ring

Possessing a small ring or earring from a person who is no longer, the nomad preparing this incant by piercing his tongue (if it isn't already pierced) and inserting the jewelry. Incanting the ritual, he draws a small piece of the spirit into the ring if it fails a resistance check against WIL equal to the incant rank. While wearing the tongue ring, the nomad can speak in the voice of the dead person for 20 minutes per rank of the incant per day. The wearer does not gain the knowledge, experience or wisdom of the target.

Secondary effect (skill Channeling): Multiply the use time by the number of dice made in this skill.

Vial of Ill Omen

Type: Focal Object
Base Cost: 1000
Skills: Channeling
Special Ingredients: blood of victim
skin from corpse

The nomad combines a small amount of blood of his intended target with skin from a corpse and ground basil in a small vial. The nomad then infuses the mixture with the powers of bad luck. The victim must then make a PWR check equal to the rank of the incant. If this check is failed, the target is struck with ill omen. In any situation a resistance check is rolled the victim must roll an additional check per rank of the incant. The victim is affected as if the worst of this series of checks was the roll for resistance. To remove this curse, the vial must be destroyed.

Secondary effect (skill Channeling): For every two dice made against this skill, the difficulty of the PWR check to resist the incant is increased by one die.