

Seeker Incants

Acid Salve

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: akvovervo water

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of acid damage per rank of the incant. A single salve of this type may be applied at a time, they cannot be layered. This incant causes the skin to have a green hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Animal Bind

Type: Mixture
Base Cost: 1000
Skills: Herbology
Special Ingredients:

The nomad requires the assistance of an animal for this incant. He prepares the needed powder and places it in a small bag. While touching the bag to the animal, the nomad concentrates on the most distinctive ability of the animal, then incants. The person that eats the powder gains that ability of the animal for 1 hour. This incant function like a regular mutate, granting the nomad abilities that could be obtain from it, limited to what the animal has. Each rank allows the nomad a pool of 2500 exp to spend to gain these abilities. At the end of the incant, if the nomad no longer has these abilities, then the nomad must pay for the difference of XP in HEA points.

Secondary Effect (Herbology): multiply the number of hours this incant lasts by the number of dice made versus this skill.

Anklet of Dexterity

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: Tiger's paw

The nomad performs the ritual creating an anklet out of the tiger's paw. Anyone who wears the anklet gains a +1 bonus to their AGI attribute for each rank of the incant. Anklets are not cumulative and only the highest rank anklet worn has an effect.

Secondary Effect (Channeling): With a 4d6 check versus this skill, the nomad can go quick 1/day

Armband of Fortitude

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: hair from a unicorn

The nomad weaves the hair from a unicorn into a fashionable armband and performs the ritual. Anyone who wears the armband gains a +1 bonus to their HEA attribute for each rank of the incant. Armbands are not cumulative and only the highest rank armband worn has an effect.

Secondary Effect (Channeling): For every 2 dice verse this skill, the incantor gains that many ranks of resist poison for a single poison check 1/day.

Assimilation

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

A nomad need not feel out of place after using this incant, because he is able to read subtle physical and mental clues from the strangers about him and adapt to their culture. The nomad must spend 12 hours / ranks of the incant around the culture, learning customs, language, etc. Afterwards, the incantor's mannerisms will easily be mistaken for a native.

Secondary Effect (Mimicry): For each die made versus mimicry, the incantor can gain 2 ranks of the most commonly spoken language of the culture, with a max of the incant rank/2. If this incant is refreshed the previous language is lost, and can only have 1 language per Assimilation incant.

Breath Gel

Type: Mixture
Base Cost: 500
Credit cost: 50 / rank
Time to Prepare: 30 minutes / rank
Skills: none
Special Ingredients: See Incant

When this gel is applied to the nose and mouth, it allows the incantor to breath under water for 1 hour per rank.

Secondary Effect (Herbology): The incantor can modify the brew to allow the user to breath in different environments. The GM selects the difficulty based on how dangerous the material is to breath, then the incantor rolls that many dice versus this skill.

Crystal Gate

Type: Focal Object
Base Cost: 1000
Skills: none
Special Ingredients: high purity quartz glass

The nomad, with the assistance of a glassblower if he lacks the skill, creates two glass spheres from the same batch of molten glass. Performing a ritual over them while they cool, links the two spheres to work as a two-way audio-visual gate that can be used to communicate over any distance, including across dimensions. When someone wishes to use a sphere, he touches it and calls out. The other sphere emits a periodic beeping noise, and when it is touched by someone, the two people may see and speak to each other for 5 minutes. The spheres may be used a number of times per day equal to the rank of the incant. If a sphere is broken, the spiritual magic is released from both.

Secondary Effect (Glassblowing):For each die rolled versus this skill, multiply the duration of use for each call by 2.

Ethereal Salve

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

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of damage from effects caused by ethereal creatures per rank of the incant. A single salve of this type may be applied at a time, they cannot be layered. This incant causes the skin to have a white hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill, increase the points of damage to absorb by 5.

Ferret Object

Type: Invocation
Base Cost: 100
Skills: Channeling
Special Ingredients: none

The nomad touches a person, who then concentrates on an item he has lost within the last 2 days per rank of the incant. If the visualization is clear and the item is within 100 feet per rank of the incant, the nomad hears a sound which will show him the direction and distance to the object.

Secondary Effect (Channeling): Multiply the distance to find the object by the number of dice rolled versus this skill.

Fire Salve

Type: Mixture
Base Cost: 500
Skills: Pyrotechnics
Special Ingredients: item burnt by a fajrovervo

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of fire damage per rank of the incant. A single salve of this type can be applied at a time, they cannot be layered. This incant causes the skin to have a red hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Pyrotechnics): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Gauntlet of Strength

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: claw of a Terodrako

The nomad embeds a piece of a Terodrako into a gauntlet and performs the ritual. Anyone who wears the gauntlet gains a +1 bonus to their STR attribute for each rank of the incant. Gauntlets are not cumulative and only the highest rank gauntlet worn has an effect.

Secondary Effect (Channeling): Allows the user to dice verses this skill extra dice to break free of a grapple 1/day for a single grapple

Headband of Intelligence

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: Gryphon feather

The nomad performs the ritual creating a headband. Anyone who wears the headband gains a +1 bonus to their INT attribute for each rank of the incant. Headbands are not cumulative and only the highest rank headband worn has an effect.

Secondary Effect (Channeling): Grants a dice verses Channeling die revoke to clear mind controlling effects 1/day. This effect can even be used despite the mind control giving commands not to.

Gem of Perception

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: perfect sapphire

The nomad embeds the sapphire into an earring and performs the ritual. Anyone who wears the earrings gains a +1 bonus to their PER attribute for each rank of the incant. Earrings are not cumulative and only the highest rank earrings worn have an effect.

Secondary Effect (Channeling): Grants the effects of Distance Judgment for one round 1/day with a 4d6 vs. Channeling Check

Iron Salve

Type: Mixture
Base Cost: 1000
Skills: Herbology
Special Ingredients: draco scales

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of damage caused by weapons. A single salve of this type can be applied at a time, they cannot be layered. This incant causes the skin to have a metallic texture, having a more intense effect the higher the rank of the incant.

Secondary Effect (Herbology): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Mirror of the Past

Type: Focal Object
Base Cost: 500
Skills: Channeling
Special Ingredients: handheld mirror

Preparing a small silver or glass mirror, the incantor binds a minor air spirit to the mirror. From then on, while he carries the mirror, its spirit silently observers all the events about the incantor. 1/day per rank of the incant, the incantor can peer into the mirror, which then reveals scenes remembered by the air spirit for up to 5minutes. Those around the incantor can also view the scenes displayed.

Secondary Effect (Channeling): Multiply the duration by each die made versus this skill

Moon Boots

Type: Focal Object
Base Cost: 1500
Skills: none
Special Ingredients: none

Starting with a well-fitting pair of boots, the nomad displays these under the light of one of the moons and creates this incant. When done, while he wears the boots, he is 10% lighter for each rank of the incant. This lets him carry 25% more, move 25% faster, and jump 25% higher than normal for each rank of the incant.

Secondary Effect (Channeling): For each 2 dice made versus this skill, multiply the effect by dice/2. So a 4d6 check multiplies the effects by 2.

Moon Crystal

Type: Focal Object
Base Cost: 1000
Skills: Hypnosis
Special Ingredients: perfect quartz

Using a perfect quartz crystal of at least 2 inches in size, the nomad prepares this incant by the light of one of the moons. When complete, he can then use the crystal to mesmerize / hypnotize subjects. If they fail the WIL check equal to the rank of the incant, the incantor can trick them into telling information they want to know. They can also implant a suggestion which can be an action triggered by a single key word, action, object or phrase.

Secondary Effect (Hypnosis): The nomad can attempt to trick the mind past magical effects currently holding the targets mind in captivation, or locking memories which is otherwise preventing them from telling the incantor. For each die made versus this skill the nomad gets a effective 3d6 revoke, which if successful does not remove the effect blocking the information, but will temporarily remove it for the purpose of finding out the desired information.

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.

Moon Sleep

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

This vial is worn on a silver chain around the neck of the nomad. When it is lit by the light of the moon, the nomad goes into a deep trance and his body fades into the Kurago. While there, the wearer may not break the trance nor may he be harmed. When the moon no longer shines on the place he was, he returns and regains consciousness. While in this state, the nomad requires 1 hour per rank less sleep then normal to recharge their incants since they are in direct contact with the Kurago.

Secondary Effect (Channeling): The nomad is usually unaware of their surroundings in the real world where they left, but they may use a channeling check rather than perception for the purposes of waking up from effects when commotion is going on. For this purpose, no perception enhancing traits or skills can help the nomad wake up, but they make the same difficulty check as if they were just sleeping there normally, only it's versus channeling.

Shock Salve

Type: Mixture
Base Cost: 500
Skills: Herbolgy
Special Ingredients: vatrole scales

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of electrical damage per rank of the incant. A single salve of this type can be applied at a time, they cannot be layered. The salve remains active for a number of days equal to the incant rank. This incant causes the skin to have a violet hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Herbolgy): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.

Soul Sight

Type: Seal
Base Cost: 1000
Skills: Tattooing
Special Ingredients: none

The nomad slowly draws the seal in the air and directs it at a target. The seal then appears on both of the target's eyelids. When he closes his eyes he can see any immaterial spirits that are within 10 feet times the rank of the incant. Ghosts, spirits of the Kurago, and elemental spirits can be seen, including any that may be inhabiting another nomadic incant. Creatures that are simply invisible cannot be seen with this incant.

Secondary Effect (Tattooing): the distance that can be seen is multiplied by the number of dice made against this skill upon creation of the incant.

Spirit Exchange

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

The nomad prepares two potions. When two living creatures drink the potions, it allows them to exchange their spirits with each other. Effectively, the creatures exchange bodies. All mental attributes and memories go with the exchange. If one creature is unwilling, it can make a WIL check equal to the rank of the incant. If successful, the incant fails. The exchange lasts for 1 hour per rank of the incant, and cannot normally be ended prematurely. If one of the two bodies die while the spirits are exchanged, the exchange will end, and the swap will remain permanent.

Secondary Effect (Channeling): with a 4d6 check versus this skill, the exchange can be ended prematurely, causing the swap to become permanent. If the check fails, then the spirits will return to the original bodies they were in before the exchange.

Spirit Scout

Type: Seal
Base Cost: 500
Skills: Tattooing
Special Ingredients: none

The nomad slowly tattoos the picture of an animal in their skin for which is designed to attract a specific type of animal spirit. At the end of the ritual, the spirit is drawn into the tattoo. Thereafter, whenever the entire tattoo is uncovered, its owner can touch an object or location, releasing the spirit from the seal and binding it to that spot. They can then concentrate on a specific condition the spirit can understand, such as *A human passes this way, or this rock is disturbed, or it begins to rain*. When that condition occurs the spirit returns to the owner, and he is aware the condition has been triggered. The target can, at any time, recall the spirit back to him. The target must be within 2 mets to the spirit or the spirit is interrupted until he returns. The spirit may be set a number of times per day equal to the rank of the incant. Attempting to bind a second scout to a target releases the first. When the sealed target dies, the spirit is released and goes free.

Secondary Effect (Tattooing): multiply the distance the user must be from the spirit before the spirit automatically returns to the user by the number of dice made against this skill

Spirit View

Type: Mixture
Base Cost: 250
Skills: none
Special Ingredients: sample from target creature

This mixture allows the imbiber to view the world through another living creature's senses. The nomad prepares the mixture with a sample of the creature's hair, feathers, blood, etc. After anointing himself with it, he places himself in a trance, and may then experience what the creature does. He may remain in this trance for up to 10 minutes. The nomad can only use this incant on a creature with 4 inferior intelligence minus 1 per rank of the incant until inferiors are negated. At rank 4, a creature with 0 inferior INT will get a 3d6 vs WIL resist check, +1 per rank past 4 to resist the incant.

Secondary Effect (Channeling): For each die made versus this skill, multiply the duration by 2. Also, if a 3d6 check is made (plus how every many dice is used to increase duration) then the creature can be sent suggestive thought as a means of guiding the target as per the spell effect Stray Thought.

Thermal Salve

Type: Mixture
Base Cost: 500
Skills: Herbology
Special Ingredients: shard of arctic ice

When this salve is applied to the skin, it creates a protective layer that will absorb 5 points of cold damage per rank of the incant. A single salve of this type can be applied at a time, they cannot be layered. This incant causes the skin to have a blue hue, having a more intense color the higher the rank of the incant.

Secondary Effect (Pyrotechnics): For each die made versus this skill up to a number of dice equal to the rank of the incant, increase the points of damage to absorb by 5.