

The Magic Book

1) Creating a Magic User

Becoming a magic-user requires that the Player have a solid grasp of this book. Every magic-using Player must know the basic rules that govern the spells he uses, as described in the sections that follow. This task demands a strong grasp of the rules and solid effort. If a Player does not wish to spend the time necessary to master this book he should not use magic.

Starting Experience And Expertise

The starting magic experience and magic expertise points a Character has are determined by his prime requisite in the Magic Path he selects. The Current Ability value is used.

PRIME REQUISITE TABLE

MAGIC PATH	PRIME REQUISITE
Wizardry	Intelligence
Shamanism	Will
Sidh Magic	Empathy
Shadow Magic	(W+Em)/2 (RU)
Priesthood	Varies*

* The prime requisite depends on the type of Priest. See the rules for the Priesthood, Druidism or Witchcraft as appropriate.

Starting Experience and Expertise

The table below is used for all starting magic users. The points are received at the completion of the character's apprenticeship. In some cases, an MEL is stated for the path in question. Only the expertise points listed are gained. Use the **Current Ability** rating for the appropriate attribute.

CURRENT ABILITY	Experience	Expertise
.LT. 20	5	25
20-25	10	40
26-32	20	60
33-40	40	90
41-50	80	125
51-65	150	160
66-80	200	200
81-100	300	250
.GT. 100	400	300

EXAMPLE - A wizard with Current Intelligence of 38 has 40 experience points and 90 expertise points in magic. A Chaos Witch uses the highest of E or Em. If that is 33, she starts at the MEL determined in the Chaos Witchcraft section and gets 90 expertise from the table above.

NOTE - The points gained determine the MEL and purchase spell knowledge beyond that gained in apprenticeship.

Starting Knowledge Limit

A starting magic-user may not learn spells that have a Base Mana Cost (BMC) .GT. Current Ability in his Prime Requisite

divided by FIVE (RD). This only applies to spells the player buys with the expertise above.

EXAMPLE - A starting Shaman has a Current Will of 39. He may learn spells that have a BMC of ONE to SEVEN. He may not learn a spell with a BMC of EIGHT or more.

Acceptance as an Apprentice

Characters must be accepted for training. The chance he is accepted by a master of the path desired is given below.

MAGIC PATH	ACCEPTANCE CHANCE
Wizardry	Maximum I + 20
Sidh Magic	Maximum Em + 20
Shaman	Maximum Will + (Native Em*2)
Kotothi Shaman	Maximum Will + (Native E*2)
Shadow Magic	((Maximum W + Maximum Em)/2)+25
Priest	See the appropriate section

If the roll is higher than the value determined, he failed to find a mentor. He may not start as that type of magic-user.

The Magic Paths

This section details the gains a Character accrues from apprenticeship in the Magic Path selected.

WIZARDRY

The Character gains the following skills at no additional cost:

- A) All General Skill spells at **EL0**.
 - B) Starting **EL** as a Jeweler OR Armorer.
 - C) One Human tongue at (**EL80**) and one Supernatural tongue at (**EL60**). If they have written forms he gets read and write for them at his maximum current EL.
 - D) A number of EL increases equal to **MEL-1**. If the result is zero or less he gets nothing. The levels are only applied to permanent magics. No more than half (RU) may be used on any one spell.
- EXAMPLE - Jon starts at MEL4. He gets three EL to apply to his Permanent Magic spells.

Apprenticeship Cost

The cost of the apprenticeship is 250 expertise points. It is paid with the points gained on the Initial Increase Table. Points gained in apprenticeship may not be used.

Orientation

Wizards select an orientation. He may choose Law, Chaos, Elder, Neutral or Balance. The orientation selected affects his cost to learn and cast spells.

NOTE - In choosing an orientation the player is choosing the basic philosophy that focuses his magical talents. The Law Wizard opts to search for knowledge and use his power to benefit others. The Chaos Wizard thirsts for personal might and gain. As others can aid him, they are aided. When they cease to be of value, or become a detriment, they are ignored or expunged.

Elder and Neutral wizards tend to be defensive. The search for knowledge and power is a means to improve themselves and gather weapons to keep defilers at bay.

The Balance Wizard melds these forces into a whole. He is concerned with both knowledge and power. He aids those afflicted by powers they have no ability to oppose. The true servant of Balance works even-handedly against all powers, seeking to create parity in their forces, thus creating Balance. He contests the stronger until neither is weaker.

Orientation Affect

Chaos Orientation - The cost to learn Chaos spells is normal. The cost to learn Balance, Neutral and Elder spells doubles. The cost of Law spells is tripled. Shadow magic costs quadruple. The cost to increase in Expertise is modified in the same way.

In any encounters, Law aligned forces are hostile. A Chaos wizard may influence other forces if he has the proper spell or speaks their language. The cost to cast Balance and Elder spells is increased by one Mana Point per **EL**. The cost to cast Law and Neutral spells is double. The cost for Shadow is triple.

EXAMPLE - Casting an EL0 Elder spell with a BMC of 6 costs the Chaos wizard 7 mana. Casting the same spell at EL5 costs 22. If the spell were Lawful the costs would be 12 and 32. Shadow is 18 and 48.

Law Orientation - The cost of Law spells is normal. The cost to learn Balance, Neutral and Elder spells doubles. Chaos and Shadow are quadruple. Expertise increase uses the same multipliers.

In an encounter with Chaos the Law Wizard will attack and be attacked. He is not required to attack other alignments. The cost to cast Balance, Neutral and Elder spells is influenced as for Chaos above. The cost to cast Chaos spells is double. The cost for Shadow spells is triple.

Elder Orientation - The player must decide whether he is Dark Elder or Grey Elder. For Dark Elder the cost of Elder and Chaos spells is normal. He pays double for Law, Balance, Shadow and Neutral. The cost to learn Sidh magic is quadruple. For Grey Elder the cost of Elder and Neutral spells is normal. Law, Sidh and Balance are doubled. Chaos and Shadow are triple. In both cases, increasing expertise uses the same multipliers.

The Sidh view Dark Elder wizards as enemies. Attacking the Sidh earns them favor with the Kotothi gods and keeps them alive. They often work with Chaos forces and assail Law. The quest for personal power is their lives. Their casting costs are influenced as for the cost to learn.

Grey Elder wizards tend to be selfless seekers of knowledge who champion what they treasure. They seek power, as much for the good of what they serve as for personal ends. They cast Elder, Sidh and Neutral magic at normal cost. Add one per EL for Balance and Shadow magic. Double the cost for Law magic and triple it for Chaos. Many Grey Elder wizards are also Sidh Magicians.

Neutral Orientation - Neutral wizards have two basic mindsets. The first group are hermits. Their only concern is protecting their realm. They do nothing for anyone without a good reason. They learn Neutral and Elder magic at normal cost. Balance and Shadow cost an additional 50% (RU). Sidh costs double. Law and

Chaos cost triple. Such wizards may have ties with local forces. The relationships are rarely more than an amicable truce.

The other group is dedicated to fostering life and defeating its enemies. They protect the innocent and defend the young. Neutral magic is half cost (RU). Elder and Sidh magic are normal cost. Shadow and Balance cost double. Law spells cost triple. Chaos is quadruple. Wizards of this type often seek patronage from the Court of Cernunnos. The Kotothi and most Chaos forces hate them. Many are also Sidh magicians. Most have ties to the True Sidhe and/or Baobhan.

Increasing expertise and the casting cost for both groups is influenced as for their cost to learn.

Balance Orientation - The cost of Balance spells is reduced 50% (RU). The cost of Elder and Neutral spells is normal. The cost for Shadow, Law and Chaos triples. The cost to increase Expertise in Balance, Shadow, Neutral and Elder is normal. The cost for Law and Chaos is tripled.

The Balance Wizard is not required to attack any alignment. Law and Chaos forces are hostile but do not attack automatically unless that is their nature. Influence may be used in any encounter. The cost to cast magic is influenced as for the cost to increase in Expertise.

SHAMANISM

Shamans gain power through a filial connection with nature. This is a tie on an instinctive level that requires strong will and aptitude. When he completes his apprenticeship a character gains the following:

A) The Shaman makes his first drum. It is required to cast any of his magic except powers gained from a Tonah tie.

B) The maximum **EL** currently possible as a Healer and a starting **EL** as a Herbalist.

C) The Shaman starts with **1D3*** materials from the Plant, Herbs and Liquors table. He has **2D6** doses of each material.

NOTE - *If the material is not consumed in use he has one item. All items the Shaman starts with are enhanced if it has an enhanced form. The Shaman knows the rites required to enhance the items he starts with.*

D) He knows the location of **1D6** groups of the animal his Tonah protects, i.e. if he is a Lion Shaman he knows the range of 1D6 prides of Lions.

E) If the Shaman rolls his **Current Empathy** or less on **D100** an animal of his Tonah's species is with him. It qualifies as a pet and must be treated as a friend and Personal Contact.

F) Once a Shaman is attuned to the source of his magic his use of power becomes almost innate. Shamans add their **EL** in Orient Self to their Casting Speed with Shamanic spells. See Orient Self.

G) A Shaman starts with a number of Shamanic spells equal to his Starting **MEL+(WB*2)**. The maximum BMC for these spells equals **current W/5** (RD).

EXAMPLE - The new Shaman has a current Will of 42. He starts at MEL3. His WB is +2. He starts with seven spells. They must be BMC 8 or less.

The Tonah

A Tonah is the guardian spirit of a species of animal. A Shaman is tied to a specific Tonah in a bond of brotherhood. This alliance grants the following benefits:

- A) Animals see the Shaman as a member of the species his Tonah guards. They react to him as such.
- B) His equals **MDV** + the **MDV** of an average member of the species.
- C) He can take the shape of the animal his Tonah guards, as for the Shape Changing Special Attribute.
- D) A Shaman can communicate with any member of the species OR any Shaman whose Tonah guards that species. He speaks the tongue of the animal at EL80.
- E) He gains the Animal Power Special Attribute for the species.
- F) The Shaman may influence his allies to extend his immunity from attack to those with him. If a person or thing he wishes to protect is the natural prey or enemy of his ally, and an Influence attempt fails, the ally attacks anyway.
- G) The Shaman can summon animals of his Tonah's species at 1/2 normal cost (RU) and double his normal **EL modifier** when he does. If the Shaman has not learned Summoning, he summons the animals at **ELO**. If Summoning is learned his **EL** is ONE **EL** higher than his current **EL**.

The Referee should allow the Player to choose the animal species he wishes. It must be listed under Animals in Book Three. NOTE - In actual belief the Shaman is chosen by his Tonah. One becomes a Shaman because the forces of nature make it so. If the Referee desires he may simulate this by determining the tonah.

Certain cultures have filial ties to a specific animal. Only Tonahs of that species ever select them. In example, if a member of the Ghazai is a Shaman, he is a Wolf Shaman. A Shaman of the Sherlani is always a Lion Shaman.

Apprenticeship Cost

The cost of apprenticeship is 150 expertise points. Use the points gained on the Initial Increase Table.

Restrictions

- A) A Shaman may only cast Shamanic Magic spells.
- B) No Tonah tie is possible with domestic animals. If a Shaman allies with the horse his advantages only apply when dealing with wild Horses or Horses that were born wild.
- C) Tonah ties are restricted to unaligned animal and avian species. No other tie is possible.
- D) The Shaman is REQUIRED to treat animal allies as BROTHERS. He will never take part in an attack on them or be attacked by them. **NOTE** - If the Shaman violates D above his tie is broken. He loses all benefits gained from it and is viewed by the species as an enemy. See Restoration.

Orientation

All Shamans are Grey Elder. They worship the forces of nature as personified in the animals of the Middle World and those forces that ward them. They have no tie to other Elder forces and distrust other Alignments.

KOTO THI SHAMANS

There are barbarian areas whose Shamans worship Dark Elder forces. The strongest are the Kakana, Ghazai and Shurikal. They do not use the rules specified above. Only the greatest have a Tonah tie. The following rules apply.

A) These Shamans sniff a powder that lets them enter the altered state Shamanic magic requires. They do not use drums.

NOTE - The powder is a magical mixture. Its use draws him more sternly into the grasp of his gods. It also grants longevity. It is not unusual for powerful Kotothi Shamans to live more than a hundred years. The Shaman is taught how to make this mixture as part of his training. The higher his EL in Orient Self, the better the powder he is able to make.

B) They gain the maximum **EL** currently possible as an Herbalist and a starting **EL** as a Healer or Poisoner.

C) The Shaman starts with **1D3+WB** materials from the Plant, Herbs and Liquors table. He has **1D6+3** doses of each.

NOTE - The limits stated for Shaman materials apply.

D) Once a Shaman is attuned to the source of his magic his use of the power is almost innate. Add the **EL** in Orient Self to their Casting Speed with Shamanic spells. See Orient Self. This does NOT apply for spells corrupted for Shamanic use.

E) A Shaman starts with a number of spells equal to **MEL+(WB*2)**. The maximum BMC for these spells equals **W/5 (RD)**. 25% of the spells selected (RD) may be corruptions of Chaos or Elder spells. The maximum BMC for those spells is **W/10 (RU)**.

EXAMPLE - The new Kotothi Shaman has a current Will of 49. He starts at MEL3. His WB is +2. He starts with seven spells. One may come from the Kotothi Shaman spell list. The others come from the general Shamanic list. The Shamanic spells are BMC 9 or less. The other is BMC 5 or less.

F) He knows the location of **1D3** groups of his Tonah's creatures if he has a Tonah.

The Tonah

The "Tonah" of a Kotothi Shaman is a being tied to the Court of Kototh. The force commanding it selects the Shaman. The number of ties he gains equals current **WB-2**. The alliance grants the following benefits:

A) Animals that encounter the Shaman see him as a member of the species. If he has more than one tie, the most adverse applies.

B) The Shaman's **MDV** is increased by **5** for each tie. If his MDV is 13 and he has two ties his MDV is 23.

C) He can communicate with any member of the species OR any Shaman with the same tie. He speaks the tongue of the animal at EL80 and the Kotothi tongue at EL60.

D) The Shaman can summon animals of the species at 1/2 normal cost (RU). Double the normal **EL modifier** when he does. If the Shaman has not learned Summoning his **EL** equals his **WB**. If Summoning is learned his **EL** is ONE **EL** higher than his current **EL** or his **WB**, whichever is higher.

E) The force he is tied to will not attack him. If it uses poison, he is immune to that poison.

F) The Shaman must dedicate at least one day a month to his tie. At least once a year this celebration **MUST** include a human or Sidh sacrifice. If he fails to do this, or fails to defend the creature he is tied to, the tie is broken.

G) Kotothi Shamans only use Restoration to gain a new tie. One that is broken is lost forever.

The Referee rolls on the table below if a starting Shaman has a tie or if a Shaman gains a tie with Restoration. **(WB-2)*5%** is added to the roll of D100. The god of the resulting being is the Shaman's patron and master.

KOTOTHI "TONAH" TABLE

ROLL	CREATURE	GOD
.LT. 36	Serpents**	Nebeth
36 - 50	Lizards**	Zuriti
51 - 60	Spiders**	Fusinian
61 - 70	Toads**	Kotarl
71 - 79	Diraillata/Dirasa*	Nebeth
80 - 84	Waste Lion	Shurikal
85 - 89	Dae'ta Koti	Kotan
90 - 99	Great Ape	Gartun
100 - 105	Beithir	Kototh
106 + UP	Great Spider	Kototh

* Roll 1D2*. If the result is 2 the "tonah" is the Dirasa.

** The Shaman gains a general tie to all normal types of these creatures. It does not apply to creatures or supernatural beings. NOTE - A Kotothi Shaman is chosen and owned by his "Tonah". He must honor that force and, as possible, serve its interests. In exchange he gains power.

POWERS GAINED

The ties imbue the Shaman with power. The following lists those gains. The **EL** for spells equals the Shaman's **WB** unless the description states otherwise.

SERPENT - The Shaman speaks the Tongue of the Serpent and can taste the air like a serpent. See Taste in Sensory Powers.

LIZARDS - He gains the ability to Camouflage himself. See Camouflage. There is a **WB*10%** chance his skin is toughened. If so he has **NAV 1D2***. Decrease Appearance by 10 times the NAV. The maximum reduction is 80% (RU).

EXAMPLE - A Lizard Shaman is blessed with NAV 2. His appearance was 18. It cannot go down 20. It is reduced 80% to 4.

SPIDERS - The Shaman moves with no chance of making a sound when he chooses. See Stillness. He can communicate with any arachnid at no cost.

TOADS - The power to jump long distances is gained. See the Jump spell. When **WB** is **+3** or higher he gains the power to exude paralytic toxin from his pores. The BL equals **WB+(MEL/2) (RD)**. Anyone who touches him while he exudes poison can be affected. The cost to create the poison is **BL** energy points.

DIRALLATA/DIRASA - He speaks the Serpent tongue and immunity to the poison these serpents use. No other benefit is gained.

WASTE LION - The Shaman can see clearly at night. He gains a taste for the meat of humanoids, especially the Sidh. If he does not eat meat from a human, elf or faerry once a month he permanently loses **MEL D6** energy.

DAE'TA KOTI - The Shaman can spit a paralytic toxin once per day. The range and BL equal WB. The projectile only affects a single target. He can also speak the Serpent tongue.

GREAT APE - A person with this tie must revere Great Serpents. He must sacrifice one human or Sidh life a month to them in addition to celebrating his tie. He speaks the Kotothi Tongue, the Serpent Tongue and uses Paralysis with his touch. See Paralysis.

BEITHIR - The Shaman can breathe under water, cast lightning bolts from his eyes and is immune to acid. See Water Breathing and Lightning Bolt. He speaks the Serpent tongue and is required to hunt the enemies of the Beithir. If he does not kill at least one enemy a month he loses the tie.

GREAT SPIDER - The Shaman speaks all Kotothi languages. He can cast webs from his hands, poison another person with a bite and has total immunity to any poison. His web EL equals **WB**. The BL for his poison is **WB*2**. See energy webs. Increase his Native Intelligence and Will by **1D3+1** each. A Shaman with this tie must spend one month a year living with Great Spiders.

NOTE - The increase in the Shaman's mental attributes is received if the tie is gained in creating the character. It is never given as the result of Restoration.

Apprenticeship Cost

The cost of apprenticeship is 130 expertise points. If the Shaman starts with a tie, the cost is 130 + the number rolled on the table above (after modification). Use the points gained on the Initial Increase Table.

EXAMPLE - After modification the Shaman's roll is 64. He is tied to Toads. The cost of his apprenticeship is 194 expertise.

A Kotothi Shaman spends no less than eighteen months in service to his master. He is not released until his MEL is THREE. If the character's MEL is two or less he is still the "slave" of his mentor in the arts. He must do **anything** that Shaman commands.

Restrictions

- A) He must serve the Court of Kototh. He only casts Shamanic spells and Chaos or Elder spells corrupted for Shamanic use.
- B) The Shaman is the enemy of all Sidh beings and all forces that strive to protect animals and nature. Defiling or destroying such things is his duty.
- C) "Tonah" ties are restricted to the creatures listed in the table above.

D) The Shaman is REQUIRED to treat his allies with deference. He will never attack them and never be attacked by them.

NOTE – A Shaman who violates any of the restrictions above loses all benefits and powers gained from the tie. He is viewed as a traitor by the species and their god.

The Shaman may try to influence his allies and extend his immunity to people with him. If a person or thing he wishes to protect is their natural prey, and an Influence attempt fails, the ally attacks anyway. If the Shaman does not stand aside his tie is broken. He is attacked also. If anyone he tries to protect is an enemy his tie is broken.

Orientation

All Kotothi Shamans have a Dark Elder orientation. They worship the Court of Kototh. They often oppose other Elder forces and sometimes work with Chaos. They detest all Sidh and dislike Neutrals. They also revile forces of Law (especially those who serve Labbiel). They distrust Balance and Shadow.

MORE RESTRICTIONS

Kotothi Shamans have no powers with animals or birds. Tonahs, Vily and other guardian spirits are enemy forces. Their powers are strong with reptiles, especially serpents, and arachnids.

These Shamans may NOT use Animal Powers, Origin Powers or Resurrection from the Shamanic spell list. They may choose any other spell from the list. They choose spells on the Kotothi Shaman table for any corruptions they can cast.

In all societies where they exist Kotothi Shamans have a strict hierarchy. The Shaman is expected to obey the command of any Kotothi Shaman whose MEL is higher than his AND may command any whose MEL is lower. This pecking order is especially strict among the Kakana.

EXAMPLE – The Shaman’s MEL is five. Any Shaman of MEL6 or higher is his master. MEL4 or lower are servants. When he meets another who is MEL5, influence and the situation decides who rules.

KOTOTHI SHAMAN SPELLS

ROLL	SPELL	BMC	ROLL	SPELL	BMC
01-05	Hatred	1	53-60	Poison Powers *	4
6-12	Quarrels	1	61-64	Telepathic Powers	4
13-20	Camouflage	2	65-70	Weaken	4
21-25	Compulsion	2	71-75	Withering Hand	4
26-30	Energy Web	2	76-80	Death Blossom *	5
31-36	Choking Moisture	3	81-85	Kotothi Command *	5
37-40	Cold Powers	3	86-91	Flaming Death	6
41-45	Illusion Powers	3	92-96	Spirit Corruption *	8

46-50	Telepathic Powers	3	97-99	Transmutation	8
51+52	Fatal Spear	4	100	Dark Knowledge *	10
<p>* These are Shamanic spells available to Kotothi Shamans only. They may be selected as part of the Shamanic knowledge a character has. The others are corruptions of Elder and Chaos spells. See the descriptions that apply.</p>					

SIDH MAGIC

The ancient arts practiced by the Elf, Faerry and Alfar. Their power is derived from Elder forces and the Sidh Gods that created the True World. The benefits depend on the magician's race. Consult the list below:

Elf

- A) **EL80** in the tongue of the Sidh and Faerry Sidh.
- B) A Starting level as an Armorer and Jeweler.
- C) **MEL*2** Sidh spells plus all General Skills.

Faerry

- A) **EL80** in the Tongue of the Sidh and Elf Sidh.
- B) Maximum **EL** as a Jeweler.
- C) Starting level as a Healer, Herbalist or Musician.
- D) **MEL*3** Sidh spells plus **MEL** General Skills.

Human

- A) **EL60** in the tongue of the Sidh, Elf Sidh and Faerry Sidh.
- B) Treatment as a member of the Sidh by Elder and Kotothi forces.
- C) Lower World Travel, from Travel Powers, at **EL0**.
- D) A starting level as an Armorer or Jeweler.
- E) **MEL** Sidh spells plus all General Skills.

For all three, increase the number of Sidh Spells gained by the character's **Maximum Empathy bonus** (determined like physical attributes). The maximum EL for their starting spells, except general skills, equals **Current Em/5 (RD)**.

EXAMPLE - Jabirus is human. He has a current Em of 40 and maximum of 60. He starts at MEL3. He gains all general skills plus 3+3 six Sidh spells.

Power Potential

The current EmB of the caster varies use of Sidh Magic. The stronger his Em, the stronger his use of the magic. In all cases, the effective EL of a Sidh Magic spell is **EL + (Current EmB - 3)**. If the result is less than zero the spell is not cast effectively at the EL known.

EXAMPLE - Alvus Jon has an Em of 43. His EmB is +2. He subtracts one from the effective EL of Sidh magic he knows. Those he knows at EL0 cannot be cast effectively. When his Em reaches 51 his bonus becomes +3. He will subtract nothing. The Faerry who taught him has a +5 EmB. She adds TWO to the EL for her use of Sidh Magic.

IMPORTANT - These additions and subtractions do NOT influence the cost to cast. If the Faerry above pays for EL3 and has EL5 affect. Alvus casts at EL2 and has EL1 affect.

LANGUAGE

Sidh Magic **MUST** be cast in the Tongue of the Sidh. A success roll for use of that tongue is taken before the roll for the spell is taken. If the caster is Sidh and has an **EmB** of three or more, this requirement is waived.

Restrictions

Sidh magicians may only use Elder, Neutral and Sidh magics. Their cost to learn Elder and Neutral magic is doubled. The cost of increased **EL** and casting is normal for Elder and Sidh. It is one point higher per **EL** for Neutral.

Human Sidh magicians may not learn Sidh Magic spells with a BMC higher than SEVEN. The cost to cast, learn and increase the **EL** of a Sidh Magic spell is one point higher per EL. If the Human is also a Shaman or Wizard, he may learn Sidh Magic.

Orientation

Sidh Magicians are aligned with the Sidh. They distrust all non-Elder forces, except Neutrals, and despise the Kotothi. A Sidh Magician that encounters Kotothi creatures is subject to immediate attack. He is more than likely to return the favor.

Apprenticeship Cost

The cost is 125 points for a Faerry, 150 for an Elf and 200 for a Human. A human may only start the game as a Sidh Magician if the Special Events for his character make it clear that he has contact of some kind with the Sidh.

If not, the Referee may allow training if the player insists. The cost is increased to 300. This reflects pre-game time spent finding elves or faeries and convincing them to teach their arts. He must roll a successful Influence chance for this. If he fails on two tries, he pays 100 expertise points, fails to convince them and gets nothing.

SHADOW MAGIC

There are two classes of people where Shadow Magic is concerned. They are:

- 1) Those who only use Shadow Magic.
- 2) Those who use other magic also.

When a player who also uses other magic completes an apprenticeship in Shadow Magic he gains the ability to cast **MEL** Shadow spells. He also learns to speak the Tongue of Shadow at a Starting level. There are no other gains.

Innate Shadow Weavers, once trained, cast Shadow Magic as trained Natural Magicians. They speak the Tongue of Shadow at **EL80** and gain the benefits listed for those who only cast Shadow Magic whether they cast other magic or not.

Those who only use Shadow Magic gain:

- A) **MEL*2** Shadow spells.
- B) The Tongue of Shadow at **EL60**.
- C) A Starting level as a Jeweler and Herbalist.
- D) Training as a thief, smuggler and/or assassin at 50% of the normal cost (RD).

The character receives these gains as a result of a commitment to a Shadow society. If he violates his oath by

casting non-Shadow magic of any kind, that oath is broken. He will be hunted by the society until he is dead.
 NOTE - Innate Shadow Weavers are elite and somewhat sacred. Such societies prefer that they maintain the purity of Shadow but will not hunt them down like dogs if they don't.

Apprenticeship Cost

The cost of apprenticeship is 150 expertise points. If the student is an innate Shadow Weaver, trained wizard or shaman he may learn Shadow Magic for 100 expertise points. If he is a priest of any kind, including witches, he will not be taught Shadow magic unless he influences a user of it in play. If the god or goddess worshipper is a power of Light or Darkness or rules such powers no such influence chance exists.

EXAMPLE - A priest of Abaddon will not be taught. One of the servants of his god is the Lord of Darkness.

Orientation

Shadow magic is unaligned. The player need not specify an orientation if he is only using Shadow Magic. If he is also a trained Wizard or Shaman the normal orientation rules apply.

Persons adept in Shadow Magic, other than Natural Magicians, pay double cost to learn and cast spells derived from Light, Darkness or Elemental forces. They may learn and cast spells that ADVERSELY affect the Mind or Energy Level of an enemy at 1/2 cost (RU). Neither modifier applies to Shadow Magic.

Spells Affected

Half Cost		Double Cost	
Abandon	Illusion Powers	Darkness Powers	Leeching Darkness
Charisma	Insanity	Desert Powers	Light Powers
Compulsion	Leeching	Earth Powers	Sea Powers
Disorder	Quarrels	Elemental Powers	Smokeless Flame
Dreams	Seduction	Fire Powers	Shield Powers
Fascination	Telepathic Powers	Flaming Death	Storm Powers
Forgetfulness	Terror		
Hatred	Vengeful Horror		

NOTE - You may find spells that fit either list and are not included. Add any that you believe are appropriate.

Starting Experience and Expertise

A formula used to determine a Shadow Weaver's starting points equals Current **(W+Em)/2 (RU)**. If the Character is a trained Wizard or Shaman, the experience listed is added to that gained for his other apprenticeship. The expertise is ignored (See Starting Knowledge). If the Character is an innate Shadow Weaver use maximum Will or Empathy to determine starting experience.

EXAMPLE - Fox Shadow, Shaman of the Omega is a trained Shaman, a trained Shadow Weaver and an innate Shadow Weaver. His current **I** is 31, **W** is 60 and **Em** is 30. His maximum Will is 80. He has the following points:

	Experience	Expertise
Shaman	150	160
Trained S.W.	80	0

Innate S.W.	80	0
TOTAL	310	160*

* For Shamanic spells only.

Fox Shadow's acceptance chance based on max. Will 80, max. Empathy 44, is 87%. He does not need to roll. Innate Shadow Weavers are always accepted.

Starting EL

The Starting **EL** in Shadow Magic is zero if the person uses other magic also. If he only uses Shadow, it equals current **WILL/40 (RU)**. If he is a natural Shadow Weaver use **Will/20 (RD)**. After this skill is learned, competence in any of the spells increases with expertise as for other forms of trained magic. Spells beyond Starting Knowledge begin at **ELO**.

Restrictions

- A) Shadow Magic only affects creatures that cast a shadow.
- B) Shadow Magic can only be used where shadow exists. If there are no shadows it is impossible.

General Skills

On completion of their apprenticeship Wizards and most Sidh magicians gain all of the General Skills listed at **ELO**. Faerry magicians select a number of General Skills based on their starting **MEL**. In making these selections they may choose any spell regardless of its BMC. Their gain for the various types of Priest is listed in the appropriate section.

General Skills

Rol 1	Spell	BMC	Rol 1	Spell	BMC
1	Code/Decode	1	9	Summoning	7
2	Communicate	1	10	Permanent Magics	9
3	Detection	1		Enchantment	6
4	Divination	1		Enhancement	6
5	Protection	2		Curse or Ban	9
6	Purification	2		Ensorcellment	10
7	Dispel/Banish	3		Enchanted Dedication	12
8	Knowledge	5		Ward Pacts	15

Priesthood

The lack of priests in Powers & Perils is a problem. They have abilities wizards do not. A prime example is the ability to perform exorcisms. Without Priests, Shamans are the party's only defense against possession and other supernatural ills. Wizards and Sidh Magicians can do little. Also, the potential resources against poisoning, disease, etc. are restricted more than they should be.

This section defines the types of priest, their place in society and the basic abilities possessed by each class. Priestly magic and other factors you need to know to explore the potential of the priesthood are included here.

CIVILIZED PRIESTS

The information stated here applies for most Law, Chaos, Elder and Balance priests. Where needed, special definitions follow for priests in barbarian cultures. Where such is not given adapt the rules for civilized priests to them.

Urigallu

COST TO LEARN = 200

Urigallu are the administrators and main celebrants of a faith. They celebrate mass, administer lands, handle the treasury and see to the welfare of the priesthood and the faithful. In

most societies only male characters can be Urigallu. Exceptions are sometimes made for female characters that roll **Native Will x 3** or less on D100 after successfully influencing an Urigallu of at least rank 8.

VESTMENTS - The normal vestments of an Urigallu are white and purple in Law and Balance faiths. Depending on rank, the percentage of white increases. At the highest rank, the Urigallu Mah (High Priest of the Temple), the vestments are white with a thin purple border.

Chaos religions use black. For most, the darker the shade, the higher the rank of the priest. They are always inscribed with sigils. The more potent and ornate the inscriptions, the greater the power of the wearer.

Elder and Neutral priests are of two kinds. Civilized societies follow the vestment tradition of Law except green is used instead of purple. Others tend toward Druidism. See that section.

STARTING SKILLS

Urigallu Priests receive:

- A) Starting Level in the Cosmology of their alignment.
- B) Starting Rank non-combat skills with a cost to learn greater than 30. Choose any skill of sufficient cost that is artistic, creative or scientific. They may also gain any appropriate language.
- C) Read and Write their native tongue at their maximum EL.
- D) Read and Write any language known at their maximum EL

Urigallu may not practice forms of magic other than rituals gained through the Priesthood, starting General Skills and spells drawn from their deity.

NOTE - Though supernatural language knowledge is not mandatory progress to high rank (Ranks 8-10) is impossible unless the Urigallu speaks the tongue of his deity's court.

MAGIC KNOWLEDGE

Starting Urigallu know Purification, Summoning and a number of alignment spells equal to Rank. They also have the basic powers of a Priest and **Rank-1** Urigallu spells.

NOTE - If the character is a Natural Priest (Supernatural Will) he starts with twice the number of Urigallu spells.

The Summoning rites known are for creatures of the Priests' alignment. The spells must benefit when cast with the tongue of the Priest's deity and have a BMC no greater than the Priest's Starting Rank.

EXAMPLE - A player wishes to start an Urigallu of Inanna. His Starting Rank is 2. He may learn two general or law spells with a BMC of 2 or less that benefit when used with the Tongue of Light. His possible choices are Divination, Detection, Cure Disease, Healing, Sanity, Sustenance and Wakefulness.

PRIESTLY SPELLS

Civilized priests must learn the spells of their class in BMC order from lowest to highest. This applies for all classes that have a spell table. There are no exceptions.

EXAMPLE - A starting Urigallu is Rank 3. He has two Urigallu spells. He must take the two on the list with the lowest BMC. If there is more than one possibility he may choose between them.

Magic For Priests

Unless specified otherwise, a Priest's Starting MEL is based on Current Will except for Mashmashu (Intelligence), Qadishtu Mah (Empathy) and Tariti (Eloquence+ Empathy)/2 (RU). Their starting expertise equals MEL*20. The points may only be used on increasing the EL of spells they know. The starting EL in priestly magic is **Rank - 2 or zero**, whichever is higher.

WEALTH - In addition to anything purchased as starting wealth Urigallu priests have Rank squared GC. These funds are savings from the priest's salary.

The salary of an Urigallu is (Rank + 4) squared GC per year. It is received when he serves full time at a church or major temple. See the stipend chart at the end of this section.

The salary is for personal upkeep and religious projects not directly supported by the faith. The Urigallu is accountable for its use. If superiors determine that he is using it inappropriately, it can be lost and he is in trouble.

EXAMPLE - At Rank 0 Urigallu receive 16 GC per year. At Rank 4 his salary is 64GC per year and at Rank 10, the highest possible rank, he gets 196GC per year.

Kalu COST TO LEARN = 150

The Kalu priest is a master musician. His duties involve the use of music in major rituals, feasts and daily worship. In most societies these priests are male, though this is not a strict bias. Females roll maximum EL as Musicians x 10 for an opportunity to gain acceptance as Kalu priests.

VESTMENTS - The robes of the Kalu are yellow in color. The higher the rank, the deeper the shade of yellow.

STARTING SKILLS

Kalu Priests gain:

- A) Rhetoric at a starting EL.
- B) One artistic or creative skill with a cost to learn greater than 30.
- C) Maximum **EL** as a Musician in a number of instruments equal to **Rank + 1**. If they wish, and have sufficient skill, they may use two of these gains to gain Troubadour skill.
- D) Read and Write as specified for the Urigallu.

MAGIC KNOWLEDGE

The magics employed by this class are covered in the magic section. They begin with the basic powers and a number of Kalu spells equal to Rank-1.

WEALTH - No additional starting wealth is gained. The salary of a Kalu priest is **(Rank + 4) squared CC**. It is solely for personal upkeep. He is not accountable for it. Kalu may supplement this stipend with paid performances as long as the effort does not denigrate the faith or them.

Ashipu

COST TO LEARN = 200

The Ashipu priest is the temple exorcist. He is responsible for protecting the faithful from hostile supernatural forces and inimical powers (disease, injury, etc.). He is a religion's warrior against supernatural enemies. All Ashipu are male. In some faiths (L'p'nth's for example) this specialty does not exist because of sexual bias.

VESTMENTS - Ashipu vestments are red. The higher the rank, the deeper the shade worn.

STARTING SKILLS

Ashipu Priests gain:

- A) Starting Level as a Healer.
- B) The tongue of a hostile supernatural force.
- C) Herbalism and the tongue of their deity at their maximum EL.
- D) Maximum EL Read and Write for their Native Tongue and their deity's tongue.

MAGIC KNOWLEDGE

All Ashipu start with knowledge of Exorcism (see Shamanic spell), Purification, Protection (enemy alignment) and Dispell/Banish (enemy alignment). They know **Rank-2** other spells, benefited by their god's tongue, with a BMC less than **Starting Rank x 2**. They also have the basic powers of a priest and **Rank** Ashipu spells.

WEALTH - In addition to other starting wealth Ashipu get **Rank squared SC**. Their salary is **Rank + 2 squared GC** per year. They receive this stipend when they work at a temple. At other times they support themselves by charging for their services as an exorcist and healer. They may not refuse anyone because he cannot pay. (The average fee is Station squared CC.)

NOTE - The non-refusal rule varies. In most Chaos societies, it is not applicable.

Mashmashu

COST TO LEARN = 275

Mashmashu are temple wizards trained in spells derived from their deity and some priestly skills. They may not learn magic of another alignment or magic derived from a deity who is hostile. Within these restrictions, they obey the same rules as any Wizard. Their main duty in the temple is to combat magical threats and, in some areas, destroy enemies of the faith, i.e. heretics and servants of enemy forces.

VESTMENTS - The robes of a Mashmashu are orange and black. In most faiths the higher the rank, the greater the percentage of orange. In Chaos faiths, the reverse is true. Only a Mashmashu is allowed to wear solid orange or black, i.e. a vestment of nothing but the solid color without inscription of any kind.

STARTING SKILLS

Mashmashu gain:

- A) Rank + 1 creative or scientific skills, as specified for the Urigallu.
- B) The tongue of his deity at his maximum EL.
- C) Read and Write as specified for the Urigallu.

MAGIC KNOWLEDGE

Mashmashu are trained wizards with 1D3 + Rank General Skills, excluding Divination, and Rank + 3 alignment spells. The maximum BMC for these is as for any Wizard. They also have the basic powers of a priest.

WEALTH - As for the Urigallu except in SC instead of GC. These funds are used for personal maintenance and magical research. Like the Urigallu, he is accountable for how they are spent.

Baru

COST TO LEARN = 175

Baru priests specialize in Divination. Either sex has access to this specialty. In general, they are only found in heavily populated areas. Their duties are to divine the will of the worshipped deity, deal with the faithful and perform placatory rituals. They are important functionaries in major temples.

VESTMENTS - Baru priests wear blue. The higher the rank, the lighter the shade worn.

STARTING SKILLS

Baru priests have:

- A) One Scholar skill.
- B) **Rank + 1** other skills, as defined for the Urigallu.
- C) Read and write any language they speak.

MAGIC KNOWLEDGE

Baru priests are trained in Divination, Purification, Knowledge and the tongue of their deity. All have the basic powers of a priest and **Rank-2** Baru spells. The starting EL in their spells equals their rank or the maximum possible for them, whichever is lower. They may not start with any other magical knowledge. They have a maximum EL in the tongue of their deity.

WEALTH - As for Mashmashu. No starting wealth increase is gained.

Qadishtu Mah

COST TO LEARN = 200

Qadishtu Mah are the female equivalent of Ashipu. They are temple healers with some training as exorcists. In faiths where both specialties exist, the Ashipu stress exorcism and this one stresses healing. Where Ashipu do not exist, both functions are performed here. Except for Vestments, all other factors are as specified for the Ashipu.

VESTMENTS - The robes of the Qadishtu Mah are red and green. If Ashipu exist, the higher the rank the greater the percentage of green. If not, those who stress exorcism increase the percentage of red. Those who stress healing increase the green.

Qadishtu

COST TO LEARN = 150

This class specializes in the use of music and dance in the practice of the faith. The class is restricted to female members. Males must roll their maximum EL as a **Dancer x 5** on D100 for a chance to be accepted. All factors except vestments are as specified for the Kalu. The entertainment skills gained are not restricted to knowledge of musical instruments. The first entertainment skill selected must be Dancer.

VESTMENTS - The robes of the Qadishtu are varying shades of brown, especially tans. The higher the rank of the member, the lighter the robes and the finer the material. This class is not

common in Druidic faiths. Where it exists the vestments are as stated above.

Tariti (Allani*)

COST TO LEARN = 200

Tariti are specialists in sacred temple rites, ritual eroticism and other skills. All members are female. In certain societies (L'p'nth for example) they rule the temple. Urigallu are little more than clerks. In others (Shurikal) they are unimportant sacrificial victims. In general, the more Patriarchal a society is the less important this class will be.

* In Chaotic temples this class is called Allani instead of Tariti. The title Tariti is derived from the Law Goddess Taritu. The title Allani is from the Chaos Goddess Allatu.

VESTMENTS - Members of this class are robed in white. The higher their rank, the purer the shade worn and the finer the material used, i.e. a Tariti Ai wears coarse white linen that is almost gray. The Tari Mah wears pure white vestments of fine, diaphanous silk.

STARTING SKILLS

Tariti begin with:

- A) Eroticism at their Maximum EL.
- B) The skills listed for the Qadishtu.

MAGIC KNOWLEDGE

The powers available to this class will be described in the priestly magic section. They have the basic powers of a priest plus Rank Tariti spells. Members of this class may not practice wizardry or learn rites of exorcism.

WEALTH - Starting wealth is not increased. Their salary equals **(Rank squared) + Appearance CC** per month in societies where their function is not dominant. In other societies, it is as specified for the Urigallu and Urigallu income is decreased by 90% (RD), i.e. a Rank 10 Urigallu gets 19GC instead of 196GC.

EXAMPLE - In Fomoria a Tariti with an appearance of 70 and rank 7 gets 119 CC a month. In L'p'nth a woman with the same rank receives 121 GC a year.

SALARY ALLOCATION IN PLAY

The standard liturgical calendar for Powers and Perils is twelve thirty day months and a five day holy period at the start of each year. Determine the amount of the salary available to a player by dividing his yearly income by twelve and dropping any fractional result. The remainder is available during the five day feast period if he serves at a temple at that time.

For those paid on a monthly basis, divide the value by five dropping fractions. Subtract four times the result from the monthly base. Multiply the result by twelve. That is the amount they can earn for working the feast days.

EXAMPLE - A Rank 6 Mashmashu has a stipend of 100 SC. 8SC is available each month and the final 4SC during the feast days. Per normal week that he works at a temple he makes 2SC. A Rank 4 Tariti with Ap 80 has a base of 96 CC. Per week she works in the temple she receives 19CC. If she works the five day feast she is paid 240CC.

CALENDAR

1) Five day holy cycle of the faith (exactly when in the year this is held varies with the religion. Most place it at the start of the year).

2) Twelve thirty day months. Most divide them with an opening and closing day with four seven day weeks. Some use six five day weeks. The actual division varies with the mysteries that apply to the religion.

EXAMPLE - Salaq worships a Triad of gods (Manannan, Morrigan and E'pona. Their calendar is:

1 - Opening day, 1 Week of Manannan (8 days), 2 Feast days (One closes Manannan and the other starts Morrigan), 1 week of Morrigan (8 days), 2 feast days (closing Morrigan and opening E'pona), 1 week of E'pona (8 days), 1 Closing day.

The five day start to the year is celebrated in the fall after the final harvest. The celebrations are:

Day 1 - Feast of Thanksgiving

Day 2 - Feast of E'pona

Day 3 - High Mass of the Triad

Day 4 - Feast of Morrigan (Samhain)

Day 5 - Feast of Manannan

NOTE - Not complicated at all, is it? In general, the number of MAJOR gods the faith worships indicates the calendar used. Most societies have four to six major gods.

SETTING UP A NATION'S FAITH

The underlying rationale that drives a nation's religious belief is generally found in how they interact with their environment. This includes their most important survival methods, the way they interact with other peoples and social dynamics. To judge which gods are dominant, these factors are weighed.

An example of this is the Fomorian Empire, specifically the island of Fomoria. They worship the Court of Ashur. Because the pre-eminent facet of their culture is their control and utilization of the sea, for protection and trade, the great god is Enki. Because they built their empire through violent expansion, and are a major military power, they have large temples worshipping Inanna, her secondary gods (Taritu and Mushru) and Vahagn.

Their emphasis on legal action and devotion to the law are the center-point of their worship of Ashur, though he is also a god of power and war. The need of their people for food and other goods gives them increased incentive to worship Inanna and Taritu. On a mountainous island with access to the seas and little arable land, the fertility and optimum utilization of what arable land is present is critical. This is especially true among the common people.

Thus, on the island of Fomoria we find Enki is the god all worship while Inanna, Ashur and Vahagn (in that order) are worshipped extensively by fractions of the population. Soldiers and common people favor Inanna. Those in government, the legal profession, officers and most intellectuals prefer Ashur. Vahagn

finds support by individuals who are concerned with power and adventure. His most common worshippers are mercenaries, sea traders, high-risk merchants and the more active and forceful followers of Ashur.

The other gods of the court find their importance in their relationship to the four major gods. They receive worship as much for their connection to a greater godhead as for their own divinity. Each has a certain strata of society that considers them to be patrons or protectors and therefore grants them worship. None are worshipped with the pageantry and emphasis that is given to the "big four".

The Fomorian calendar is a four week month with seven day weeks that has an opening day and a closing day. The weeks are named after Enki, Ashur, Inanna and Vahagn in that order. The opening day each month is a feast, mass or festival of Enki. The closing day varies quarterly as a feast to each of the other major gods (Ashur, Inanna and Vahagn). Commonly those monthly feasts are assigned to secondary gods who serve the major god. EXAMPLE - Inanna owns the closing day of the third month. It is the Feast of Taritu. The closing day of the sixth month is the Feast of Mushru. The closing day of the ninth month is the Festival of Light and the closing day of the twelfth is the High Mass of Inanna.

Ranks Of The Priesthood

Priests are ranked from Rank 0 (the lowest) to Rank 10 (the highest). This applies to all faiths. The meaning of the various ranks are:

Rank	Title	Equivalent	Special
0	Ai	Acolyte	Acolytes are restricted to the temple and the surrounding area. The restriction is relaxed for Cai rank.
1	Bana		
2	Cai		
3	Dama	Priests	Lesser priests serve in major temples or in rural areas. Those with potential, and Fama rank, often serve major temples.
4	Ea		
5	Fama		
6	Hora	Senior Priests	Important priests who serve as temple leaders, missionaries or as the Abbots of monasteries in villages, small cities or rural areas.
7	Inai		
8	Kah	Bishop	A major leader of the class. Often in charge of training, temples of minor gods, small cities or rural districts.
9	Lama	Archbishop	Among the chief elders of the class. Rarely found outside of major temples or monasteries.
10	Mah*	Cardinal	The leader of the class in the nation, i.e. the single most important churchman of that type.

* The Urigallu Mah of a faith is its spiritual leader. His title is Sangu Mah. In faiths where the Taritu dominate, the Taritu Mah

rules the faith as Sangu Tari Mah or Sangu Alla Mah depending on the religion's alignment.

EXAMPLE - The titles above are appended to the class name. Thus, a rank 9 Baru priest is Baru Lama, a rank 2 Kalu is a Kalu Cai, a rank 6 Ashipu is Ashipu Hora, a rank 7 Qadishtu Mah is a Qadishtu Ma'Inai, etc.

EXCEPTIONS - Mashmashu only use the full name when they refer to the class as a whole. For personal rank the term "Mashu" is used, i.e. a rank 4 Mashmashu is Mashu'Ea, rank 10 is Mashu'Mah.

A rank 10 Qadishtu Mah is THE Qadishtu Mah. All other ranks append the rank title to the word Mah, dropping the "h", to get their full title, i.e. rank 2 is Qadishtu Ma'Cai, rank 8 is Qadishtu Ma'Kah.

Finally, at ranks 6 and up, the Tariti delete the "ti" from their name in forming their title. A rank 7 Tariti is Tari Inai and rank 9 is Tari Lama. The same is true of Allani, i.e. a rank 7 Allani is an Alla Inai.

Station And The Priesthood

Historically, advancement in the priesthood had a great deal to do with the power and station of a priest's family. The sons of noble houses rapidly achieve rank. Others, possibly more deserving, spent their lives as village priests. The following rules reflect this factor:

Initial Station Table

	Level Of Class*					
	Acceptance Modifier			Promotion Modifier		
Station	I	II	III	I	II	III
0	-30	-15	-10	+4	+2	+1
1	-20	-10	-5	+2	+1	0
2	-10	-5	0	+1	0	0
3	0	5	5	0	0	-1
4	5	10	10	0	-1	-2
6	5	10	15	-1	-2	-3
10	10	15	20	-2	-3	-4

* The level of the various classes varies with the basic alignment of the faith. For LAW religions they are:

I - Urigallu

II - Ashipu, Baru, Qadishtu Mah and Tariti

III - Kalu, Mashmashu and Qadishtu

For CHAOS religions the following levels apply:

I - Urigallu or Allani*

II - Ashipu and Mashmashu

III - All others

* If the nation is matriarchal, Allani rule and Urigallu are level III. If the nation is strongly patriarchal, Urigallu rule and Allani are level III. If neither applies use the table as is.

ELDER religions use the following levels:

I - Urigallu, Qadishtu Mah and Ashipu

II - Kalu, Mashmashu, Qadishtu

III - Baru and Tariti

Elder faiths that primarily worship Gaea use:

I - Tariti

II - Qadishtu Mah, Urigallu, Baru

III - All others

Certain KOTOTHI faiths (Ghazai for example) vary from standard Elder practice as follows:

I - Urigallu and Ashipu

II - Mashmashu and Baru

III - Kalu, Qadishtu Mah, Qadishtu and Tariti

Acceptance Chance

The chance of being accepted into the priesthood equals:

$$(\text{Maximum } W + (\text{Em}/2) (\text{RD})) + \text{Acceptance Modifier}$$

Where the class you wish to enter concentrates on magic or healing Will is replaced by Intelligence. Where it requires dancing or music, Agility or Dexterity are used instead of Will. For Tariti, Appearance may replace Will. These are the only modifications allowed.

If your attempt to enter fails you may try at a lower class level. You may never attempt to enter at the same or higher level as your failure. If you fail at the third level, your character may not start as a Priest. The only option at this point is to win favor in play and be admitted for training as a result. As the apprenticeship to be a priest lasts three years that is not likely to be desirable.

Starting Rank

A Character's Starting Rank in the priesthood is determined as follows using the result of the formula above:

W+Em	Rank	W+Em	Rank
25 or less	-2	81-120	1
26-50	-1	121+Up	2
51-80	0		

Add **Station/2 (RD)** to the rank above. This is your final rank. If it is less than zero, you failed because of incompetence, poor attitude or another reason. They bounced you. Regardless of station the maximum Starting Rank is five.

NOTE - If a player is accepted for training and bounced, he receives the knowledge he would otherwise have gained in his apprenticeship. This includes magical knowledge.

IMPORTANT - A player may cast priestly magic without being a priest if he wishes. Should he do so any failure is abysmal.

Promotion

A Character's rise in the ranks of the Priesthood is determined with a yearly roll of 2D10. This is modified by the basic promotion modifier. For other priests (barbarians, druids, witches, etc) the basic modifier is ignored. The modifiers listed below apply for all priestly characters:

Promotion Modifiers	Yes	No
1) Has been performing his duties (<i>at least three months a year spent on church/cult business</i>).	0	+3

2) Is viewed favorably by higher ranking priests. *	-2	0
3) As 2 except to his disfavor. *	+2	0
4) Was an important part of a victory for the faith. *	-3	0
5) Held responsible for a defeat for the faith. *	+4	0
6) Popular with the people.	-2	+1
7) Popular with secular rulers of the area. **	-2	0
8) Disliked by the secular rulers of the area. **	+2	0
9) Noted for piety, dedication or combating enemies of the faith. *	-1	+1
10) Possesses secondary skills of value, i.e. skills not gained through the priesthood.	-1	+1
* These factors continue to the Character's benefit or detriment at 1/2 value (RU) for 1D3+1 years after they are earned.		
** These factors apply at full value as long as the Character is in the area and the feelings of the rulers remain the same.		
NOTE - Determination of when these factors apply is up to the Referee and are based on the Player's use of his Character.		

To determine whether a Character is promoted add the promotion modifiers to Next Rank times TWO. The result is a number he must roll HIGHER than with 2D10.

EXAMPLE - Laran Shovan is Mashu'Lama of Ashur in Pelara. During the year he gained a net modifier of -3. His personal modifier is -2. To be promoted to Mashu'Mah he must roll, (20 -3 -2), 16 or more on 2D10.

After a promotion is received, new promotions are less likely for **6-Original Station** years, or one, whichever is greater. During this period, the next rank is multiplied times THREE instead of two.

EXAMPLE - An Ashipu Bana was just promoted. His original station was three. For the next three years he triples rank in attempting to become an Ashipu Cai. The base number is 9 instead of 6.

IMPORTANT - Character's do not always have a promotion chance. Beyond **Rank 5** there must be a vacancy. The chance a Character can be promoted is determined rolling **1D10**. If the roll is greater than or equal to **New Rank + Basic Promotion Modifier** he has a chance. Regardless of modifiers, if the roll is a 10 the Character can be promoted. There is always a chance, even if you were born a serf.

Multiple Training

A starting character with sufficient rank to be considered a Priest (*3 or higher*) can train in another class; serving a lesser god who serves his primary god. This requires:

Sufficient rank

Existing skills that are worthwhile to the class of Priests you wish to join.

An acceptance roll with 1/2 the normal chance of acceptance before the acceptance modifier is added (RD).

Enough expertise points to buy the skill.

If all the above is done, the character starts with 1/2 the rank determined for his primary priest class (RD). If he is not

accepted, he may not begin with more than one class. At no time may a civilized priest serve in more than two classes.
 NOTE - In general it is best to refrain from trying for multiple specialties until the character is established. It is more fun to win something in play than to throw dice for it.

DRUIDISM

Druids have an Elder or Neutral orientation. Those who are Elder worship Sidh gods like Mathgen, Figol and Ogma. Neutral Druids worship the Court of Cernunnos. They respect the Sidh gods other Druids worship. Their god has a filial connection to the Sidh. (*Figol is his twin brother*)

Followers of this faith revere nature, especially the wood. The main celebrants and priests are the Druid class. Bards and Qadishtu Mah support them. In some cults Tariti are also present. When they are, they serve as representatives of the Earth Mother.

These classes use the rules and powers delineated for civilized priests except where the sections below delineate changes. The strongest areas where Druids hold sway are Goidan (*Sidh form*) and the Great Forest among the Fierazi (*Cernunnos*).

DRUIDS

The apprenticeship to become a Druid lasts seven years. No one is accepted to enter it before they reach puberty. If a Character is accepted as a Druid, and his age is less than twenty, increase it to twenty.

APPRENTICESHIP COST

The cost to apprentice as a Druid is **275** expertise. Only points from the Initial Increase Table are used. Druids gain the following in their apprenticeship:

- A) Maximum EL as a Forester.
- B) Maximum EL Herbalist and Healer.
- C) **EL80** Tongue of the Wood
- D) Starting EL in **Rank** languages used by races native to the forest. (*This does not include Tongue of the Sidh*)
- E) Maximum EL at Memorization. (*This talent applies for facts pertinent to the faith, the justice system and other items a Druid must know*).

The Druidic arts are Urigallu, Ashipu, Baru and Mashmashu. A new Druid starts play as Urigallu and either Ashipu or Mashmashu. He adds a third specialty at Rank 6. When he reaches Rank 9 he adds the fourth. A fully blossomed Druid is all four classes. His rank is 9 or 10. Few reach this level without being at least MEL12.

DRUID RANK	TITLE	CLASSES
0-5	Acolyte	2
6-8	Druid	3
9+10	Arch Druid	4

The character has the starting knowledge and magical knowledge specified for both classes. Where items are duplicated, ignore the duplicate entry. In cases where read and write is gained, he only gains that ability for supernatural tongues that have a written form.

Like Sidh Magic, Druidic arts maintain a non-written record. Much of a druids initial training is dedicated to memorizing the history and important facets of his faith.

Arch Druids of a given religion form a council to administer it for the faithful. They elect one of their number to be the Great Druid. He alone can be Rank 10. The identity of the Great Druid is only known to priests of the faith and important citizens of the people they serve.

Druid vestments are generally grey robes. In most faiths, Arch Druids wear white robes.

These priests do not have a salary. They are supported by gifts from the people they serve. In Druidic societies, failing to meet the needs of a Druid or showing one discourtesy is a crime. It is always dealt with firmly.

Station has no affect on a character's acceptance as a Druid. The chance of acceptance equals maximum **Mana Level*5**. A Druid's starting experience and expertise is determined using current Will on the appropriate table. Double the factors listed there. If the character is a Natural Priest (Supernatural Will) triple them.

All station modifiers listed in the Priesthood section are ignored for Druids. Modifiers earned by their actions are the only things that influence their chance of promotion. The Starting Rank of a Druid equals **MEL-1**. If the result is less than zero increase it to zero.

Druids are the dispensers of justice in their culture. Whatever the nature of the crime, or criminal, the decision of the local druid can decide. The only alternative is to reach a higher ranking Druid who can overrule him or a noble with the courage to argue on your behalf.

BARD

Bards are generally male. This is not a firm restriction. If a female character convinces an Arch Druid of her worthiness she can be a Bard. Their apprenticeship lasts for three years.

APPRENTICESHIP COST

Bard apprenticeship costs 200 expertise. Only Initial Increase points may be used. He has the following knowledge as a result:

- A) EL80 Tongue of the Wood.
- B) Maximum EL as a Forester.
- C) Rank human languages.
- D) Rank-2 Sidh languages.
- E) Uses sound or music magic at one EL higher than the EL cast.
- F) Maximum EL in the history of their culture.
- G) Starting EL as a Troubadour.

The first class a Bard masters is **Kalu**. He gains all starting and magical knowledge for that class in addition to that specified above. At rank five he adds the Qadishtu class. If he does not already have the skill, he becomes a Composer at a starting EL.

When he reaches rank 8 he may opt to add Mashmashu or Ashipu. This is an option not a requirement. Bardic use of magic is not restricted. They may learn any Elder, Neutral or Sidh spell they wish if they find someone to teach them. Until they are Rank 8 they are not taught anything but Kalu and Qadishtu magic within the faith.

BARD RANKS

BARD RANK	TITLE	CLASSES
0-4	Acolyte	1
5-7	Bard	2
8-10	Master Bard or High Singer	2 or 3

Like Druids, Bards are supported by donations and gifts. It is a sin to harm or disrespect them without just cause. Unlike Druids, if a Bard gives someone cause to harm him, and that fact can be proven, the assailant is not punished.

The vestments of a Bard depend on the faith. Those who worship Sidh gods (Figol, Ogma, etc) wear varying shades of green. Servants of Cernunnos use varying shades of brown.

The Starting Rank is determined using the Bard's maximum Empathy. If he is a natural Bard (Empathic Power) increase his rank by two. The maximum starting rank is five. His starting experience and expertise for magic is determined as specified for Wizards using current Empathy as the prime requisite. If he is a natural Bard, double the result (*if the result is 80, a natural gets 160*).

Bards are allowed a great deal of personal freedom. They may travel as they will. They are expected to be available for high rituals when needed but are never compelled to remain when they wish otherwise. All are free to go where the will of the gods takes them.

Finally, Bards are the keepers of the cultures verbal history. It is their duty to know the important events of the past, lineages of important families and other such information. It is also their duty to celebrate those events with their music insuring that the people do not forget their past.

QADISHTU MAH

These ladies fill a role as local healers and are the peoples' intermediaries to the Druid rank. The apprenticeship

cost, using only Initial Increase points, is **125**. They gain the starting knowledge specified for Qadishtu Mah. In addition:

- A) Maximum EL as Healer and Herbalist.
- B) Starting EL as a Forester.
- C) Starting EL in the Tongue of the Wood.

The ladies are supported by gifts and the income of their husband, if they have one. Their starting gains are as specified for the civilized Qadishtu Mah. They are viewed as lay helpers of the religious elite.

They must show due respect to Druids and Bards. It is also their place to speak to those priests when they believe their actions are questionable. As long as this is done in a respectful manner they cannot be punished for speaking.

Qadishtu Mah of Rank 6 and higher have access to the offensive magic used by Ashipu. Lower ranks may only learn healing arts.

TARITI

This class only exists in a Druidic faith that worships Gaea in addition to the Court of Cernunnos. The apprenticeship for the class takes nine years and costs **250** expertise points. If the character is less than 22 years old, increase her age to 22.

These Tariti are personifications of the Earth Mother. They have the following skills in addition to Tariti knowledge:

- A) Maximum EL Forester and Hillman.
- B) Maximum EL Underground Survival I.
- C) Use Peace, Earth Powers and Elemental Powers (Earth) at EL current Em/10 (RD).
- D) Maximum EL with Tongue of the Wood and Tongue of the Elder Earth.
- E) Starting EL as a Healer and Herbalist.

The character knows all Basic Priest spells plus **Rank** Tariti AND Baru class spells. Her starting MEL and Rank equals **Empathy or Appearance/15 (RD)** (*whichever is higher*). Her starting EL in these spells is **Rank/2 (RD)**. Tariti may exceed rank 5 and gain no additional expertise. They may only use magic that stems from the earth or the wood.

EXAMPLE - Mara has an Appearance of 90. She starts as a Rank 6 Tariti. Her MEL is also 6. She knows six Tariti spells and six Baru spells (*the six with the lowest BMC for each*) at EL3. Given her current Em of 46, she also knows Peace, Earth Powers and Elemental Powers - Earth at EL4.

Where such people exist they have a seat on the council of Arch Druids when they reach rank 8. Their title at all ranks is mother. After rank 8 they are referred to as Holy Mother. The one woman who is the leader of them all is called Divine Mother. Anyone who harms one of these women, for any reason, is executed in a slow, painful manner. They are the personification of the people's life, fertility and future.

Tariti are responsible for the peace and fertility of their people. All have powers to promote both. All emulate Gaea and Adua. It is their path to live perfectly as the three faces of woman and insure the joyful prosperity of the people.

IMPORTANT - Tariti rank demands that the woman be a perfect reflection of all that is female. She cannot be once she reaches menopause. Standard practice is for her to be sacrificed, returning her might to the people and the land, when the heat comes to her. *(It is believed that Tariti who were exemplary and powerful become Green Lady's as a result of this rite. Others return to the Wheel of Life to be reborn for the good of all life. Whether either is true or not, their career as a character ends).* Rarely Tariti flee the obligation. Those who do are hunted and executed as criminals by the Arch Druid of their home area.

CLASS LEVELS

I - Druid

III - Qadishtu Mah

II - Bard

NOTE - If Tariti exist they are level I.

WITCHCRAFT

This section adds rules for two forms of witchcraft. The first type are Elder oriented witches. They tend to use their power and talents for good purposes only harming those who earn punishment or give them no choice.

The second has nothing in common with the first. They are worshippers of various Chaos gods, especially Sammael. Their practices are lewd and inherently evil. The greatest such cult rules Clima. It is not known for being a good neighbor.

ELDER WITCHCRAFT

While most witches are female there is no sexual bias. Anyone with the ability and opportunity can be a witch. The prime requisite formula for acceptance is **maximum W + maximum Em - 30**. The prime requisite for starting experience and expertise is **Em**. NOTE - Witchcraft is often a family tradition. If a person's parent is a witch, he or she may be a witch without taking the roll. If the character is from a society where witches are prevalent the chance of this is 15%.

APPRENTICESHIP COST

The cost to learn this trade is **125** expertise points. Use points gained through the Initial Increase table.

STARTING KNOWLEDGE

All witches of this type have the following:

- A) Maximum EL as an Herbalist.
- B) Starting EL as a Healer.
- C) MEL common and natural science skills.
- D) Starting EL with the tongue of their deity.

MAGIC KNOWLEDGE

All witches start with their maximum current EL in enhancement and curse/ban. They do not learn the other permanent magics. Each knows the rites required to enhance **MEL+3** Natural Magic items. They will have **1D3+MEL** items they are capable of enhancing. Use the rules specified for Shamans.

Witches have the basic powers specified for Priests and all general skills except code/decode and permanent magic. In addition, they use magic derived from the God or Goddess they worship. The Referee will determine those powers based on the

cult's divinity. The witch knows a number of appropriate spells equal to his or her MEL.

NOTE - Once play begins he or she can learn the witchcraft equivalent of any Priestly magic. The BMC limit equals **Em/5 (RD)**.

SPECIAL

These witches have an affinity for forces of their home area, animals and plants. They know a great deal about where things are located. Forces that are neutral or beneficial will not attack a witch without cause. He or she has a +20 chance to influence them if the request made is not an imposition.

SALARY

If witches are the religious functionaries of the culture their salary is as specified for the Kalu. They increase in rank as specified for other priests. The ONE witch who rules them has the salary of a Rank 8 Urigallu.

If witches do not run the culture's primary faith they have no salary. Any funds they get from witchcraft are gifts or donations from people in their home area.

NOTE - In general, these witches operate in rural or barbarian areas depending on the nature of the faith.

CHAOS WITCHES

The most successful cult of this nature rules the nation of Clima. Its god is Sammael. The ruling witches of the cult operate under the rules specified for priests above. The class levels appropriate for them are:

I - Mashmashu*

II - Tariti, Qadishtu Mah

III - All others

* The Mashmashu have the powers of their class plus the power and income for Urigallu. This faith does not have Urigallu. No male is EVER allowed to be class I or II.

Those operating in rural areas, or who are not members of the elite, use the rules that follow. The elite tolerates such "common" witches as long as they heed the will of the faith. Those who do not are treated as fallen women or heretics.

WITCH GODS

The primary god of witches is Sammael. Most witches serve him. Cults exist worshipping any of the male deities of his court except Rhadamanthus. Rarely a cult worshipping a female deity is found. If so, the goddess is Sin or Lilith and part of the worship is lesbian interaction.

NOTE - Witch cults serving male deities from the Court of Ahriman are also found.

ACCEPTANCE CHANCE

The base acceptance chance is **maximum E + maximum Em - 30**. The prime requisite for starting expertise is Eloquence. Ignore the starting experience. If the character is a member of the Climan elite use the rules in the Priesthood section instead.

APPRENTICESHIP COST

As normal for the priestly class if Climan elite. If not, the cost is **125** expertise points. Only points gained from the Initial Increase table may be used.

SEX BIAS

The Climan elite have a decided bias in favor of females. Other cults do not though the power a witch can gain worshipping the deity, who is generally male, is greater for women.

STARTING KNOWLEDGE

- A) Starting EL in tongue of their deity.
- B) Maximum EL as Herbalist, Healer or Poisoner.
- C) Starting EL in Chaos cosmology.
- D) MEL common and natural science skills.

MAGIC KNOWLEDGE

The starting MEL for non-elite witches equals Influence Chance/15 (RD). Their rank in the cult equals MEL. If the witch is male, subtract one from both values.

These witches are **ELO** with enhancement. They have their **current maximum EL** with curse/ban. They do not know any other permanent magics. All have the basic priestly powers plus a number of general skills equal to MEL. They may not choose permanent magic as one of these skills. Once the character begins play they may learn enchantment and ward pact.

The witches may use **MEL-2** spells derived from the power of the god or goddess they worship. If they are male, subtract three instead of two. They may learn any priestly magic regardless of class with their starting expertise.

WORSHIP

These cults worship their god fanatically. A strong sexual element is included in service to the divinity. Monthly orgies and human sacrifice are common features of the faith. How grievous these ceremonies are depends on the nature of the god. For example, witches who worship Moloch are exceedingly vile. Infants and children are sacrificed on a regular basis.

RANK

Rank increases at the sufferance of the rulers of the cult AND the god worshipped. In general, it is only possible if the witch is responsible for a major victory for the faith and/or recruits a coven of her own. In most cases the rank a witch holds is no less than her **MEL-5** (RD).

SALARY

Witches of this type tend to exact fees from the citizens of their home area. They are paid or the locals suffer. All such witches have a monthly salary of **MEL squared** copper coins. At rank **7-9** it is silver coins. At rank **10** it is gold.

EXAMPLE - A rank 3 witch who is MEL3 receives 9CC a month. One who is rank 7 and MEL9 gets 81SC a month. The cult leader, rank 10 and MEL13, gets 169GC each month. The burden of faith is not light on the people.

NOTE - In the Climan realm this income is taxed. Witches are expected to pay 25% (RU) to the organized faith. Those who cheat, or refuse to do so, are subject to discipline.

DISCIPLINE

These witches are expected to heed the rules of their faith and adore the nature of their god by emulating it. Any who fail in these duties face the wrath of the cult. This can vary from humiliation to sacrifice on the altar. Whatever the witch who rules decides is done. Her word is law for the cult. Failure to obey it is always punished harshly.

FAMILIARS

Witches who serve any god or goddess in the Court of Sammael can have a familiar imp. The chance that they do equals **Rank-1** when they start a witch. After play begins, it is something they earn through success in serving the god and use of influence.

Those who have familiars cast their magic at ONE EL higher than the EL cast. They also increase their casting speed by two and their MDV by three.

The witch must feed her familiar. This requires her to let it suck blood from her breast. She loses **1D6+MEL** energy per week as a result. She is also required to have sexual relations with the familiar on the faith's feast days. Failure to provide either form of sustenance breaks her familiar tie. Should she lose that tie she will never be granted another.

NOTE - An imp who serves as a familiar is capable of shape changing. They take the form of a specific animal, usually a black cat, at no cost. When in that form they are not afflicted by sunlight. Unless performing a task the witch commands, the familiar will never be more than thirty feet away from her.

IMPORTANT - If the witch is male the chance of having a familiar is **Rank-2**. No other requirements or advantages change.

3 Magic

The sections that follow delineate the use of magic, the Spells available and other facets of magic-use. Additional sections delineate the affect of various items whose effect is resolved using the Magic Table, i.e. Poisons.

Magic Table

The Magic Table is used to resolve all Spells, Poisons, Diseases and other effects.

Positioning

The Line a magic-user uses on the Magic table equals his **MEL**. For other affects the line is the Base Line (**BL**) assigned to it.

Spell Resolution

Once the magic-user's line is known his roll is modified by the following factors:

- A) Subtract **EL*2**.
- B) Add the target's **MDV**.
- C) Add any other factors the Referee chooses to apply.

EXAMPLE - The wizard Oom (**MEL6**) casts **EL3** Astral Fire at a creature with **MDV8**. No special factors apply. He rolls on line SIX adding TWO to his roll.

Multiple Targets

When a spell can affect more than one target a single roll is used to resolve it for ALL. The **MDV** of each target is added independently to determine the result.

IMPORTANT – When multiple targets are affected by a spell the magic-user receives points based on the HIGHEST MDV only. If ANY target is affected, he does not receive failure expertise for those that are not affected.

EXAMPLE – Oom's spell can affect three targets. The **MDV**'s are 10, 8 and 4. With his roll, he fails to affect the **MDV** 10 target but affects the others. He receives points based for success on **MDV**8.

The Magic Table

Line	Success	Failure	Abysmal Failure	Line	Success	Failure	Abysmal Failure
0	35	36-90	91	11	62	63-101	102
1	38	39-91	92	12	64	65-102	103
2	41	42-92	93	13	66	67-103	104
3	44	45-93	94	14	68	69-104	105
4	47	48-94	95	15	70	71-105	106
5	50	51-95	96	16	72	73-106	107
6	52	53-96	97	17	74	75-107	108
7	54	55-97	98	18	76	77-108	109
8	56	57-98	99	19	78	79-109	110
9	58	59-99	100	20	80	81-110	111
10	60	61-100	101	+1	+2	+1	+1

Table Explanations

Success – If the roll after modification is less than the number stated the spell has its listed effect. Magic Expertise, Magic Experience and Characteristic Points are gained.

Failure – The spell is cast improperly. It does not work or has a negligible effect. All mana expended is lost. One Expertise Point is gained in the spell used.

Abysmal Failure – Failure of this nature indicates the force shaped to create the magic breached the Caster's defense. The effect of this occurrence is determined rolling **D100** on table 3.3. The roll is modified by subtracting your **EL** in the spell. No expertise is gained.

NOTE – Abysmal Failure occurs if the roll is greater than or equal to the number listed after all modifications are made.

Magic Table Notes

The Magic Table is used to resolve the effect of spells, poisons and supernatural events. Where the term **BL** is used anywhere in these rules the roll is taken on it.

EXAMPLE – Abnaric Elgar (MEL28) casts an EL9 Fireball. He has a 96% chance of success and subtracts 18 for his EL.

NOTE – If terminology is important in your world, the MEL's indicated above yield the following titles in a magical society:

Titles in a Magical Society

MEL	Title	NOTE
0 to 5	Apprentice	A novice
6 to 10	Magician	Inexperienced
11 to 14	Sorcerer/Wizard	Experienced
15 to 20	Mage	Highly experienced, known
21 and UP	Great Mage/Master	Renowned and extremely deadly

The terms for magic-user relative status are derived from the base chances they have on the magic table. An apprentice has a better chance of failure than success except at MEL 5. A magician has a better chance of success than of failure. A Sorcerer/Wizard only experiences abysmal failure due to the strength of the target he attacks. A Mage has twice the chance of success as of failure. The Great Mage exceeds standard limits with more than three times the chance of success as of failure and a base chance over 80%.

Magic-users with an MEL of 11 or higher should be rare AND well known in the area where they reside. A person with that kind of power seldom goes unnoticed.

The Abysmal Failure Table

ROLL	RESULT
.LT. 11	The failure is turned without adverse effect
12	The Caster suffers D100 points loss to his EnL. If EnL is reduced to zero or less he dies.
13+14	Reduce EnL to zero. The Caster remains comatose until it regenerates completely or he is Revivified
15-25	The Caster suffers the affect. If it is only stopped by the Caster's death it must be dispelled to stop it. All effects are subject to adjudication by the Referee.
26-45	Casting Ability is reduced an additional 2D10 . The Caster is unconscious for a number of hours equal to the Mana Points lost.
46-65	Lose 2D6 points from BOTH EnL and Casting Ability. The Caster is stunned. He cannot cast magic or move for a number of phases equal to the Energy lost.
66-80	The force controlling the spell takes the knowledge of its use from the caster. He must relearn it.
81-90	The caster is unable to use magic for 2D6 weeks.
91+UP	The Caster is possessed by the force from which the spell is derived. He now has a FANATICAL TIE to the alignment. Until the effect is negated he may not cast spells of another alignment. His actions are dedicated to the goals of the possessor.

EXAMPLE - A spell with **EL2** results in Abysmal Failure. The roll above is 49. The result (49 -(2*2)) is 45. The caster loses **2D10** Mana Points and passes out for the number of hours rolled.

If a specific effect of Abysmal Failure is noted in a spell description that result is used. In all cases where the result of

Abysmal Failure is ambiguous, the Referee sets it such that it is detrimental.

Poison

All poisons have a Base Line (**BL**) listed. This is the line used on the magic table. The victim adds **(StB+CB)*2** (his **PR**) to the roll. The results have the following meaning:

Success The poison has its full affect.

Failure The victim loses **2D10+BL** energy points. If the EnL of the victim is zero or less the poison works. If the affect is not immediate death, the victim's EnL is increased to its pre-poison level and the affect takes place. If the reduction does not place the victim at zero or less the EnL loss is retained and the poison has no other affect.

Abysmal Failure The poison has no affect.

Poison Affects

Various types of poison exist. When they succeed the following affects apply:

Immediate Death The victim loses **2D10+(BL*2)** energy points per phase. When the EnL is zero or less he dies.

Death Lose **1D10+BL**, energy points per turn. When the EnL is zero or less, the victim is dead.

Slow Death Lose **BL** energy Points each hour. When the EnL is zero or less the victim dies.

Paralysis/Paralytic The victim is paralyzed for **BL*2** hours. He may subtract **CB** from the duration. If the result is ZERO or less, he is lethargic (add the BL to all rolls) for the duration.

Magical The poison has a magical affect of some kind. The description will state what spell provides it.

NOTE - The poison forms above are the basic forms that exist. Others are possible and are explained where they apply.

IMPORTANT - Energy losses short of death are temporary. When the affect of the poison ends the points can be regained. They are used above to determine how long it takes a poison to affect a victim. The life can be saved if the character is helped before the poison has a terminal effect.

Disease/Plague

The effects of all Diseases and Plagues are resolved on the Magic Table. The rolls that apply are as specified for Poison.

Casting Cost

All spells have a Base Mana Cost (**BMC**). This factor is used to determine the casting cost. The formula for determining casting cost, i.e. the number of mana points required to cast it at a given **EL**, is:

$$\text{BMC} + (\text{EL} * 2)$$

Casting Speed

The number of mana points a magic-user can cast in ONE phase is a function of **MEL** and **EL**. The basic formula is:

$$(\text{MEL} + \text{EL}) / 2 \quad (\text{RU})$$

IMPORTANT - Regardless of a magic-user's casting speed, he may NEVER cast more than one spell in a phase no matter what means he

uses to cast it. The EL used to determine his speed is his highest EL in the spell not the EL he chooses to cast.
 EXAMPLE - A Magician is MEL10. He casts Forgetfulness at EL2. His highest EL in that spell is EL6. His casting speed is $(10+6)/2$.

Gaining New Spells

The expertise point cost to learn a new spell is:

$(\text{Base Mana Cost} + 1) \text{ squared}$

If the student has a book, scroll or an instructor who knows the spell, the cost is reduced 50% (RU). This only applies to learning the spell. It does not apply to increasing your **EL** once the spell is learned.

New spells are only learned with expertise points that are gained educationally or with some form of knowledge spell. You may NOT gain experiential expertise in anything you are can't do.

The table gives the cost for learning spells. All new spells start at **EL0**. (See Increased Expertise).

Expertise Point Cost for Learning Spells

Point Cost			Point Cost		
BMC	Alone	Instructed	BMC	Alone	Instructed
1	4	2	8	81	41
2	9	5	9	100	50
3	16	8	10	121	61
4	25	13	12	169	85
5	36	18	13	196	98
6	49	25	15	256	128
7	64	32	20	441	221

IMPORTANT - In the table, "instructed" indicates ALL cases where the reduction in cost specified applies. "Alone" indicates all cases where it does not.

NOTE - To get reduced cost from a book or scroll you must be able to read it. To be taught by an instructor, you must have a common language.

Increased Expertise

After **EL0** is gained the magic-user can increase to higher expertise levels either educationally or through expertise. The basic cost to reach a new **EL** from the **EL** directly below is:

$\text{Casting Cost} * (\text{EL} + 1)$

Expertise gained through the successful use of a spell can only be applied to the spell used. Expertise gained educationally is only used to increase the **EL** of the spell studied.

If the Character has a book or scroll that contains the spell at an **EL** higher than the **EL** the Character is capable of, use of it yields **TWO** expertise points per day.

If he has an instructor, he also gains **TWO** points per day. If he has a book and an instructor **THREE** expertise points are gained each day. In ANY other case the gain per day is **ONE** point.

EXCEPTION - Education requires concentration on the subject. If the Character does ANYTHING else reduce the expertise gain by ONE. A person without book, scroll or instructor cannot do anything else while he studies magic.

EL Maximums

The maximum **EL** a character can attain in a spell is limited by his characteristics and experience. The table below applies:

EL Maximums for Magic-Users

Magic Path	Formula
Wizardry	$(I+MEL)/10$ (RD)
Sidh Magic, Shadow Weaver	$(Em+MEL)/10$ (RD)
Shamanism	$(W+MEL)/10$ (RD)
Priesthood	Varies*

* The characteristic that applies depends on the priest's class. Urigallu and Ashipu use Will. Mashmashu use Intelligence. All others use Empathy.

Book Or Scroll Casting

A Wizard, Priest or Natural Magician may attempt to cast a spell he has not learned by reading it from a Book or Scroll. In doing so, the Caster adds $(EL*2)-MEL$ to his roll. In all cases, **EL** is the **EL** of the spell read. **MEL** is the **MEL** of the Caster.

Unless the Caster takes the time to analyze the spell magically he is only reciting a formula. He will not know exactly what success will create or cause to happen.

The casting speed is determined using an **EL** of 0. If the Caster knows the spell he is casting from the book or scroll the **EL** of the written spell is used to determine casting speed. The **EL** of the Caster may be used to modify the roll on the Magic Table. The affects of the spell are determined using the **EL** of the book or scroll.

Family Spells

Certain spells ("POWERS") grant the ability to cast more than one spell. When a family spell is gained the Caster gets every spell in the family at **EL**0. From that point the **EL** of each member increases individually through its use or study.

Cost Next Level for Spells
Expertise Level

BM C	1	2	3	4	5	6	7	8	9	10	11
1	6	15	28	45	66	91	120	153	190	221	266
2	8	18	32	50	72	98	128	162	200	232	278
3	10	21	36	55	78	105	136	171	210	243	290
4	12	24	40	60	84	112	144	180	220	254	302
5	14	27	44	65	90	119	152	189	230	265	314
6	16	30	48	70	96	126	160	198	240	276	326
7	18	33	52	75	102	133	168	207	250	287	338
8	20	36	56	80	108	140	176	216	260	298	360
9	22	39	60	85	114	147	184	225	270	309	372
10	24	42	64	90	120	154	192	234	280	320	384
12	28	48	72	100	132	168	208	252	300	342	408
13	30	51	76	105	138	175	216	261	310	353	420
15	34	57	84	115	150	189	232	279	330	375	444
20	44	72	104	140	180	224	272	324	390	430	504

EL Effect

EL affects the potency of a spell when it is cast. The description of each spell specifies formulae that apply for basic functions of the spell.

EXCEPTION — In certain cases, the statement:

EL factor applies as a power

appears. This statement indicates that **EL+1** is used as a power of the base number given.

In example, a listing reads:

DURATION — 2 weeks (*EL factor applies as a power.*)

If the **EL** is three, this indicates that the Duration is TWO to the fourth power weeks. If it is ten, the Duration is TWO to the eleventh power weeks.

Lesser ELs

Magic-Users may cast a spell at any **EL** equal to or less than the **HIGHEST EL** they know. Regardless of the **EL** cast the **EL** modifier is that normal for the Highest **EL** the Caster can cast. All effects are as for the **EL** cast.

EXAMPLE — A Sidh Magician is capable of **EL6** Elf-Shot. He casts it at **EL2**. The Roll Modifier is 12 (normal for **EL6**). The affect of success is as normal for **EL2**. (If the spell is an Abysmal Failure, the Highest **EL** applies as the modifier).

Damage Effect On Spell Casting

If a magic-user suffers physical damage, i.e. Hit Point Damage, his concentration is broken and the spell does not take effect. The Concentration of a magic-user is NOT broken by the loss of Energy. Such a loss diminishes the Mana available to him.

OPTION — You may give magic-users a chance to maintain their concentration when damaged. If so, the chance is

Will - (Hit Points Scored*2).

EXAMPLE — A Sorcerer is hit with an arrow while summoning a demon. His Will is 64. The damage caused is 7 hits. He has a 50% chance of continuing his spell without interruption.

Magic Defense

Most things in the game have a Magic Defense Value (**MDV**). This value is added to a magic-user's roll in defense against spells. If the target wishes to be affected by a spell the **MDV** is subtracted from the magic-user's roll.

EXAMPLE — A Wizard casts Might. The warrior wants it. His **MDV** is 4, the **EL** is 3. The modifier subtracted will be $4+(3*2)$.

Magic-Users have increased **MDV**'s due to their training and ability to use magic. If a magic-user is ambushed by a spell, the increase does NOT apply. The **MDV** used is the **Mana Level** of the magic-user.

EXAMPLE — A Shaman has **MDV12**, Mana Level 7. If he is ambushed his **MDV** is 7.

Creatures with magic ability that are ambushed magically have their **MDV** reduced 50% (**RD**) in resisting. Magic items have an **MDV** equal to the **MEL+EL** of the magic-user that created them.

The Referee may assign positive or negative **MDV** modifiers in special circumstances. An assigned **MDV** modifier is warranted in the following circumstances:

A) Magic is used in an unusual way for something other than its basic purpose.

B) The circumstances are markedly in favor of success or failure. (Due to the physical surroundings or the spiritual influences that pervade the area.)

EXAMPLE – Casting a Chaos spell in a temple dedicated to Law lessens the chance of success. The size of the modifier would depend on the place where the attempt is made. The Referee is the sole judge in weighing these factors.

The basic modifiers the Referee may assign range from +25 to -25. If the modifier is positive, the chance of success is reduced when it is added. If it is negative, the chance is increased.

EXAMPLE – The roll is 59. If the modifier is -10, it becomes 49. If it is +10 the roll becomes 69.

5 The Spells

Random Spell Selection

In creating treasure and encounters, the Referee may need to select a random spell. The rolls specified in the tables help in performing this task. Where the alignment of the spell is not specified in the context in which it is found the Referee rolls **2D6** to determine the table he should roll on.

Random Spell List Selection

Roll	Spell List	Roll	Spell List
2	Shadow	8+9	Law Powers
3	Neutral	10	Balance Powers
4	Kotothi Shaman	11	Shamanistic Powers
5+6	Elder Powers	12	Sidh Magics
7	Chaos Powers		

NOTE – If the item being rolled for is a book or scroll the result cannot be Sidh Magic. Reroll if a 12 is rolled.

The Spell List

The tables on the pages that follow list the spells available to Characters. Wizards choose from Law, Elder, Chaos, Neutral or Balance spells. Sidh Magicians choose Sidh Magics or Elder. Shamans use Shamanic spells. Shadow Weavers use Shadow Magic and general skills unless they are also trained as wizards.

Balance Powers

Roll	Spell	BM C	Roll	Spell	BMC
01-06	Clairvoyance	1	68-74	Oblivion	4
07-12	Damage Reversal	1	75-80	Astral Fire	4
13-18	Speed	1	81-85	Cosmic Powers	4
19-24	Watchful Sleep	1	86-89	Travel Powers	5
25-30	Dis-track	2	90-92	Astral Powers	7
31-37	Preserve the Dead	2	93-95	Time Powers	10
38-45	Chain Lightning	3	96+97	Fate	10
46-53	Iron Skin	3	98+99	Strange Powers	10
54-60	Blade Shield	3	100	Planar Travel	15

61-67	Trap Powers	3			
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Chaos Powers

Roll	Spell	BMC	Roll	Spell	BMC
01-02	Chaining	1	55-57	Pheromones	3
03-05	Fascination	3	58+59	Claws	3
06	Hatred	1	60+61	Disease	4
07	Quarrels	1	62-64	Disintegration	4
08+09	Theft	1	65	Necromantic Powers	4
10	Wounds	1	66-68	Poison Dagger	4
11+12	Compulsion	2	69	Sea Powers	4
13-15	Insanity	2	70	Silent Terror	4
16+17	Leeching	2	70-72	Telepathic Powers	4
18	Terror	2	73	Water Powers	4
19-21	Paralysis	3	74-76	Weaken	4
22	Petrify	3	77-79	Withering Hand	4
23-25	Hell Powers	5	80-82	Decay	5
26+27	Shape Changing	3	83-85	Travel Powers	5
28-30	Illusion Powers	3	86+87	Corruption	6
31+32	Stillness	3	88+89	Death Powers	6
33	Slime	3	90	Sound Sphere	6
34+35	Desert Powers	3	91+92	Critical Strike	6
36+37	Earth Powers	4	93+94	Silence	7
38-40	Plague	3	95	Lycanthrophy	8
41-43	Storm Powers	3	96	Transmutation	8
44-46	Choking Moisture	3	97	Destruction	9
47-50	Darkness Powers	5	98	Entropy	9
51+52	Disorder	3	99	Unlife	13
53	Invulnerability	3	100	Lichcraft	20
54	Seduction	4			

Elder Powers

Roll	Spell	BMC	Roll	Spell	BMC
1-3	Hatred	1	51-53	Illusion Powers	3
4-9	Masquerade	1	54-58	Peace	3
10-14	Sweeten Water	1	59-63	Psychic Hammer	3
15-17	Quarrels	1	64-66	Shape Changing	3
18-20	Tanglevine	1	67-70	Storm Powers	3
21-24	Abandon	2	71-74	Telepathic Powers	3
25-28	Camouflage	2	75+76	Wildness	3
29	Cold Resistance	2	77-79	Earth Powers	4
28-30	Energy Web	2	80	Fatal Spear	4
31-36	Endurance	2	81-85	Smokeless Flame	4
37-40	Entangle	2	85-88	Tongues	4
41-43	Jump	2	88-90	Travel Powers	5
44-46	Aerial Powers	3	91-94	Vengeful Horror	5
47	Cold Powers	3	94-97	Flaming Death	6
48	Desert Powers	3	98+99	Blood Vengeance	8
49+50	Forgetfulness	3	100	Elemental Powers	*

* The BMC for Elemental Powers varies depending on the element the caster is dealing with.

General Powers

Roll	Spell	BMC	Roll	Spell	BMC
1	Code/Decode	1	6	Knowledge	5
2	Communicate	1	7	Permanent Magics	9
3	Detection	1	8	Protection	2
4	Dispel/Banish	3	9	Purification	2
5	Divination	1	10	Summoning	7

Law Powers

Roll	Spell	BMC	Roll	Spell	BMC
01-06	Cure Disease	1	63	Storm Powers	3
07-11	Healing	1	64-66	Warmth	3
12-15	Might	1	67	Armor	4
16-19	Music	1	68-70	Invisibility Sphere	4
20	Preservation	1	71	Liberate Spirit	4
21-24	Sanity	1	72-74	Sea Powers	4
26-27	Speed	1	75-77	Telekinesis	4
28-30	Sustenance	1	78	God's Eyes	5
31-34	Tracking	1	79+80	Power Strike	5
35-38	Water from Stone	1	81-84	Travel Powers	5
39-41	Corpse Explosion	2	85-87	Truth	5
42-45	Crop Protection	2	88-90	Negate Curse	6
46+47	Invisibility	2	91-93	Healing Light	6
48	Knot Untie	2	94+95	Regeneration	6
49+50	Revelation	2	96	Shield Powers	6
51-53	Wakefulness	2	97	Dreams	7
54-56	Fire Powers	3	98	Revivification	7
57-59	Light Powers	3	99	Resurrection	10
60	Open Prison	3	100	Time Powers	10
61+62	Painlessness	3			

Neutral Powers

Roll	Spell	BMC	Roll	Spell	BMC
01-10	Charisma	1	63-67	Hand of Hecate	5
11-18	Delude Sight	1	68-72	Eye Powers	5
19-25	Forest Talk	2	73-79	Ball Powers	6
26-32	Amplify Damage	3	80-85	Force Powers	7
33-40	Elgar's Mist	3	86-91	Wisdom	8
41-46	Mana Powers	3	92-95	Translocation	10
47-55	Wood Wyrd	4	96	Creation	12
56-60	Fist of Battle	4	97-99	Life	15
61+62	Forest Powers	4	100	Perfection	20

Shadow Powers

Roll	Spell	BMC	Roll	Spell	BMC
01-05	Communicate	1	56-60	Disorder	4
06-09	Dark Sight*	1	61-64	Freezing Hand	4
10-15	Invisibility*	1	65-69	Liberate Shadow*	4
16-20	Create Warriors*	2	70-76	Shadow Bands	5
21-26	Delusion	2	77-80	Shadow Plague	5
27-32	Leeching	2	81-83	Shadow Cage	6
33-40	Soul Sight	2	84-90	Wasting Hand	6
41-45	Energy	3	91-96	Fatal Shade	8
26-52	Shadow Command	3	97-100	Deadly Shadow	10
53-55	Shadow Sculpting	3			

*The marked spells are the powers of the innate Shadow Weaver.

Shamanistic Powers

Roll	Spell	BMC	Roll	Spell	BMC
01-05	Communicate	1	66	Perception	3
06-10	Cure Disease	1	67-69	Shape Changing	3
11-15	Dark Sight	1	70	Death Blast	4
16-19	Detection	1	71	Liberate Spirit	4
20-23	Divination	1	72-75	Lower World Travel	4
24-30	Healing	1	76-80	Knowledge**	6
31-35	Orient Self*	1	81-83	Spirit Death	6
36-40	Speed	1	84-87	Exorcism	7
41-43	Invisibility	2	88	Restoration	7
44-46	Plague	2	89-91	Revivification	7
47-50	Protection	2	92	Summoning	7
51	Purification	2	93+94	Origin Powers	8
52-55	Soul Sight	2	95	Spirit Cage	8
56-57	Animal Powers	3	96-98	Permanent Magics	9
58-60	Dispel/Banish	3	99+100	Resurrection	10
61-65	Paralysis	3	0		

*The Orient Self spell is the first spell learned. It is required for casting Shamanic magic.

**Knowledge is restricted to Shamanistic spells, Healing, Herbal knowledge, Natural Materials, facts about animals and features of the natural environment. No other knowledge can be gained from the powers the Shaman deals with.

To cast Magic, a Shaman must have access to his Magic Drum. (*A Magical Instrument crafted by the Shaman that is the focus of his power. He cannot orient himself without it.*)

Sidh Magics

Roll	Spell	BMC	Roll	Spell	BMC
01-07	Fascination	3	59-62	Paralysis	3
08-14	Foyson Theft	1	63-66	Sensory Powers	3
15-19	Healing	1	67-69	Archery Powers	4
20-23	Speed	1	70-73	Disease	4
24-27	Tracking	1	74-80	Sleep Powers	4
28-30	Dodge/Weave	1	81-86	Sound Powers	4
31-33	Marbles	1	87-90	Slay the Tame	5
34-39	Compulsion	2	91-94	Regeneration	6
40-45	Elf-shot	2	95-97	Punishment	8
46-49	Invisibility	2	98+99	Transmutation	8
50-53	Luck	2	100	Planar Travel	15
54-58	Mist Powers	3			

Sidh Magic is a verbal tradition. No book or scroll of Sidh Magic can be found

Spell Descriptions

The sections that follow are in ALPHABETICAL order. All descriptions give the basic factors that apply. The EL of the Caster modifies these factors.

ABANDON

ALIGNMENT -Elder

Any target affected loses all sense of purpose. They are enthralled by the wonders of the land. They cease all hostile acts and wander until the duration ends. There is a 50% chance that they move on any given phase. Move them in a random direction at 50% of their PMR (RD). If the roll indicates they move, the minimum PMR is one.

Those affected by the spell are automatically ambushed if attacked. They defend with a DCV of zero. Any damage they take breaks the spell. If they are not damaged, and the effort against them was a melee attack, the spell also ends. If it was an errant spell or missile fire they are still affected.

DURATION	(EL+1)*3 turns
RANGE	EL+1"
BMC	2

AERIAL POWERS

ALIGNMENT - Elder

AVIAN COMMAND

ELEMENTAL POWER - AIR

AVIAN COMMUNICATION

FLIGHT

CLOUD WALKING

SKY KNOWLEDGE

AVIAN COMMAND

The caster has the power to command birds of all types. The spell is used to exert control or as a defense. When he seeks control the limits stated below apply. When it is used for command the spell must be cast at a single bird at a time.

As a defense, the range specified is a radius. No bird with an MDV less than the limit below that enters this area will attack the caster's party unless they threaten its nest.

NOTE - This spell does not affect avians with a CL of 1 or more. It does affect aligned avians whose CL is NA. For example, if the spell is strong enough, it can be used to command a Roc.

RANGE	(EL+3)*2"
HPV LIMIT	(EL+1)*4
MDV LIMIT	(EL+1)*2
NUMBER	EL+1 <i>(the maximum number of birds the caster can control at one time)</i>
BMC	1

AVIAN COMMUNICATION

All parameters are as specified for Communication. The caster may speak with any avian.

BMC	1
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CLOUD WALKING

The spell allows the caster and those he includes to walk on clouds as if they were solid ground. It does not grant the power to get up to the clouds to do so. If they are standing on cloud when the duration ends, or walk outside the caster's range, they fall at once. Unless the plummeting individual is saved, or can fly, he is dead.

NOTE - The power applies for "peaceful" cloud matter. It cannot be safely used on storm clouds and thunderheads. Should the caster do so he will face 1D6 angry air elementals each hour.

RANGE	EL/3 (RD)
INCLUSIONS	EL <i>(the caster is automatically included)</i>
DURATION	EL+1 hours
BMC	3

ELEMENTAL POWER - AIR

The caster automatically gains a pact with Air Elementals when he learns this family of spells. See Elemental Power.

NOTE - Walking on "angry" clouds is a transgression of this pact.

FLIGHT

The rules and limits are as specified for Flight in the Storm Powers section. Unlike that spell, the caster using this one is allowed to hover in one spot up to EL phases. If others are included in his use of the spell, he may hover for EL - the number of Inclusions phases. If the result is zero or less they all fall if he does not maintain the minimum speed. Hovering means he may remain motionless in the air. See Storm Powers.

EXAMPLE - A Magician uses this spell at EL4. He may hover for four phases if he chooses to do so. If two others are flying under his power he may hover (4-2) two phases.

IMPORTANT - This spell is negated if the caster casts other magic while he is affected.

SKY KNOWLEDGE

This rite is an extremely powerful knowledge spell. It allows the caster to question the gods of the sky on any subject. This lets him gain Knowledge, as specified for the Knowledge spell. It also grants the ability to gather information about any action that occurs under the sky, i.e. in the open air, not in a building, under water or underground.

The use restrictions that apply for Knowledge apply for this spell also. In addition, if the information gained is extremely valuable the gods of the air will expect a favor in return for their largesse. The referee will determine when this is appropriate and what they want.

RANG E	(EL+1)*100 miles <i>(the area of sky the caster can communicate with. The larger, the better the information)</i>
BMC	8

EXAMPLE - The caster wishes to know where a thief who stole his tome is. He has a good description of the man and casts at EL1. This gives him a range of 200 miles. The gods tell him the man traveled northwest and left their sight two days ago.

AMPLIFY DAMAGE

ALIGNMENT - Neutral

The spell creates an Aura around the caster that amplifies enemy damage. The damage below is added to any normal damage taken by enemies. Anyone who is not explicitly excluded is considered an enemy by the spell. The Range is an area effect. All those in the area can be affected.

This spell moves with the caster. He is its center point and cannot cast other magic while it lasts. The caster is not affected by this spell and may exclude others.

The increase in damage applies to physical, mental or energy based attacks. The magician casts it for one of those forms. To affect all three, he must cast it three times.

RANGE	(EL+1) x2" <i>(Radius)</i>
DURATION	EL+1 turns
DAMAGE	EL+1 <i>[Hits added when those affected are damaged]</i>
EXCLUSIONS	EL+1 <i>[Number of people caster can exclude]</i>
BMC	3

Animal Powers

ALIGNMENT - Shamanic

- ANIMAL SIGHT ANIMAL TALK
- ANIMAL SPEED STAMPEDE
- ANIMAL SUMMONING

ANIMAL SIGHT

The spell lets the caster see through the eyes of an animal. He must have prior recent contact with the animal or see it directly. Recent contact means he saw or touched the animal within **EL+1 squared** hours before casting this spell or has spoken to it with Animal Talk or a Communicate spell. If said requirements are met he can see through its eyes.

The animal is not affected or controlled in any way. If it has non-normal vision, like infrared, the caster sees in that wavelength. If the caster is a Shaman, and the animal is a Tonah, he subtracts its MDV from his success roll if it is willing. If not, the effort is an attack. The tonah uses its MDV to resist the invasion (as he sees it).

The Range is the distance the shaman must be within to make contact. After that the creature moves where it will. Contact is maintained until the caster ends the spell or the duration ends.

RANGE	(EL+1)*5" [<i>Initial contact range</i>]
DURATION	(EL+1)*2 turns
BMC	2

ANIMAL SPEED

The spell increases the speed of an animal. The listed PMR is the increase in speed. Any animal affected is exhausted at the end of the duration. They must rest one hour per PMR point before they can move again. If the animal has a positive StB it may be subtracted from the hours of rest required.

This spell may ONLY be used on animals. It is automatically an abysmal failure if the caster tries to use it on anything else. To be an animal the creature must be a non-humanoid mammalian being. Where a question arises as to what qualifies, the referee will decide.

EXAMPLE - An EL7 spell increases an animal's PMR by 8. When the spell ends the animal must rest eight hours before he can move again. If its StB is +2 it only needs to rest six hours.

RANGE	EL+1" (Diameter)
DURATION	(EL+1) x5 turns
PMR	EL+1
BMC	1*

* If the spell is cast to affect more than one animal the BMC is three.

OPTIONAL - Cast at triple cost the spell can increase speed longer. The duration in this case is hours not turns. The PMR increase is halved (RU).

ANIMAL TALK

The spell lets the caster get information. It is not the same as talking to the animal. The information gained is generic. Its main use is to learn how long ago the animal saw a specific thing. The success chance is helped by the Intellect of the animal. Add **(INT-1)*5%** to the success chance.

This spell has no duration. If it succeeds the caster learns if the target saw the item in question. If the target was seen the caster will see approximately how long ago. Since animals do not judge time as people do it is up to him to interpret the response (Roll I+Em). The Caster must know the target to be tracked. He cannot tell the animal what or who he seeks otherwise.

RANGE	(EL+1) x5"
SUCCESS CHANCE	40 + (EL*5%)
BMC	1

EXAMPLE - The spell is cast at EL6. The animal queried has an Int of 3. The chance of getting an answer is 40 + 30 + 10 = 80%. The maximum chance of success is 95%.

NOTE - This spell is mainly used for tracking. A caster can ask a bird if a person was in the area. The bird will answer yes or no and if yes how long ago. This does not act like the Communicate spell. It answers a basic question. Nothing more.

ANIMAL SUMMONING

This spell calls animals to the caster. The mystic call spreads out in all directions. The caster must be creative as this spell can backfire. Animals summoned may not be controllable and may attack.

The caster specifies the animal to be summoned (bear, wolf, etc). The time it takes for them to arrive depends on their mode of movement. He has no chance of controlling the animals with the spell if the Intellect of the animal exceeds the maximum intellect for the EL used. Per animal that responds, add one to this factor. If you summon wolves, having the Empathy to determine which is the alpha wolf in the group that answers would be helpful to one's survival. This spell does NOT summon supernatural or aligned forces.

RANGE	EL+1 miles [<i>Distance away animal can be summoned from</i>]
NUMBER SUMMONABLE	(EL+1)/2 (RU) (<i>Number of animals that can be summoned</i>)
BMC	3 (<i>+1 per animal summoned</i>)
MAXIMUM INTELLECT	EL+1 (<i>Maximum Intellect of animal</i>)

EXAMPLE - Two barbarians are hunting a shaman. He is trapped in a tree and decides to call a bear he saw earlier. He casts an EL2 Animal summoning spell for Bear and requests as many bear as he can get. The range for the summoning is 3 miles around the caster. There are 2 bears in that area. He asks for both. The BMC is 3+2 = 5. He can summon a max Intellect of 3. Unfortunately a Bear has an Intellect of 4. They are not controlled when they arrive.

NOTE - This summons does not grant control. The animals respond as a favor to a friend not obedience to a master. In some cases, at the Referee's discretion, Influence rolls may be needed to convince the given animals to do what the caster wants.

STAMPEDE

This spell afflicts every animal in the affect area with overwhelming fear. They immediately flee. It affects ALL animal life in the area, both wild and domestic. Those animals that are being ridden or otherwise used must be controlled with the appropriate expertise to prevent their flight. The spell moves with the caster throughout its Duration.

RANGE	EL+1" (<i>Diameter</i>)
DURATION	(EL+1) x2 phases
BMC	6

Important - The spell only works on animals that are ENTIRELY animal. The supernaturally influenced, i.e. demon steeds, griffins, etc, are not affected.

EXAMPLE - Bandits in a forest attack a caster. He does this spell at EL4. All animals within 50 feet are affected. Birds go flying in every direction. Deer stampede. The bandits are startled if they fail a W roll with no partials. It buys time to attack or retreat.

ARCHERY POWERS

ALIGNMENT - Sidh

COLD ARROW

GUIDED ARROW

EXPLODING ARROW

MULTIPLE ARROWS

FIRE ARROW

SLOW MISSILES

NOTE - All spells in this family, except Multiple Arrows and Slow Missiles, are cast on an arrow or arrows. Each use affects EL/2 (RU) arrows for the Duration specified. Multiple Arrows is cast on a bow. Slow Missiles is cast on the caster or another person.

COLD ARROW

All factors are as for Fire Arrow but this missile causes Cold damage. On impact it causes a wave of cold in a small area in the wound. It scores no additional damage to creatures with supernatural affinity to cold.

EXPLODING ARROW

This spell creates arrows that explode causing more damage on impact. The explosion is a slight fire explosion but improved damage over Fire Arrow. If the range is greater than zero, secondary targets can be affected. Roll using 50% of the caster's MEL/EL (RU). If they are, secondary damage is scored.

DAMAGE	1D10+EL [Added to normal hit damage]
DURATION	(EL+1) x2 phases
BMC	4
RANGE	(EL/4 (RD)) "
SECONDARY DAMAGE	1D6+ (EL/3 (RD))

FIRE ARROW

The arrow ignites on impact causing additional fire damage. If the target is flammable the Referee must determine if the fire spreads. The fire does nothing to creatures with supernatural affinity to fire.

DAMAGE	1D6+EL [Added to normal arrow damage]
DURATION	(EL+1) phases
BMC	2

GUIDED ARROWS

The spell lets the arrow be guided. For the duration of the spell he can guide the arrow by sight and concentration. He gets an automatic hit with the projectile as long as he can guide it. If he loses concentration the arrow misses. The spell cannot be combined with any other Archery spell. The caster may not cast any other magic during it. He cannot move while he concentrates on the projectile.

RANGE	(EL+1) x5" [How far away the caster can guide the projectile]
DURATION	(EL+1) phases
BMC	5

MULTIPLE ARROWS

The spell causes one arrow to duplicate and create the same type of arrow. It creates EL+1 copies of the arrow. The caster casts the spell and fires as normal. Once the projectile leaves the weapon it multiplies. Each arrow has a chance to hit and cause damage.

NOTE - If the arrow is magicked to be a fire arrow the copies DO NOT gain that benefit also. They only score normal damage for the arrow. No magical attributes are duplicated.

DURATION	(EL+1) x2 phases
BMC	3

EXAMPLE - A Wizard casts EL3 Multiple Arrow using a Bow. The spell lasts 8 phases. Since a bow can fire once per phase he can use the spell 8 times. He fires and the arrow duplicates becoming 4 arrows (one original and three copies). Roll four hit chances.

SLOW MISSILES

The spell causes missiles fired at a target to slow down such that they can be seen, tracked and even grabbed. As a general rule of thumb objects fly at 95 feet per second plus FIVE times the Bow's WSB. This spell affects a group of EL projectiles fired at the caster that are in one area. If there are 4 archers in each cardinal point only one can be affected by this spell. If all four are in the same direction, they all can be affected.

SPEED DECREASE	10x(EL+1) feet per second [<i>How much it slows</i>]
DURATION	EL+1 turns
RANGE	(EL+1) x5" [<i>How far away projectiles can be targeted</i>]
BMC	5

Optional - Cast at triple cost the spell can create an area effect using the Range above as a diameter. All missiles that enter this range slow as specified above.

EXAMPLE - Three Archers fire WSB 0 bows at the caster from a distance of 120 feet. At normal speeds the arrows would hit that phase. The caster casts this spell at EL5. The speed decrease is 60. Thus speed is 95-60=35 feet per second. This means the caster will be able to move out of the way since it takes 2 phases for the arrows to arrive. On the first phase they move 105 feet. In the second phase they travel 15 feet but the caster has moved away. They hit nothing.

ARMOR

ALIGNMENT - Law

The spell creates a temporary armor effect. The protection only applies for missile or melee attacks. Magic attacks are not blocked in any way by this armor.

This armor can be reduced and destroyed as if normal armor through the Armor rules depending on the amount of damage done. If the armor is destroyed the effect ends and the caster is stunned for a number of phases equal to the AV.

The spell affects what is worn at the time it is cast. If it is normal clothing the clothing is stiffened in such a way to act as tough cloth/armor. If there is plate worn it is enhanced for the duration. If nothing is worn the body frame (bones and skin) become tough and withstand damage. The affect of this spell can never more than triple the existing AV (except as stated in the note below).

The AV from this spell is added to the existing AV. It has no affect on shields. It only applies to items being worn by the

caster or the caster himself. He must pay double cost to cast it on anyone other than himself.

NOTE - If the normal AV is zero this spell cannot increase it higher than AV2. If it is less than zero the spell fails.

ARMOR VALUE	(EL+2)/2 (RU) [AV of armor created]
DURATION	EL+1 turns
BMC	4

EXAMPLE - A wizard casts an EL4 Armor spell while wearing leather armor. This will give him AV3 (AV1 for leather and +2 for the magical effect because the AV cannot more than triple). The duration is 5 turns.

If the AV of the armor created is greater than the wearer's StB he suffers exhaustion when the spell ends. He must rest, doing nothing, for EL+2 minutes. If the situation does not allow him to do so he permanently loses EL+1 Strength and Constitution. The loss can only be regained with the appropriate magic.

ASTRAL FIRE **ALIGNMENT -Balance**

The spell creates a sea of invisible flame within the Caster's radius. Anyone affected is consumed. Persons who are not affected are undamaged and cannot be affected by that spell throughout its duration.

Astral Fire is capable of consuming inanimate matter if it is cast to do so. When the spell is cast in this way, the Caster must remain motionless. If he moves, the spell ends.

When the spell is cast to affect animate matter, the Caster may move during its duration. He may not engage in combat or any other physical activity. Each phase that he moves he must re-roll his success chance to maintain the spell. Any failure at this time is abysmal. If he takes damage the spell is negated.

The Caster is the center of the spell's radius. As he moves, the spell moves with him (when it can move). Astral Fire has no effect on the Earth or any creature with innate Earth or Desert Powers.

A person or creature that enters the radius of this spell, when it has been cast to affect inanimate matter, can still be consumed. He uses **MDV*3** to resist. Inanimate matter he is carrying is consumed if it is not magical. The **MDV** is used in resistance if it is magical. The Caster is never affected by this spell unless Abysmal Failure results.

DURATION	EL+1 phases
RANGE	(EL+1)/2" (A radius)
MDV LIMIT	(EL+1)*5 (If the target's MDV exceeds this value the spell is automatically an Abysmal Failure)
BMC	4

Astral Powers

ALIGNMENT – Balance

AKASHA ASTRAL WELL
ASTRAL LEECH CREATION
ASTRAL PATHS OPPOSITION
ASTRAL WEB

AKASHA

The Caster can tap the memory of the universe (Akashic Record) to learn PAST events that transpired in a specific place. The spell is cast IN the place the Caster wants information for. Success gives him information for a specified time frame within the duration he is capable of. Any failure is Abysmal.

OPTION - If the caster takes **20-(EL*2)** hours to prepare for casting this spell, with a minimum time of thirty minutes, he may triple his EL modifier when he casts it.

DURATION	2 weeks (<i>The Past time that can be seen. EL factor applies as a power</i>)
RANGE	NA (<i>A specific place indicates the structural unit the Caster is occupying, i.e. a room, hall, courtyard, glade, etc</i>)
TRANCE TIME	1 Phase per week back viewed (RU)*
VIEWABLE TIME	(EL+1) x10 minutes (The period of time the caster is able to view)
BMC	3

* This is the time the Caster is in trance viewing the Akashic flux. If he views an hour 8 weeks in the past he is in a trance for 8 phases.

EXAMPLE - If this spell is cast at EL4 its duration is 2 weeks to the fifth power (32 weeks) and a fifty minute slice of time can be viewed.

NOTE - The caster will see everything that occurred in the place during the time frame selected.

OPTION - This spell may be cast at triple cost to learn the past of animate or inanimate objects that are in contact with the Caster. The duration is in two month periods instead of weeks. The time required is NOT affected. If you go back 10 months it takes 40 phases to get the information.

ASTRAL LEECH

The Caster sculpts an Astral being identical to the enemy he wishes to attack. To cast the spell, the magic-user must have something the person was in contact with within the last 72 hours OR a discarded bit of the person's anatomy, i.e. fingernails, hair, etc. The spell must be cast in an area purified for Balance.

The Leech seeks out the creature it was made to destroy. When it finds the target he begins wasting away and the leech grows in power. The **MDV** of a Leech equals the **MEL** of its Caster. Per day of leeching from its target the **MDV** increases by 1. It can only be affected by a Dispel/Banish spell. Energy it takes from its target is lost permanently. It can never be regained while the leech exists. Once the leech is dead appropriate magic may be used to negate the loss.

DURATION	Until dispelled or the target dies
RANGE	Unlimited *
DAMAGE	1D6+EL (<i>The Energy Points consumed per day</i>)
LEECH RANGE	EL+1
BMC	10

* The leech travels 100 miles per day to reach its target. Once he is found, it goes wherever he goes without restriction. In example, if the target teleports, it travels with him (count as an automatic inclusion). It is not slowed by terrain. When created, it appears 1" away from the creator.

ASTRAL PATHS

The Caster and those he includes travel on the astral paths that correspond to distances of the Middle World. While traveling all encounters are Upper World encounters. Unless protection is also cast every person making the journey ages FIVE days for each day traveled.

DURATION	EL+1 Strategic turns
RANGE	Contact when casting, (EL+1)/2" (RU) after casting
SPEED	Normal . For the equivalent Middle World distance covered per strategic turn multiply MR times (EL+2)
BMC	4

NOTE - If people traveling with the Caster leave the radius of his effect in the Upper World a throw against Empathy is required. If they roll greater than their Empathy they appear in a random location in the Middle World. Roll each tactical turn that they are outside his affect area.

SPEED EXAMPLE - At **EL4**, per "mile" traveled in the Upper World the party is 6 miles further along in the Middle World.

IMPORTANT - Sleep is not required while using this spell. The party is NOT physically present in the Middle World. Their travel is related, for distance only, to its physical layout. They can move in any direction without regard to terrain. Metaphysically, they are moving through a barrier realm between the Upper World and the Middle World.

ASTRAL WEB

Strands of Astral power that bind EVERY enemy of the Caster within his effect radius. Affected targets are trapped and immobile until the Duration ends. The bonds hold only so long as the Caster remains within **Range*5** hexes of the web. If he moves further away they are negated.

Bonds of this nature may only be removed magically (using dispel/banish) before the end of the duration. No amount of strength can break them. The bonds dissolve for everyone if any victim is damaged after being bound.

DURATION	3 phases (<i>EL applies as a power</i>)
RANGE	EL+1 (<i>A radius</i>)
BMC	6

NOTE-As for Astral Fire. If a target is not affected initially he cannot be affected in this encounter.

ASTRAL WELL

The Caster creates a well of intense astral power somewhere within his range. Targets affected are sent to a Referee selected location in the Upper World. It is up to the Players involved, if they are Players, to determine how to survive and get back. If the caster is in the diameter of the well, he can be affected.

RANGE	EL+1"
DIAMETER OF WELL	1"* (EL/3 (RU))
MDV LIMIT	(EL+1)*3 (<i>If the MDV is higher the spell has no effect on that individual</i>).
BMC	9

OPPOSITION

This rite strikes hostile supernatural forces with the power of their diametric opposite. If the spell succeeds the being is destroyed. If any other result occurs the spell will not work against that creature in the encounter. Opposition only affects supernatural forces, i.e. demons, ahuras, etc. It does not affect Balance or Neutral aligned creatures.

RANGE	EL+1"
BMC	8

CREATION

The Caster creates life from his memory or imagination. The creation cannot attack its creator. It speaks, or understands, depending on its intellect, any language the Caster speaks.

If the spell is cast at three times the normal Mana Cost for its **EL** the creation can be given any power or ability the Caster has. (Triple the cost per power or ability it receives.) Any ability thus given is an innate power.

The physical form of the creation is up to the Caster. Where the Referee chooses to have created creatures encountered randomly the form is up to him.

Failure with this power creates a monster from the Caster's subconscious. The monster attacks its creator subtracting the spell's **EL** from all combat rolls or magic success rolls. If the failure is Abysmal the creation's first attack subtracts an THIRTY-FIVE from its roll and it may subtract **EL*2**.

The Caster's reaction to this monster is as specified for Vengeful Horror. The monster always seeks his creator's death. If it kills him, it lives on. If it does not kill him it fades out of existence in **20 - EL** phases.

HPV	(EL+1)*8
DURATION	2 days (<i>EL applies as a power</i>)
COMMAND	20%+(EL*5)%
RANGE	2" (<i>EL applies as a power</i>)
OCV	HPV/4 (RU)
DCV	EL+2
BONUSES	EL - 2 (<i>This can be negative. The Referee assigns the bonuses based on the creator's description</i>)
BMC	12

HPV is the number of hit points the creature can take. The Caster can create any creature with this value or less.

Duration equals the number of days the creature exists, while it remains within range, if it is not made permanent.

Command represents the chance the creator can control his creation. If he rolls less than or equal to this it obeys. If not it flees directly away. When it is out of his range it dissolves.

Range is the maximum distance the creation can be from its creator. If it is farther away it dissolves. When the creature is first created it appears within **EL+1** hexes of the Caster. *(If it is made permanent, this restriction no longer applies).*

NOTE - Creations are NOT illusions. They are real, though totally soulless and magical in being. The Caster cannot command monsters created by failure.

IMPORTANT - Making a creation permanent requires the caster to successfully cast Permanent Magic at an EL at least equal to the EL of his Creation. If he succeeds, the Creation is permanent. On any failure it disappears forever.

BALL POWERS

ALIGNMENT - Neutral

BALL FIRE

BALL OTHER

BALL LIGHTNING

BALL FIRE

The caster causes a ball of flame to appear anywhere within his range. The center point of the ball may only be precisely placed in a spot the caster can clearly see. If he places it elsewhere, the actual landing point is off 1D6-1" in a random direction. If that takes it out of his Range the spell fails abysmally.

Anything within the area of affect has a chance to be burned. This applies to people, plants, animals, trees, buildings, etc. Anyone affected takes the damage appropriate for the EL cast and is stunned one phase per die rolled to harm him.

The ball explodes into existence violently and is gone in a single phase. It has no affect on targets with any form of fire immunity.

RANGE	(EL+1)*2"
AREA	(EL+2)/2" (RU) <i>(a diameter)</i>
DAMAGE	(EL/3D10)+EL (RU) <i>(the minimum damage is 1D10)</i>
BMC	5

EXAMPLE - Trajan casts an EL7 Ball of Fire. He may place the center point anywhere within 16". Its diameter is 5". Anything affected takes 3D10+7 hits.

IMPORTANT - The Referee must decide if the burst of flame causes anything to burn. If so, play the fire accordingly. If the caster is within the area of the ball he can be affected by it.

BALL LIGHTNING

The spell creates a riveting blast of lightning throughout its area of affect. All rules specified for Ball Fire apply for this spell. The area and range are also the same. It has no affect on targets with any form of lightning immunity.

DAMAGE	(EL/3D6)+EL (RU) <i>(the minimum damage is 1D6)</i>
BMC	4

BALL OTHER

Unlike the previous ball forms, this ball is persistent. Whatever material is used to form the ball remains in place for the specified duration. The Referee decides the actual affect. It can be composed of any non-magical material the caster can think of a use for. Examples of such are tar, feathers, pudding, water, etc. The Range and Area are as specified for Ball Fire.

DURATION	(EL+1)*3 turns **
DAMAGE	<i>Referee Discretion</i>
RANGE	(EL+1)/2" (RU) (a diameter)
BMC	10

** The duration is as specified if the caster has a piece of the item used in his position when he casts the spell. If not, the duration is EL+1 phases. If he chooses, and has the needed material, he may cast permanent magic and make the ball permanent. The EL used must be at least equal to the EL cast for this spell.

EXAMPLE - Abnaric is annoyed by a party of adventurers. He casts an EL4 Ball of Iron. All four members of the party are encased inside its 3" radius. The Great Mage then casts EL4 Permanent magic and makes the prison permanent. He leaves them to figure out how to get out before they suffocate.

NOTE - Balls of this nature may fill the radius of affect or only its outer limits, i.e. be hollow. Which option is chosen is up to the caster.

BLADE SHIELD**ALIGNMENT - Balance**

The spell creates an energy shield that protects against bladed weapons. Any blade that enters the field may be deflected. The chance of deflection is listed below. It applies for melee weapons only. Missile or magic effects ignore it. Blades that are not deflected roll for damage as normal.

DURATION	EL+1 phases
DEFLECTION	((EL+1) x10%) - WEAPON EL [Chance of deflection]
BMC	3

EXAMPLE - Oom is attacked by a desert warrior. He uses this spell at EL3. The warrior has EL5 with his weapon. The chance of deflection is $((3+1)*10%) - 5 = 35\%$. He takes this roll each time the warrior scores a hit of any kind.

BLOOD VENGEANCE**ALIGNMENT -Elder**

This spell is only used on willing targets. The effect dedicates one person to killing another. The target of the vengeance rite must be a person who harmed the person affected or a member of that person's family.

The Caster cannot cast this spell on himself. He must touch his target to affect him. While affected, the victim must search for his enemy above all else. When the enemy is in sight the person suffers from Uncontrollable Battle Fury. He subtracts the spell **EL** from all combat rolls in addition to any other modifiers. The **EL** modifies damage inflicted on the enemy also. The spell lasts until the enemy or the affected person is dead.

EXAMPLE - A chaos wizard killed a warrior's family. This spell is cast on him at EL7. He hunts the wizard. When he attacks he subtracts seven from combat rolls and adds four points to damage he scores.

COMBAT ROLL SUBTRACTOR	EL
DAMAGE PLUS	(EL+1)/2 (RU)
BMC	8

CAMOUFLAGE

ALIGNMENT - Elder

This spell is a Chameleon effect for the terrain it is cast in. The rougher and more complex the terrain, the more effective the spell. The caster or target is not affected physically. The type of terrain affects the spell. Simple, open terrains, like plains or a pasture, are not effective with this spell.

The person is hidden as for the Elven Forest Hiding skill for the duration. For those in the area who are specifically looking for the one using this spell they will require an Em - (EL*5) success roll to find him. For those the caster includes in this spell to be affected they must be touching the caster. If they move the spell ends. If anyone is damaged the spell ends.

The spell affects the surroundings around those who wish to use the benefits of the spell. This affect meshes the person into the terrain as if it was a cloak. This does not completely turn the person invisible. Nothing physical is distorted just how the person is seen by others.

RANGE	Touch
INCLUSIONS	EL
DURATION	(EL+1) x2 Turns
BMC	2

NOTE - If the spell is used in Desert or Plains the effective EL is reduced by two. If the result is less than zero it is worthless. When cast in Mountains and Badlands increase the effectiveness by one. In Jungle increase it by two. This increased effectiveness does not change the actual EL cast or the number of inclusions possible.

CHAINING

ALIGNMENT - Chaos

The spell creates visible magical bonds that make it impossible for the person affected to move his limbs. If the Strength of the target exceeds the Strength of the spell, it takes him

$$3 - ((\text{Creature Strength} - \text{Spell Strength}) / 10) \text{ (RU)}$$

phases to escape. If the result is zero or less it takes no time to break free. If more than one Chaining spell is on a person he must break them sequentially.

EXAMPLE - A Creature has **S80**. The spell strength is 60. It takes the creature 1 phase to break the chains. If he has two of these spells on him it takes 1 phase for each.

RANGE	EL+1"
DURATION	Until broken or dispelled
STRENGTH	10+(EL*10)
BMC	1

NOTE - To keep the spell in force for more than EL+1 hours the caster must expend ONE mana point every EL+1 hours to maintain it. If he does not it loses ten points of Strength each hour until it disappears. Strength lost in this way does not return without recasting the spell.

CHAIN LIGHTNING

ALIGNMENT - Balance

This spell causes pulses of lightning to hit a specific target. It creates 3 pulses. Each takes 1 phase and are consecutive. If the caster switches targets the spell fails. All 3 pulses strike one target even after the target is dead.

Success with the spell locks it on the target. Each pulse must hit using MEL+EL as the Base Line on the Combat Table. If the result is a miss, the pulse sails past the enemy. The caster can defend himself with a shield or weapon with his free hand. The other hand casts the lightning. The caster can avoid attacks but cannot cast other magic until the pulses are used.

DURATION	3 phases [1 pulse per phase]
RANGE	EL+5"
DAMAGE	(EL+1)D6
BMC	3

EXAMPLE - A Hydra attacks. The caster casts EL4 Chain Lightning against it. The Hydra is hit for 5D6 on the first phase. On the second phase the pulse misses. On the third, he is hit for another 5D6.

CHARISMA

ALIGNMENT - Neutral

The spell increases the Caster's ability to manipulate others. The listed increase is added to his Influence Chance if he knows the person or has a dossier that defines his nature adequately. If he knows nothing but general things about the person he uses the minimum increase factor.

This spell is used for persuasive discourse. Its increase does not apply in any situation that is violent in nature. It has no value when threatening a person. It helps the caster convince a person to freely perform an action or course of actions that benefit the magic-user.

RANGE	<i>Distance a calm voice carries.</i>
INCREASE	(EL+1) *4%
MINIMUM INCREASE	(EL+1)
BMC	1

CHOKING MOISTURE

ALIGNMENT - Chaos

The spell clogs the lungs making breathing impossible for air breathing creatures. It has no effect on water breathers or creatures that do not breathe. While choking the target may not engage in any other action and is considered to be unaware if he is attacked.

DURATION	EL+1 phases
DAMAGE	1D6+EL (<i>Damage is taken to the target's EnL. Per 4 points inflicted (RD) he suffers 1 point of physical damage</i>)
RANGE	(EL+1)"
BMC	3

CLAIRVOYANCE**ALIGNMENT -Balance**

This is a limited form of Divination. The effect allows the caster to add the **EL** of the spell to attacker's rolls against him. (He can see a blow coming and arrange not to be there). No person affected by this spell can be ambushed or taken unaware. **1/2 the EL (RD)** is subtracted from attack rolls taken by the person affected.

While a person is affected he experiences a state of dual sight. For non-combat uses, his vision is clouded. Actions that require clear, precise observation of the present are bad for the affected person. Add **EL*2** to all rolls for success in such endeavors.

DURATION	10 turns * EL
RANGE	(EL+1)" (RU) (<i>The radius the person affected has clairvoyant sight in</i>)*
BMC	1

* If the attack comes from outside this range no benefits apply.

CLAWS**ALIGNMENT - Chaos**

The spell causes the fingernails to harden, grow and sharpen. If the claws are used in combat they serve as an NWI. Should the claws hit a hard object like metal or leather armor they can break. The break chance is used to figure this out. If they break the fingernails are normal again. The spell can affect both hands. If one breaks the other can still be used. No weapon can be used in the hands of the caster while he is affected.

The caster can determine if one or both hands are changed. If only one then a weapon can be used in the other hand. Only the caster can be affected by this spell. The NWI is added as normal in hand-to-hand attacks.

DURATION	(EL+1) x2 turns
BREAK CHANCE	100-(ELx10)% [Chance nails break. Roll D100]
GROWTH	EL inches per fingernail
NWI	EL+1
BMC	3

EXAMPLE - A wizard is caught in a room without weapons. He is attacked and casts an EL3 Claw on both hands. The fingernails grow 3 inches. He has an NWI of -4 for his hand to hand attacks. If he hits the thief's ring mail the claw striking has a 70% chance to break.

CODE/DECODE**GENERAL**

This spell allows the caster to obscure or reveal scrolls and books. The spell lets the caster obscure a scroll or other text so it is not readable. A Detection or Knowledge spell will determine it is obscured but not the contents. This can affect any text or runes in the form of a language. It does not affect pictures if there are any. He must be able to read the text to obscure it.

The spell can also be used to reveal material. This affects one scroll at a time. If it is a book or tome with more than one page it will need +1 Mana Cost per 5 pages to obscure or reveal.

to freeze. At the end of this time the frostbite chance is rolled each turn until it occurs. Those affected may not act until the blizzard ends. They may move again 1D6+EL phases after the duration ends. Those who remain in the affect area take the damage listed each phase. Clothing can help reduce or prevent this damage (Referee's option).

The visibility is how far in front of the person he can see. The caster is not affected. The winds created reduce PMR by the Wind PMR. If the PMR of a person is reduced to 0 he cannot move. If PMR is negative he must take a Strength roll each phase. If he fails it he is blown down. If blown down he needs a Strength/2 roll to stand.

DURATION	(EL+1) turns (<i>Length of blizzard</i>)
RANGE	2" (<i>EL factor applies as a power, a Radius</i>)
DAMAGE	1D3+EL per phase
Wind PMR	(EL+1)/2 (RU)
FROST LENGTH	(10-EL)+1 phases
FROSTBITE CHANCE	(EL+1) x10% [<i>Each turn</i>]
VISIBILITY	20-(EL+4) feet (<i>If 0 then blinded</i>)
BMC	8

EXAMPLE - Wolves surround a wizard in the mountains. He casts an EL3 Blizzard. It lasts 4 turns, creates an affect area that is 16" around the caster and inflicts 1D3+3 points to the wolves each phase. The winds from the blizzard reduce the PMR of the wolves by 2. The frozen length is 8 phases. So if the wolves remain in the area for 8 consecutive phases there is a 40% chance each turn they freeze.

ICE BLAST

This spell affects inanimate objects like doors and locks. It does nothing to animate objects. The blast acts like Dry Ice. The item hit freezes. The range is the distance to the object from the Caster. The affect area is how large an area is frozen. It is a maximum value that can be varied by the Caster.

The Item becomes so brittle it can be destroyed easily. If the item can't be completely covered by the Ice Blast the listed Damage is done to its physical resistance. Otherwise it is completely frozen and acts like it has been dipped in Dry Ice. If the item is magical it uses its MDV in resistance to the spell.

RANGE	(EL+1)"
DAMAGE	1D6+EL [<i>If not completely covered</i>]
AFFECT AREA	(EL+1) x2 feet
DEPTH AFFECTED	(EL+1)/2 feet (RD)
BMC	2

EXAMPLE - A wizard is locked in a cage. He casts EL2 Ice Blast on the door lock (8 inches wide). The Damage would be 1D6+5 but the lock will be completely covered. The Effect Area is 6 feet and 1.5 feet deep. This covers the lock and most of the cell door. The wizard can shatter it with a kick.

ICE BRIDGE

The spell allows one to move over terrain with Ice. It creates a small path of ice for the caster. The Range is the distance the ice can extend to some other point. Weather can affect the spell. In hot climates like desert or where temperatures are over 100 degrees the spell is not usable. In climates where cold is the norm like Tundra, Arctic, Snow, Ice Fields and Glaciers the range and duration is as stated. In other terrains, reduce them by 50% (RD).

Fire, natural or magical, can damage these ice bridges as normal fire would melt ice. The listed resistance is the amount of damage the bridge can take. Weapons can also damage the bridge. Due to its magical nature the damage is reduced 50% (RD).

The caster can allow included people to travel over the bridge without risk of slipping. The caster and those included traverse the bridge at normal speed. Those who are not included must make a Dexterity roll to cross without slipping. Boots and footwear for ice and snow can help them move across if the Referee wishes.

In attacking the bridge it must be attacked in logical parts to destroy it. To cut people from crossing to one side they should destroy ONE side and the rest of the bridge will crumble and fall away without support. Destroy it in the middle and both ends fall and break but the ends still stand. The referee and players must work out the details.

In creating this bridge there must be enough moisture in the air. The referee can assign a humidity factor as a base chance of success. If there is 100% water vapor or concentrated water (ice, snow, etc) the spell can succeed. If there is no humidity it won't. Failure in this spell creates no bridge. Abysmal creates a bridge that breaks on contact.

RANGE	(EL+1) x2" [<i>How long bridge can be</i>]
HEIGHT	EL+1 feet [<i>Caster can vary</i>]
RESISTANCE	(EL+1) x5 [<i>Hits needed to destroy bridge</i>]
INCLUSIONS	EL+1
DURATION	(EL+1) x2 phases
CREATION PMR	EL x 5 feet (<i>Bridge grows at this rate each phase or 2 feet, whichever is greater</i>)
PATH WIDTH	EL+3 feet [<i>Max width defined by caster</i>]
BMC	5

EXAMPLE - A wizard is chased by bandits. He comes to a river that is 50 feet wide but deep and dangerous. He casts an EL3 Ice Bridge spell. This makes a path up to 8" long. The Duration is 8 phases. The Width is 6 feet. The bridge expands at 15 feet per phase. It will take 4 phases for the bridge to form. Four phases later the duration ends. Hopefully he can cross in time.

ICE DART

The spell is directed at one target. The damage is from intense cold. There is no freeze chance. A dart of Ice projects from the fingers of the caster and flies to the target. The dart explodes on impact causing a flux of cold.

Armor protects against this but it can also backfire. Metallic or Iron armor increases damage by EL/3 (RU) due to how metal interacts with cold. Armors like Leather or Quilted protect as normal with no side damage. Creatures who are natural to cold climates take 50% of the damage (RD). Those with a natural affinity for it, Frost Giants, etc, are not affected.

RANGE	(EL+1) x2"
DAMAG E	1D10+EL
BMC	2

ICE HOUSE

The spell creates an igloo like construction. It can only be cast in climates like Artic, Tundra, Ice and Glacier Fields or terrain covered with snow. It fails elsewhere. The Capacity is how many people can occupy the shelter.

The building rises from the surrounding terrain. It resembles an igloo with a small opening, hole in roof to let smoke escape and a round dome area or square area (up to caster) for people to occupy. It has the same color of the terrain and blends in well.

The Wind Resistance is how well the structure resists strong wind. The Structure HPV is how much damage it can take. The opening to the shelter is open to the air and must be covered by cloth or other material. Size depends on the capacity.

CAPACITY	EL [Not including caster]
WIND RESISTANCE	(EL+1) x10 Mph Winds [If can resist against winds]
STRUCTURE HPV	(EL+1) x5
DURATION	(EL+1) x2 hours [How long shelter lasts before melts]
BUILD TIME	(EL+1) x2 phases [Time to construct shelter]
BMC	2

OPTIONAL - Caster can increase the duration, HPV of the structure and wind resistance of a shelter. Per additional mana point the duration increases by 30 minutes, the HPV also increases by 1 and wind resistance increases by 2 MPH.

EXAMPLE - A wizard and his friend are caught in an upcoming blizzard. He casts an EL3 Ice House spell. It is big enough for four people and their gear. It can resist winds as strong as 40 mph gusts. If the winds are stronger the structure will begin to shake and shatter. It can resist 20 points of damage and will last 8 hours.

ICE SHIELD

The caster creates a shield of solid Ice. It blocks most things, like thrown objects and arrows. It may not block all melee weapons. A solid blow from impact weapons can shatter it.

Hot weather affects the shield. Per 5 degrees over 70 degrees subtract 1 phase from the duration. The shape of the shield is up to the Caster. Its size is equivalent to the size of normal shields of the same AV. The Shatter chance is the chance

it shatters when an impact weapon hitting it. The weapons that qualify are maces, axes, polearms, heavy lances and heavy swords.

In order for this spell to work there must be water in the air or nearby to use. If the humidity is such that there is no water available the spell fails. The Referee determines this based on weather and climate.

The caster must have a free hand for the shield to be formed. Once created the shield has a handhold. It can be tied to form a back shield. The shatter chance is rolled when damage greater than the AV is scored. If the roll is less than or equal to the chance the shield remains intact otherwise it is broken.

ARMOR VALUE	EL+1 [AV of Ice shield created]
DURATION	(EL+1) x2 phases [How long shield lasts]
SHATTER CHANCE	(10-EL) x10% [The maximum chance is 95%]
BMC	1

EXAMPLE - An EL3 Ice shield is created. It has AV4, Duration of 8 phases and a Shatter Chance of 70%. If it takes 5 or more hits in one blow it has a 70% chance of shattering. If this spell was cast in desert during 95 degrees the duration is decreased by 5 phases. The shield only lasts 3 phases due to the heat.

COLD RESISTANCE

ALIGNMENT - Elder

This spell grants temporary resistance to Cold (magic or otherwise). The Damage listed is the amount of protection the spell grants against cold damage. It is subtracted from applicable damage while the duration lasts.

DAMAGE	EL+1 (<i>amount of protection</i>)
DURATION	EL+1 turns
BMC	2

OPTIONAL - The spell can grant Immunity to Cold Powers spells. It must be cast at 5x the normal cost to achieve Immunity at the EL of the spell. When cast in this manner the duration is in Strategic Turns not tactical.

COMMUNICATE

General

The spell lets the Caster speak with a creature whose language is unknown to him. If it succeeds the target hears the speech of the Wizard in his tongue. The Wizard hears the creature in his own tongue.

EXAMPLE - A Wizard (a Donaran speaker) encounters an Elf. On success he hears the Elf speak Donaran though Elf Sidh is actually spoken. The Elf hears the Wizard speak Elf Sidh though he speaks Donaran.

RANGE	EL**
DURATION	(EL+1)*MEL turns
BMC	1

* If the range is zero the caster must touch the person he wishes to communicate with.

EXAMPLE - MEL10, EL4. The Range is 4". The duration is 10*(4+1) 50 tactical turns (10 minutes).

Communication ends when the Caster or the target wishes it to and roll .LT. or equal to their Will. Otherwise it ends when the Duration ends. (*The Will of Creatures, unless specified*)

otherwise, is their INT rating squared). While communicating neither entity may fight or cast other magic.
IMPORTANT - This spell has no affect if the creature in question has no meaningful language. The Referee determines when this applies. In general, any being with an INT of ONE or less has no meaningful language.

COMMUNICATE

ALIGNMENT - Shadow

The spell lets the caster communicate with the Shadow of any being in range. It is cast using the Tongue of Shadow and used to gain information about that person's orientation, intent and personality. It may not be used to speak to him.

When this spell is used only **1/3** of the target's **MDV (RD)** is applied in defense. Unless he rolls **Em** or less he is unaware that communication is taking place.

The caster may not engage in combat or cast other magic while the duration lasts. To end it before the duration expires, a **Will** roll is required. If he does he will not receive all of the information.

RANGE	(EL+1) *2"
DURATION	12 - EL phases (<i>the time required to learn the information possible</i>).
BMC	1

COMPULSION

ALIGNMENT - Chaos

This spell forces the victim to perform a specified action, or set of actions, with a **SPECIFIC GOAL**. It ends when the spell is dispelled, the person succeeds and returns with any item he is required to bring or when the Caster or the person affected dies.

While affected, the target may not attack the Caster. The spell acts as a Geas. It requires something from the victim's anatomy and must be cast in a purified area.

RANGE	EL"
MDV LIMIT	(EL+2) *4
BMC	2

NOTE - If the target's MDV exceeds the limit for the EL cast he ignores the spell.

CORPSE EXPLOSION

ALIGNMENT - Law

The caster targets a corpse and causes it to explode. The spell fails on damaged, unconscious or living targets. It can affect any non-supernatural corpse (if the being has a positive CL it is supernatural). Those within one hex of the corpse can take the listed damage from the explosion. If they fail an Agility*2 roll they do.

The spell is used on one corpse at a time. If it succeeds the corpse explodes. It has no affect on a body whose MDV is higher than the limit. At the higher EL range it can be used to deadly affect. Whatever their power, Liches, Lamias and Vampires qualify as corpses also.

RANGE	(EL+1) x2"
DAMAGE	1D3+(EL/3) (RD)
MDV LIMIT	(EL+1) *3
BMC	2

CORRUPTION**ALIGNMENT – Chaos**

The spell causes ANIMATE or FORMERLY ANIMATE material to rot. The damage for the **EL** is scored EVERY day starting immediately. The victim dies when his HPV reaches zero. For foods and other items, the damage is scored against the food point value it has or would have.

The affect of the spell is negated, through healing, if the person heals a number of points greater than the number the spell inflicts in a day.

EXAMPLE - An EL4 Corruption spell scores five hits per day. It is negated if its victim heals six or more with the aid of magical healing.

All persons in the affect area can be affected. The spell does not affect supernatural forces (any being with a positive CL) or those who are explicitly immune to it.

DAMAGE	EL+1
RANGE	(EL+1)/2" (RU) (<i>The sides of a 60 degree cone</i>).
BMC	6

Cosmic Powers**Balance**

COSMIC TIME

MOON SHINE

METEOR SHOWER

STAR NAVIGATION

COSMIC TIME

This spell gives the Caster an exact time of day. It can be cast at day or night. On success it makes the caster and those included aware of the exact time. There is no range limit. As long as there is Sunlight or Moonlight the spell can work.

DURATION	EL+1 phases (Or ends sooner if caster's wishes)
INCLUSIONS	EL
BMC	4

OPTIONAL - This spell can be used to synchronize the caster and a set number of inclusions to the same time. The caster sets a time for the spell. At it arrives the spell gives a mental sensation to the caster and those he includes. Success yields the sensation at the selected time. Failure gives a headache. Abysmal gives a time that is off by 1D6*5 minutes. Roll separately for each person included on an abysmal.

METEOR SHOWER

The spell pulls asteroids from the sky and brings them down around the caster. Those hit by the rocks are damaged. The fire chance is the chance the rock causes fire damage or ignites objects on impact. The caster does not control the meteors. They land where they land. If the caster rolls an abysmal failure, the rocks hit him.

RANGE	(EL+1)" (Diameter) [Area where rocks land]
DURATION	EL+1 phases
NUMBER	(EL+1) x2
TIME TO FALL	10-EL phases (If 0 instantly)
SIZE	(EL+1)/2 (RD)
DAMAGE	1D6+EL+Size
FIRE CHANCE	(EL+1) x5%

BMC	6
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OPTIONAL - Referee determines if there are asteroids in the heavens above to pull down. If not the stones are mystically created. Triple the time for them to arrive. If the time was zero it becomes two phases.

MOON SHINE

As long as there is moonlight this spell increases its brightness. The caster and those he includes see this. The effect is as if the moon is shining at the biggest phase (the full moon). If it is at Full Moon already it will be twice as bright to the caster and those he includes. The effect of this increases vision for combat and other uses. Diurnal beings will be able to fight at night without vision restriction.

DURATION	(EL+1) x2 turns
INCLUSION	EL
S	
BMC	2

STAR NAVIGATION

This spell uses the Stars to navigate through the wilderness or seas. It does not give a distance but will show the direction to a known target.

The spell operates by mystically increasing the brightness of a star in the right direction and altering the color to make it stand out. Only the caster sees the change. Success gives the direction. Failure gives nothing. Abysmal gives an erroneous direction. The spell only works so long as there are Stars in the sky that are not obscured by daylight, clouds or weather. The target, be it a person or place, must be known to the caster.

DURATION	EL+1 hours
RANGE	(EL+1) x100 miles
BMC	2

CREATE WARRIORS

ALIGNMENT - Shadow

The caster can create Shadow Warriors. The maximum number possible equals **EL+1**. He loses one energy point per warrior per full turn they remain in addition to the mana or energy required to create them. The base values of a warrior are:

Shadow Warrior				Shadow	
AHP	12	OCV	3	DCV	5
S	18(+1)	St	12	NWI	-2
D	25(+1)	A	30(+1)	NAV	0
MR	13	MDV	10	NF	NA (1D6)*
EnL	12	CDF	2	CL	NA (1)**
DTV	-1*	HC	NA	INT	2
C	18(+1)	SS	NA	HC	15%

Cast at TRIPLE cost the spell allows the caster to form a single warrior with **1+(EL/2) (RU)** times normal Shadow Warrior values, i.e. a single **EL4** warrior costs 30 mana to summon, takes 36 hits, has a strength of 54, etc. The shadow's **MR** is reduced by ONE per multiple over one. The cost to power it is increased by

ONE per multiple over one, i.e. the **EL4** shadow above has a **MR** of 10 and costs 3 energy per turn.

Shadow Warriors appear to flow out of the caster. They move as the caster directs. While controlling more than one warrior the caster can do nothing else. While controlling a single warrior he may use other Shadow Magic, move or engage in other actions.

NOTE – *Innate Shadow Weavers may command any number of warriors without suffering the restriction above. Instead of using the base cost specified in Book One, determine an EL as an Innate Power for this spell. Treat it as an innate power unless the Shadow Weaver is trained. Once he is trained this spell starts at his Innate EL, can be cast at that EL or lower and can draw from either Casting Ability or EnL.*

RANGE	(EL+1)*5" (The distance the Shadow can be from the caster without disappearing.)
BMC	2

CREATION

ALIGNMENT - Neutral

This is a potent ritual spell. It may only be cast on an altar purified for neutral magic. Per effort, two weeks of research (at a minimum) is required. At lower EL levels (0 - 9) the caster must collect materials reflecting powers and attributes he wants to be part of his creation. Once the material is collected, and the research done, he casts the spell daily for seven days. The success chance is ((EL+1)*10%)-5% per failure.

At EL10 or higher the caster requires crystals. Each attribute or power he wishes to be a part of the new being is impressed on a crystal. When all are prepared, and the research done, he casts the spell daily for thirteen days. He must succeed ten times in these rolls. If he does the creation comes forth. If not, the effort fails. Whether the spell succeeds or fails the crystals used are expended.

The result of this spell is a viable being that fits the criteria established by the caster. Life or another spell that gives its target energy is cast to give the creation life. From the neutral perspective, doing this properly requires the use of the spell Life. The creation takes its alignment from that of the power that is used to empower it. If you use a Law spell, the creation is Lawful.

Once the being appears and is energized the caster is required to name it and its race. When this is done, he informs it of the mission he wishes it to perform with the life he has given it. All three statements become part of its being. Once they are, the act of creation is concluded.

Beings created with this spell never attack their creator. That fact does not guarantee obedience. The base chance is listed in the table below. If it does not choose to obey, it leaves. If the caster prevents this, the creation will try to escape. Should that be prevented, the restriction on harming the caster no longer applies.

EXAMPLE - A wizard makes a creation at EL7. He wants it to have the intellect of a dragon, strength of a giant and appearance of a Jinn. He must gather a dragon's brain, sinew from a giant and a Jinn of the sex he wishes the creation to be. Once he has all three he researches their fusion. That done, he casts the spell seven times. In this case, he fails three times. That makes his chance $(7*10\%)-(5*3)=55\%$. If he rolls 55 or less the creation appears. If not the materials are destroyed and he gains nothing. IMPORTANT - All creations made with this spell are permanent. There is no need to cast permanent magic to make them so.

OBEDIENCE CHANCE	40+(EL*5%)-modifiers **
BMC	12

** The referee applies the modifiers below as he feels they are appropriate.

FACTOR	MODIFIER
Same Alignment	10
Different Alignment	-10
INT rating greater than 6	-5
Rebellious or violent nature	-10
Per Magical Ability	-5
Approval of Mission*	20 to -20

* If the creation's nature, power and intellect favors the caster's intent the modifier is positive. If the idea is anathema to it, it is negative. The referee will determine what factor applies.

EXAMPLE - In the example above the base chance was 55%. The creation is the same alignment, has an INT of 9, is violent by nature and has three magical abilities. The mission the caster gave does not impress it. That is a -5. The modifiers that apply are 10, -5, -10, -15 and -5. The final chance of obedience is 30%.

NOTE - Once the original creation is made it can be replicated by the caster without research. The cost is 50% of normal (RU). The needed materials must be collected for each new being the caster brings to life. For the new being to be a member of a viable race there must be at least one male and one female.

CRITICAL STRIKE

ALIGNMENT - Chaos

This spell has a two fold purpose. It takes TWO phases to work in both manners. It need not be used in consecutive phases. The spell is cast first to learn of a critical or weak point in a target's body or armor. Then the caster uses the spell AGAIN to gain the benefit of this knowledge. It gives a Power Strike in terms of its added damage. Any strike of Hit, Shield hit or Severe is Deadly and a deadly hit kills. A miss is still a miss. A roll of 90 - 100 is always a miss.

The spell can be used on animate and inanimate targets. For inanimate objects it could be used on doors or walls to find the weak point so it can be hacked at to reduce the time to take it down. Once the weak point is learned it is retained in memory. The caster must touch the structure, animate or inanimate, to determine its weakness.

RANGE	Touch
BMC	6

CROP PROTECTION**ALIGNMENT - Law**

The spell protects crops in the affect area against natural threats such as diseases, hail, frost and vermin. If cast at twice the normal cost, it grants crops immunity against the spells Cold, Disease, Foyson Theft and Withering Hand. The EL of the immunity equals the EL of the Crop Protection spell.

Harvested crops will not retain this immunity.

AFFECT AREA	(EL+1)*5" (a radius)
DURATION	EL+1 squared weeks
BMC	2

CURE DISEASE**ALIGNMENT - Varies**

This spell negates Plague and Disease. Its chance of success is as specified for Revelation. The person to be cured must be touched. It is usable on one person only. No damage or energy loss suffered before the spell takes affect is recovered.

On Success the EL of this spell is subtracted from the BL of the spell it is opposing. If the result is less than zero the plague or disease is cured. If not, its strength is reduced. The spell should only be used on a victim once per day.

Per additional time it is attempted, the caster adds ten to his success roll. Failure increases the EL or BL by one. If Abysmal Failure results, the EL or BL is increased THREE levels AND the caster contracts the contagion.

EXAMPLE - A warrior is suffering from MEL12/EL8 Disease. His wizard friend uses MEL6/EL3 Cure Disease to help. His first effort succeeds, reducing the EL to 5. The Wizard decides to try again, adding an additional ten. He fails. The EL is now 6. Angry, he makes a third effort. With an additional twenty added he gets an Abysmal. He and the warrior now suffer an MEL12/EL9 Disease. Oops.

BMC	1
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DAMAGE REVERSAL**ALIGNMENT - Balance**

When the spell succeeds the damage listed is subtracted from damage the Caster has suffered and inflicted on the creature that caused it. For the spell to work the Caster must be damaged and the cause of his damage must be in range. If not the spell fails.

When the spell fails the damage listed is inflicted on the Caster, i.e. added to the damage taken. Damage taken from this spell is not affected by armor. By paying DOUBLE the Mana Cost the Caster can attempt to reverse damage for anyone he touches. In doing so he adds 10 to his roll.

RANGE	(EL+1)*2"
DAMAGE	(EL*2)+1
BMC	1

EXAMPLE - A Dragon scores 12 hits on a Wizard that has **EL5** in this spell. The Wizard reverses the damage. The Dragon takes 11 hits. The Wizard's damage is reduced to one.

NOTE - The damage reversed never exceeds the damage the affected individual personally inflicted on the Caster.

DARK KNOWLEDGE**ALIGNMENT - Dark Elder**

This is arguably the most potent rite of the Kotothi Shaman. It can only be cast in an area purified for the Kotothi and requires the use of blood taken from a human, elf or faerry. When cast at normal cost it can be any of the three. At double cost it must be elf or faerry blood. At any higher level only faerry blood may be used. Failure to use the proper blood in the ritual results in an automatic abysmal failure.

The general uses of the spell are listed in the following table.

MANA SPENT	KNOWLEDGE GAIN
Normal	Skill gain, existing spell knowledge, general information about a person or material.
Double	Skill mastery, new spell knowledge, complete information about a person or material.
Triple	Attribute Enhancement, Divine knowledge
Quadruple	Just about anything

The basic use of the spell allows the caster to gain a skill, existing spell or general knowledge. The skill is learned at a starting level. If he already has that, he gains 1D10+EL levels or a maximum level, whichever is lower. It may not be used for skills that require extensive physical training. The spell is learned at EL0. If he has it, the spell is increased one EL. General information informs the casters about the essential nature of the item and obvious relevant facts.

Casting the spell at double cost allows the caster to master the skill. Any skill gained is received at a maximum level. New spell knowledge is used to corrupt another spell for use in Kotothi Shamanic magic. It may only be used for Chaos, Elder, Sidh and Shadow powers. Complete information tells him everything there is to know about the person or material.

The spell is cast at triple or higher cost as a ceremonial rite. The caster states what he would like the ceremony to do for him. The Referee decides what the Kotothi gods have it do. Common affects of the rite at this level are an increase in a mental attribute (usually Will or Intelligence) or explicit and detailed knowledge about something from the gods. If an attribute is affected increase the Native Ability by the MULTIPLE used for the spell divided by two. Always round down.

Use of this spell can affect the mind of the caster. There is a chance, depending on the EL and Multiple used, that he goes insane. If so, he must operate from that moment as a Kotothi creature should. Some of the favorite sports that must become a common feature of his life will be cannibalism, rape, torture and wanton destruction.

DURATION	EL+1 squared minutes (<i>the caster is comatose while the duration lasts</i>)
MAX MULTIPLE	(EL/3) (RU)
INSANITY	(10% + (EL*Multiple Used)) - WB squared
BMC	10

EXAMPLE - A Kakana Shaman uses this rite at EL7. His Will is 52. It lasts 64 minutes. He may use up to a triple multiple for it. He casts the spell at triple power and uses Faerry blood. There is a $(10+(7*3))-(3*3) = 22\%$ the spell drives him insane.

NOTE - Most Kotothi Shamans consider the "insanity" to be beneficial. They call it being reborn as a child of Father. Anyone affected in this way is always oriented to his magic. He need never cast the Orient Self spell again. He also has a faint green glow of power in his eyes at all times.

IMPORTANT - The insanity is resistant to cure. Any effort to do so requires magic at no less than twice the EL of the spell that resulted in insanity. Use of anything less is an automatic abysmal failure.

Darkness Powers

ALIGNMENT - Chaos

DARKNESS

DARKLING LIGHT

THE DARK COMPANION

DARKLING LIGHT

The Lightning of the Dark. An affected target is consumed by Darkness. Unless the spell is negated or dispelled he dies and disappears. Nothing is left of him.

If the Caster is killed before an effected target is consumed the effect is negated and the person is undamaged. The other way to counter the effect is with a Dispel/Banish spell of the same **EL** or higher. The damage is doubled against creatures of Light, as specified in DARKNESS.

RANGE	(EL+1)*3"
DAMAG E	EL+1 (The damage scored each phase until the target is consumed)
BMC	6

DARKNESS

Darkness may only be cast where Light exists. It is negated by, and negates, any Light spell. While it is in effect, only the Caster, persons he is in contact with and creatures that see in magical darkness can see. It allows no light. Any non-magical light, or item that gives off such light, is extinguished by the spell.

If the spell causes a damage effect when cast it is consumed in doing so. The Damage listed is only scored on creatures with innate Light Powers or supernatural forces aligned with Law.

RANGE	EL+1" (A diameter)
DURATION	2 turns (EL factor applies as power)
DAMAGE	(EL+1)*2
BMC	1

EXAMPLE - With **EL7**, the spell has a diameter of 8". The duration is 2 to the 8th power (512 turns). The Damage scored against any creature that can be affected is $2*(7+1)$ 16 hit points.

NOTE-Any supernatural creature damaged by the spell fights the Caster until one or the other is killed. No AV affects damage that is inflicted by this spell.

THE DARK COMPANION

The Caster can weave a living, human form, servant from the Darkness. The servant obeys any order given by the Caster. It is damaged by contact with Light, magical or non-magical. (Non-Magical Light scores **1D3** hits per phase). The companion is speechless. To give it orders the Caster must use the communicate spell or speak the tongue of Dark Chaos. The powers of the Dark Companion are:

- A) He is invisible in any darkness.
- B) He scores DOUBLE damage as for a Weapon-User with **SB+2** in normal combat.
- C) His **AV** against damage does not apply to damage caused by Light, Magic or weapons that contain silver.
- D) If his **HPV** reaches zero or less he is dispelled.

OPTIONAL – A form of this spell may be cast that allows the Caster to send a Companion to seek an enemy. The Mana Cost, when the spell is used in this way is multiplied **times 5**. The Duration is unlimited.

One Mana Point per **EL+1** is paid daily to maintain the Companion while it searches the darkness for its prey. When the Companion finds the enemy it attacks. If the person is driven into unconsciousness or killed his spirit is captured. The Companion takes possession of his body, under the perpetual control of the Wizard. After possession has taken place, the maintenance cost is no longer required.

DURATION	EL+1 strategic turns		
RANGE	2 + (EL*2)" (If the Companion moves farther away from the Caster he dissolves)		
BMC	8		
OCV	EL+4	ATTACK EL	EL+4
DCV	EL+2	MR*	(EL+1) *3"
HPV	DCV*3	MDV	OCV+2
AV	EL+4		

* If the Seeking Companion is created this is the tactical MR. Strategically Companions move **(EL+2)*10** miles each night in their hunt for the victim. The Companion moves at night or in darkness. He never enters light willingly.

EXAMPLE – An **EL2** companion lasts 3 strategic turns. It must remain within 6" of the Caster. It is **OCV6, DCV4, HPV12, AV6, EL6, MR9** and **MDV8**.

DARK SIGHT **ALIGNMENT – Shamanic**

The spell grants the power to see in any darkness. It applies for the Caster AND any person he includes. The number of inclusions possible equals the **EL** (in terms of a number of persons other than the Caster).

The specified range is BOTH the range people included must be from the Caster to remain included and the range persons affected are able to see.

DURATION	2 phases (EL factor applies as a Power)		
RANGE	(EL+1) *2"		
BMC	1		

EXAMPLE—With an **EL4** spell the Duration is 32 phases. The range is 10”.

DARK SIGHT

ALIGNMENT —Shadow

The Duration is as for the Shamanic spell of the same name. The range is **(EL+1)*4”**. The caster may not include others. It is not usable in total or magical darkness and does not grant better than normal vision.

NOTE — *Innate Shadow Weavers have Dark Sight at no cost. They see in the dark as well as they can in the day. (Their sight is as good as an Elf at night and as good as a man in the day).*

DEADLY SHADOW

ALIGNMENT —Shadow

The victim’s shadow turns against him. The caster needs blood and hair from the person to be affected OR he must have cast Soul Sight on his shadow within the last 24 hours to use the spell. If neither is true, the spell is an abysmal failure. If both are the caster subtracts TEN from his roll in addition to normal modifiers.

This spell is a curse. It may only be cast on an altar purified for Shadow. If it is attempted in any other way, the Caster suffers the affect. The time required to cast the rite is two hours.

A victim cursed with a Deadly Shadow can only be cured with a Negate Curse spell. Each day the victim fails to roll Will the shadow’s attack drains **2D6+EL** energy points and one Will point. When his **EnL** reaches zero he dies. If Will reaches zero he can no longer resist the attack.

While the Shadow drains its victim, the victim loses Strength, Stamina and Constitution equal to **1/2** the energy lost. When one characteristic reaches zero the victim’s **MR**, **OCV** and **DCV** are reduced 50%. When two do he is in coma. If all three reach zero he dies (even if he still has a positive **EnL**).

BMC	10
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DEATH BLAST

ALIGNMENT —Shamanic

The spell destroys the Spirits of corporate and disincorporate enemies. Persons affected by success drop dead. Spirits affected dissolve. Targets add DOUBLE their **MDV** to the Caster’s roll.

A **MDV** limit applies for this spell. If the **MDV** of the target, after doubling, exceeds the limit for the **EL** he cannot be killed. If success is rolled, he is stunned, moving at 1/2 speed and fighting with 1/2 **OCV** and **DCV (RU)**, for a number of phases equal to the **EL**.

MDV LIMIT	(EL+1)*4
RANGE	(EL+1)*2”
BMC	4

NOTE— *This spell is cast at a specific target only*

DEATH BLOSSOM

ALIGNMENT — Dark Elder

The spell has no immediate affect on its target. It strikes him with a powerful taint that harms his soul and body. Over the course of its duration that taint grows. Various places on the body show dark swelling that pulse with growth.

When the duration ends the contusions blossom and explode. Each inflicts the damage listed to the HPV and EnL. In addition, 1D6 small serpents, worms or spiders crawl out of the resulting hole. All are poisonous with a BL equal to EL/2 (RD). Roll 1D3. IMPORTANT - To cast this spell on someone the caster must be within his range of the target or have that person's blood and spit as he casts in a purified area. When the spell is used in the second manner the range is irrelevant.

RANGE	EL+1"
DURATION	21 - EL days
DAMAGE	1D6+EL
CONTUSION S	(EL+1)/2 (RU) <i>(the number created. Each does the damage given and creates 1D6 creatures)</i>
BMC	5

The only cure for this spell is the use of Cure Disease AND Negate Curse. Both must be cast at an EL at least equal to the EL used for this spell. If not, they delay the affect EL days but do not cure it.

Death Powers

ALIGNMENT - Chaos

THE FOG OF DEATH

THE HAND OF DEATH

FOG OF DEATH

The spell creates a noxious cloud that is fatal to life. Anyone that enters the cloud, and is affected, is killed. The caster is immune to this. Add **MDV*2** to the Caster's roll for success. This roll is taken each phase that a new creature enters the fog. Abysmal failure only applies on the Caster's initial success roll.

Once cast, the spell moves with the Caster. He is always the direct center of the effect. If he attempts to cast any other Magic while the effect remains with him, or suffers any damage, he can be affected by his own spell. Any Missile Fire into, or out of, this cloud uses Obscured Range values.

RANGE	(EL+1)/2" <i>(A Radius)</i>
DURATION	(EL+1)*2 phases
BMC	8

HAND OF DEATH

The Duration is 50% of that specified for Fog of Death. It has no range. The Caster affects targets by touching them with his left hand, or closest approximation thereto. Any person affected dies. **MDV** is used as normal in resisting this spell.

The Caster can make one touch attempt per phase for as long as the spell lasts. If a target is not affected by the first touch he adds his **MDV*2** thereafter. *(If the duration for his EL is 7, the Caster can touch as many as 7 people).*

BMC	5
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DECAY

ALIGNMENT -Chaos

This spell interferes with Healing. It may only be cast on damaged enemies and only affects living creatures. It has no affect on Supernatural forces. It inflicts a number of hit points each day for a number of days determined by the **EL**. It is only

stopped by a Negate Curse spell. Otherwise, the best the victim can do is to heal faster than he is damaged.

Without healing magic of some kind Healing Chance is reduced by **EL*4** until the spell is negated. If healing magic is used, the reduction equals **(Decay EL - Healing EL)*4**. If the result is negative, increase the Healing Chance. If the Healing Chance is zero or less the Character cannot heal without magical aid.

NOTE—For Natural Magic items that do not have a precise EL listed, the EL used above equals Healing Chance increase /5 (RU).

DURATION	EL+1 days squared
HIT POINTS PER DAY	EL+1
RANGE	EL+1"
BMC	5

EXAMPLE — An **EL9** spell inflicts 10 hit points per day for 100 days. (If the spell is not negated death is certain).

DELUDE SIGHT **ALIGNMENT - Neutral**

The spell is cast on one person, either the caster or a willing target. On success it obscures their precise location. This makes him harder to hit in combat, with missile fire or most magic.

Anyone attacking the person affected adds the EL modifier to all combat rolls or magic success rolls against him. Magic that affects a large area, like a fireball, is not affected. For magic, if the added modifier places the result into the Abysmal Failure range for the caster, the abysmal is ignored.

The delusive appearance remains in force, unless dispelled, for the entire duration. Once it ends, the person affected loses energy from his EnL. If this puts his EnL at zero he is comatose until some form of magic increases it to at least one.

RANGE	Touch
EL MODIFIER	(EL+1)*2
DURATION	(EL+1)*3 turns
ENERGY LOSS	EL+2
BMC	1

IMPORTANT - The delusive appearance is not invisibility. The enemy sees the person is there they just can't tell exactly where. If he enters a confined area or lets himself get pinned, exactly where doesn't matter. Ignore the EL modifier completely. If the person affected suffers damage, the affect of this spell is negated starting with the next phase.

DELUSION **ALIGNMENT - Shadow**

The victim sees movement in the shadows around him. Positive that an overwhelming force surrounds him, he surrenders unless he rolls **(Will*2) - the EL modifier**.

On this roll, failure causes the victim's immediate surrender, partial success causes him to flee in a random direction (intent on fighting his way to freedom). On success, he ignores the spell.

Cast at **DOUBLE** cost, this spell affects everyone in a circular area defined by its radius. All act as specified above. Any whose **MDV** is higher than the **MDV** limit ignore the spell.

Where such a person is within the effect area, affectable persons roll **Will*3** to resist instead of **Will*2**.

RANGE	(EL+1)*3" (The maximum distance from the caster the person, or the center of the radius, can be)
RADIUS	(EL+1)*2"
DURATION	(EL+2)* 2 turns
MDV LIMIT	(EL+1)*4
EL MODIFIER	EL*5
BMC	2

Desert Powers

ALIGNMENT – Varies

DESICCATION NAVIGATION
GRASPING SANDS SAND WALL
HEAT WHIRLWIND

NOTE - Desert Powers have no affect on any being with a supernatural affinity to the desert. If it is cast on such creatures the result is an automatic abysmal failure.

DESICCATION

The spell affects the victim's EnL. Per phase of its duration the damage specified is scored. Per three Energy Points lost the victim takes one Hit Point in physical damage (RD). If the Energy Level reaches zero, he is a dried out, dead husk.

DURATION	EL+1 phases
DAMAGE	1D6+EL
RANGE	(EL+1)*2"
BMC	3

GRASPING SANDS

This power is only usable with the **CHAOS** form of the family. It causes the sand to rise up and grasp a specified enemy. The sands surround him and encumber his limbs. After the target is grabbed, the Caster may recast the spell and attempt to crush him. When this attempt is made, the Mana is allocated and the Crush chance is rolled. If success occurs, the enemy suffers the damage indicated each phase.

The **AV** of the victim applies against this spell's damage. All damage is taken as damage by the armor. The armor and the person wearing it take the amount in excess.

EXAMPLE - A person in Plate Mail is not crushed by an **EL3** attempt. The sands inflict 4 hits per phase. His armor stops it all but it takes 4 hits per phase for a maximum of 8 phases.

DURATION	(EL+1)*2 phases
MR REDUCTION	EL/2 (RU)
RANGE	(EL+1)*3
CRUSH CHANCE	(EL+1)*10% (MDV and any AV are added to the roll)
DAMAGE	EL+1 per phase
BMC	6

Heat

The spell assails a general area with furnace-like heat. The damage is suffered each phase that any creature that can be affected remains in the radius. No AV applies against this effect. If the **HPV** is reduced to zero or less the creature affected is dead.

The Caster must remain within the affect area throughout the spell's Duration. He may move anywhere within this area. He is never affected by his own spell. If the Caster moves out of the area the spell is negated. This spell does not affect any creature with innate Fire or Desert Powers.

DURATION	(EL+1)*2 phases
RANGE	EL+1" (A radius)
DAMAGE	EL+2 per phase. (No AV applies against this effect)
BMC	2

NAVIGATION

The spell allows the Caster to find his way in any desert. He must have a specific place within the desert in mind when he casts. If not failure is automatic.

Success with this spell gives the Caster a course directly to the place he wants to go. Failure yields a course in the general direction but not directly there. Abysmal Failure yields the wrong route. (*The Referee should take this roll secretly. It is up to the Character to figure out whether the spell works*).

The Caster is entranced after casting the spell. He remains in the trance until he reaches his goal. While affected **OCV**, **DCV**, **D**, **A** and **S** are reduced 50% (RD). He may not cast any other magic while the spell is in force. If he does it is negated.

RANGE	(EL+1)*20 miles (How far away the desired object can be. If it is farther, the spell is an abysmal failure)
BMC	1

EXAMPLE—**EL4**, range is 100 miles. If the Caster has **OCV5**, **DCV6**, **D12**, **A13** and **S9** they are reduced to **OCV2**, **DCV3**, **D6**, **A6** and **S4** while he is affected. If the place he is looking for is 101 miles away the spell is an abysmal failure.

SAND WALL

A tidal wave of sand is raised by the cantrip. Anyone in its path has a chance to be overpowered. If he is, he is inundated by the sand and suffers the listed damage. Any damage taken is inflicted on both hit points and energy. If either reach zero, the target dies.

The wave moves from the caster selected starting point in the direction he chooses. Once he begins the wave he has no control over it. The movement continues until the duration ends. If he is in its path, he can be affected like anyone else.

To determine if a target is overpowered compare his Strength to the spell Strength. The amount that the spell is stronger is the chance the target is overpowered. If the spell is weaker it stops that person from moving forward for one phase. That is the only affect it has.

STRENGTH	(EL+1) *10
DURATION	EL turns (<i>If EL0 the duration is two phases</i>)
RANGE	EL+1 (<i>A radius extending from the center point at a 90 degree angle to the chosen direction of movement</i>)
PMR	(EL+1) (<i>The speed it moves each phase</i>)
DAMAGE	(EL+1) D6
DISPLACEMENT	(EL/2)+1 (RU) (<i>The distance a victim is knocked away from his original position</i>)
BMC	8

EXAMPLE - A High Imam of the desert sends an EL8 wall at his enemies. It has a strength of 90, lasts for 8 turns, extends 8" to either side of his starting point and moves at 9" per phase. Anything overpowered takes 9D6 points of damage to his HPV and EnL. Dead or alive, the victim is placed 6" away from his original position by the Referee. Where is entirely up to the Referee.

WHIRLWIND

This spell is only usable with the **Elder** form of the family. It creates a twisting current of air and sand. It can be used to move rapidly and inflict damage.

The Whirlwind rises around the Caster and anyone he is in physical contact with. Any other person in the effect area, or that enters it, suffers the listed damage and is thrown out.

If the spell does not succeed in damaging the person, through failure, he may enter the eye of the funnel, where the Caster is located. To do so, he must roll less than or equal to his **Dodge Value** on 1D10.

The Caster may move the affect each phase. He must remain at the center when he does. Any person in physical contact with him moves with it. Any who release their hold, or that he succeeds in throwing out, are subject to the effects of the whirlwind.

DURATION	(EL+1) *10 turns
PMR	(EL*2) +4"
DAMAGE	2D6+EL+3
FUNNEL RADIUS	EL/2 (RU)
BMC	6

EXAMPLE - With the **EL3** spell, **2D6+6** hit points are scored. The funnel can move up to 10" per phase for up to 40 turns.

DESTRUCTION

ALIGNMENT - Chaos

The spell affects inanimate material. It destroys any such material it succeeds in affecting. When used offensively, the spell is cast at a specific target. It shatters a number of cubic feet of material in or on that target. The Damage listed is scored on persons in the area destroyed. It reflects falling rubble, etc. It is only scored in cases where debris is created.

Defensively the spell creates a zone of destruction around the Caster. Any inanimate object that is affected is destroyed. This chance applies throughout the duration. If an item remains in the area after not being destroyed, it rolls again if it is

still there at the start of the next tactical turn. Unless an item is magical, it has an **MDV** of zero. If it is magical it uses its **MDV*2** in resisting.

DURATION	(EL+1)*2 phases*
RANGE	2*(EL+1)" (For offensive use the factor is cubic feet. Defensively the value is a diameter)
DAMAGE	1D6+(EL*2)
BMC	9

* The duration applies in defensive use only. In this case, the effect moves with the Caster. It cannot affect an item that weighs more than **10*(EL+1)** pounds.

EXAMPLE – **EL7**. Defensive duration is 16 phases. The diameter is 16". Offensively, the damage scored on persons trapped in rubble is **1D6+14** hit points. It destroys 14 cubic feet of matter, i.e. it can destroy a wall section.

DETECTION

General

The spell allows the Caster to detect for a specific class of thing. Success tells him something of that type is present and gives a general direction. Failure indicates something is present but no direction is given. Abysmal Failure yields nothing.

Detection may be used to analyze a specific object the Caster is touching. In this case, the Spell informs the Caster of any magical value and the basic type of magic. Failure does not yield the type, i.e. alignment. Abysmal Failure yields nothing. The Referee may give the Caster other information from its successful use at his discretion. Whether he does or not is up to him. If the item is magical the Referee may use its MDV in defense against detection if he feels it is appropriate to do so.

RANGE	(EL+1)*2"
BMC	1

DISEASE

ALIGNMENT –Chaos

The target is infected with a potentially fatal illness. Diseases created with this spell are not contagious. The duration listed is the number of days the Disease lasts. The victim's EnL and Stamina are reduced by the Damage factor if the spell succeeds. The basic effect of the Disease is determined by rolling **2D10 - EL** on the table below:

Disease Effect

NET ROLL	AFFECT
0 or less	The victim is in Coma until he is cured or dies.
2-5	The victim passes out. He wakes off and on. He may not move under his own power.
6-10	The victim's MR is reduced 90% (RU). While affected he is covered with blotches and/or pustules and vomits frequently.
11-20	Divide St by the Duration (RU). The result is subtracted from St daily. When it reaches zero, the victim passes out. While affected his MR is reduced 50% (RU) and he has a fever.

Stamina or Energy Points lost to this spell return at the rate of 1D6 points per day if the Character survives. Roll for

each. After the duration ends, the Character DIES if he rolls .GT. his current Energy Level with **D100**. The victim may subtract his Poison Resistance from his roll. Touch is required to affect the target.

NOTE - The Stamina loss affects the victim's HPV and other Stamina related values.

DURATION	(10-EL) days. (If 0 or less the death roll is taken immediately)
DAMAGE	(EL+4)*5% (The percentage loss to EnL and St)
BMC	4

EXAMPLE - A Character is affected by an **EL10** spell. He rolls immediately to die. His Energy Level and Stamina are reduced 70%, i.e. if EnL was 84 it becomes 25. His Stamina of 24 becomes 7. Given his stamina loss, his Poison Resistance is two. If he rolls a 28 or higher he dies.

NOTE - For Cure Disease to have any affect it must be cast before the Duration ends. If the determined duration is zero, it must be cast on the victim within 1D6 hours.

DISINTEGRATION **ALIGNMENT - Chaos**

This spell affects animate objects. Success causes the dissolution of the entity into a pile of fuming powder. To affect a target, the Caster must touch him. If the target' **MDV** is higher than the limit specified he cannot be affected. At no time does armor have any affect on this power unless it grants Immunity against it.

MDV LIMIT	(EL+1)*4
BMC	4

DISORDER **ALIGNMENT -Chaos**

Those affected lose control of their actions. They move in a random manner. Roll on the table below every phase for each person affected. When a move is taken the victim moves at 1/2 speed (RD).

Disorder Directions

Roll	Direction	Roll	Direction
1	North	5	Southwest
2	Northeast	6	Northwest
3	Southeast	7-9	No Movement
4	South	10	Any direction the Player wishes

NOTE - The table is set for movement with a Hexagonal map surface. Modify it as desired if you do not use this type of surface.

Victims of this spell attack any target within melee range at the end of movement. They are unable to distinguish friend from foe. The Roll Modifier is added to all attack rolls taken by affected persons.

The spell affects an area. An affected person that wanders out of the area is stunned for one phase. In the next he returns to normal. Other than this the effect lasts until the spell ends. It cannot be dispelled, negated or cured.

Once the spell has been cast, the Caster may leave it. He is not required to stay and may cast any other magic he desires. Missile Fire into the effect area is not obscured. No Missile Fire is allowed by affected persons within the affect area.

ROLL MODIFIER	EL
DURATION	(EL+1)*4 phases
RANGE	(EL+1)*2" (A diameter)
BMC	3

DISORDER

ALIGNMENT – Shadow

Range, Duration and Roll modifier are as for the Chaos Disorder spell. This spell weaves misleading shadows that delude the mind and make it impossible to judge direction. It does not affect the caster. Missile Fire into this type of Disorder uses obscured range values. While it is in affect, the caster may not cast any other magic, including shadow magic.

BMC	4
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DISPEL/BANISH

General

The spell is cast to dispel the effect of magic or banish supernatural forces. It must be learned separately for each alignment to have full value.

When the spell is gained the Player selects ONE alignment. He knows how to work against them. If the spell is used to affect magic or forces of another alignment, without learning the rites that are potent against them, the **MDV** is DOUBLED. If it is used against the alignment that is the diametrical opposite of the alignment known, the spell is ignored completely. The spell is always used against a specific target, be it a demon or a spell. EXAMPLE - The caster knows Dispel/Banish (Chaos). It has full value against Chaos. Elder, Kotothi, Sidh, Neutral or Shadow get double MDV. Law forces ignore it.

Dispel - Spells are dispelled by success. The **MDV** of a spell equals the **MEL+EL** of its Caster. The Caster of this spell may attempt to dispel a spell that is in the process of being cast by an enemy or one that has succeeded and is in force. If the spell he tries to dispel is permanent its MDV is **MEL+(EL*2)**.

EXAMPLE - Jash Hedge attempts to dispel Abnaric Elgar's effort against him. Abnaric's effort is MEL28/EL9. Jash (MEL5/EL2) works against an MDV of 37. He fails. When the iron sphere is made permanent, Jash is working against an MDV of 46. He's in trouble.

Banish - Supernatural forces (Contact Level 1 or higher) can be banished. Success causes them to vanish. They return to their world (be it upper or lower). Failure does nothing. Abysmal Failure has the normal abysmal failure effect and the force the Caster attempts to banish may attack with -5 on combat or magic rolls against him. The MDV affect is as specified above. If a Ward Pact binds the supernatural force use its MDV plus the MDV of the pact spell.

EXAMPLE - A wizard encounters a Fiery Spirit bound to a ward pact. It guards a door the party must get through. The pact is MEL10/EL5. The demon's MDV is 10. His effort is cast against an MDV of 25.

RANGE	EL+1"
MDV LIMIT	(EL+2)*3 (<i>The limit is based on the MDV before any doubling. Multiplication will not raise a force or spell beyond the limits of this spell</i>).

DIS-TRACK

ALIGNMENT - Balance

This spell is a way to elude enemies. It causes footprints or tracks to disappear. They disappear as they are created. This makes tracking the caster and those he includes impossible. It does NOT affect other means of tracking (like limbs bent or fallen objects).

To include a horse or a wagon the caster must touch that horse or wagon. If the person on an affected horse gets off his footprints are not hidden. If the caster touches a wagon that wagon and the horses are one object for this spell.

RANGE	Touch
INCLUSION S	EL+1 [<i>Caster must be one and touch each inclusion</i>]
DURATION	EL+1 hours
BMC	2

DIVINATION

General

The spell lets the Caster make a general forecast of one person's future for the duration specified. The information gained is given in generalities. No specific data is gained with this spell. Success gives a likely prediction, Failure is ambiguous and Abysmal Failure is wrong. The Referee will roll and tell the Caster what he has determined.

DURATION	2 hours (<i>EL factor applies as a power</i>).
RANGE	The Subject must be known to the Caster or within EL" of him. If 0, the Caster must touch him.

DODGE/WEAVE

ALIGNMENT - Sidh

The spell causes the person affected to move in an evasive manner. The MR of the target is normal. The affect increases the chance that missile weapons miss him, as if evasive maneuvers were being used.

If the target remains still the spell has no effect. He can be hit as normal. The spell only works when the target moves 50% of his MR or more. If moving slower, but still moving, the EL is reduced 50% (RD). If the target runs and then stops. The effect ends until he runs again.

The spell does not affect melee weapons. It can affect magic spells that use a ranged attack that is not area affect (as for Dodging Magic). Each use of the spell affects one person.

RANGE	Touch [<i>if used on others</i>]
DURATION	(EL+1)*2 phases
DODGE INCREASE	EL/2 (RU) (<i>add to Dodge Value</i>)
HIT MODIFIER	EL+1 (<i>Decrease chance to hit for missile fire</i>)
BMC	1

EXAMPLE - A Wizard has to cross a courtyard where Archers on the wall are ready to fire with bows. His dodge value is 3. He casts EL2 Dodge/Weave and runs at full speed. It lasts six phases and

adds one to his Dodge value. The enemy must add 3 to their rolls to hit with Bows.

DREAMS

ALIGNMENT — Law

This spell only affects sleeping targets. It is used to interrogate or attack the sleeper. When used to interrogate it reaches into the mind of the person and replays the events of the past THAT HE REMEMBERS. The Caster must touch the target to affect him. All parameters for knowledge that can be gained are as specified for AKASHA in ASTRAL POWERS.

Dream attack allows the Caster to assault the subconscious of the sleeper with a monster from his own mind. Combat ensues immediately. Damage inflicted by and to the creature is subtracted from the victim's EnL. If the Energy Level reaches zero, the victim is catatonic. He can only be cured by a Sanity spell. Until he is, he can do nothing for himself.

DAMAGE	EL+1 (Each hit by the creature scores this damage)*
HIT POINTS	(EL+1)*3 (The HPV of the monster)
BONUSES	Identical to the Victim
BMC	7

* If the monster has a SB it is added to the damage determined.
NOTE—The victim sees himself as fighting a creature. He resolves this as if he was actually in combat except no physical damage results. He uses all of his skill in combating the Dream.

EARTH POWERS

ALIGNMENT —Varies

- AVALANCHE FIRE RESISTANCE
- EARTH STRENGTH LOCATION
- EARTHQUAKE TRANSPORT
- EARTH BRIDGE

AVALANCHE

The spell can only be cast when the Caster is underground, in mountains or in hills. It causes a slippage of the earth that creates an avalanche within his range. For the spell to work, there must be stone at a higher elevation than he is. The Damage suffered by persons within the fall area is **1D6+(EL*2)**. The Caster can be damaged if he is in this area.

The Caster specifies the center of the desired fall. The center point must be within his range. Secondary falls extend from either side of his fall for a distance determined by the **EL**.

RANGE	EL+1 (50% of this value is the area of tunnel, ravine or pass that is closed by falling debris)
SPEED	(2+EL)*2 (The MR with which the stones move down)
FALL AREA	(EL+1)/2 (RU) (A radius)
DAMAGE	1D6+(EL*2)
BMC	6

NOTE—It is at the Referee's discretion whether the created avalanche causes a greater avalanche. If you decide it will, indicate such by saying the walls are crumbly, falling rocks come down now and again, etc. If a fall occurs, it is as specified above. The additional area covered is **2D6+EL** hexes in each direction.

EARTH STRENGTH

The spell doubles the Strength and Stamina of the person affected. It also has the affect of REGENERATION with an EL equal to its **EL/2 (RU)**. To affect a person with this spell the Caster must touch him. While affected the person draws Strength from physical contact with the earth. If contact is broken for any length of time he weakens to his normal values and passes out for a number of hours equal to the number of points his **S** and **St** were raised.

EXAMPLE— **S92, St60** are raised to 184 and 120. If contact is broken, the Character passes out for 152 hours, more than 6 days.

DURATION	(EL*EL)+1 minutes
BMC	2

EXAMPLE —If the **EL** is 5, the duration is 26 minutes.

IMPORTANT - The increase affects SB, StB and HPV. If the person has more damage than his normal HPV and DTV allow when the spell ends he dies.

EARTHQUAKE

This spell lets the Caster open chasms in the earth. It may also be used to close chasms that already exist. Targets in the area where the chasms are created are killed if they roll higher than **A - (EL*2)** on **D100**. If they are not killed, roll **1D6**. On a **1-3** they are on the side of the chasm opposite the Caster. On a **4-6** they are on the same side.

In rolling the death chance, the **DB*5** is added to the success roll. One roll is taken for success with the spell. All death chance rolls are additional rolls.

The chasm created is the size specified for the **EL**. At higher **ELs** the spell may be used to undermine buildings and walls. The **EL - 4** is the **EL** it has as a Destruction spell. If the result is negative it may not be used as such.

RANGE	(EL+1) *2"
WIDTH	EL+1 (<i>This is the number of feet wide the chasm is or the feet it can be narrowed</i>)
LENGTH	EL+1" (<i>The number of hexes it can open or close</i>)
DEPTH	2 (<i>EL factor applies as a power. The depth of the chasm or the distance closed from the ground down</i>)
BMC	5

EXAMPLE — The **EL** is 4. A chasm can be created with a center anywhere within 8" of the Caster. The width is 5 feet, the length 5 hexes and the depth 32 feet.

The Caster determines the direction of the split. It must be a straight line. ANYONE in the hexes it travels through, including the caster, can be affected.

EARTH BRIDGE

This works like the Ice Powers - Ice Bridge spell but uses the Earth. Weather/temperature effects do not affect it. The resistance of the earth is half that of the Ice Bridge. All other parameters are the same as Ice Bridge.

Earth bridges remain until the duration ends (they sink into

the earth at that time). There is no movement problem unless the referee deems loose earth is such.

BMC	3
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FIRE RESISTANCE

The spell gives the person affected resistance to Fire damage. The Damage listed is the number of hit points the person must suffer before he takes real damage. The spell ends when those points are inflicted or the duration ends. The Caster must have some type of fire in his hex and must touch the person to be affected to cast this spell.

DURATION	EL+1 hours
DAMAGE	(EL+1) *5
BMC	4

LOCATION

The spell is used to find any item you have PRECISE knowledge of that is in the earth. The Caster must state exactly what he wants to find. It may be something he has seen or that he has precise, detailed knowledge of. If the item specified is within the range of the spell, the Caster sees its location, the direction in which it lies and the distance away. With Failure he sees the location. Abysmal Failure yields nothing.

If the item sought is magical or in a magical location of some kind its MDV resists the spell. The Referee will determine what those factors are, if any.

RANGE	2 Miles (<i>EL factor applies as a power</i>)
BMC	2

NOTE - *In the earth means underground. Nothing above the ground or simply on it is found with this spell.*

TRANSPORT

Transport is only usable with the Law form of the family. It creates "mild" peristaltic waves in the earth that the Caster can ride. Any person the wave passes under, that is not included in its effect, suffers **1D6+EL** hit points and is knocked down. The wave travels in the direction selected for its entire duration. It must be dispelled to stop it before its duration ends.

DURATION	(EL+2) squared turns
RANGE	(EL+1)/2" . (<i>The length of the wave. It lies lengthwise in the direction selected by the Caster. He is at the midpoint. Unless he flies, he cannot move from this position without sustaining damage</i>).
PMR	(EL+1) *2
WIDTH	(EL+1)/3" (RD) (If the result is zero the wave is a yard wide)
BMC	5

EXAMPLE-An **EL6** wave lasts 64 turns. It is one hex wide and moves at a rate of 14" per phase. If it runs under someone it inflicts **1D6+6** hit points and knocks him over. Should it run into an obstacle it cannot destroy it passes under and the caster slams into the obstacle. If this occurs, he takes **1D6+EL+PMR** hit points and is no longer on the wave. Can you say ouch?

NOTE - People attacked by the wave may roll Agility to jump away. If they make the roll they do not suffer damage.

Elemental Powers **ALIGNMENT -Elder**

This spell must be cast where the element the Character wishes to deal with is dominant. The Caster must be within one hex of that element in a free state. If the spell succeeds he forms a pact with it. This grants knowledge and the ability to summon Elementals.

The knowledge gained starts at the **EL** of this spell and may not exceed it at any time. The specific knowledge varies with the element as follows:

Knowledge Gained from Elemental Powers

Element	Knowledge Gained	BMC
AIR	Storm Powers, Flight	7
FIRE	Fire Powers, Fire Resistance	8
EARTH	Earth Powers	6
WATER	Water Powers, Water from Stone	8

NOTE - The chart above is designed for those native to the land. If the caster is native to water, the air, etc, subtract one from their element and add one to the earth.

When summoning an Elemental from an element this alliance has been made with the Caster **DOUBLES** his Summoning **EL**. The Elemental always adds his **MDV** to resist the Caster's summons. If he attempts to summon without making an alliance with the element any failure is Abysmal and the Elemental adds **TWICE** his **MDV**.

RANGE	(EL+1)*2" (The maximum distance the Elemental must appear within. The Caster determines its placement. It must be IN its element. It cannot be summoned if its element is not present).
DURATION	2 turns (EL factor applies as a power. If the Elemental is not dispelled BEFORE the duration ends the pact is broken. The Elemental attacks the magic-user)

ELF SHOT **ALIGNMENT - Sidh**

Casting this spell requires a Bow and Arrow. The Bow and each Arrow are dedicated to the spell at a cost of 10 Mana for the Bow and 2 for each arrow. Once dedicated they may not be used for another purpose. If they are the mana is lost. The success roll is taken to dedicate the weapons only.

If a hit with a dedicated arrow damages the victim (roll on the Combat Table) the victim is paralyzed. Subtract the spell **EL** from the roll in addition to all normal combat modifiers. Add the target's **MDV** (in defense on the combat table).

EXAMPLE - A Daoine Sidhe archer is **EL6** and is using **EL3** Elf Shot. He subtracts 9 from his roll to hit. His target has an **MDV** of 5. The five is added to the roll.

The Duration listed is the number of hours that pass before the paralysis ends. After this, the victim may move normally. A Hit Point limit applies with this spell. If the target is too large to be affected he suffers **Normal Damage+(EL*2)**. (It scores

damage as an Elven Bow and Arrow.) Once used, an arrow must be rededicated.

DURATION	(EL+1) *3
RANGE	The Range of the Bow used
HPV LIMIT	(EL+1) *6
BMC	2

EXAMPLE – At **EL5**, the spell affects up to a 36 hit creature for 18 hours if damage is scored.

NOTE – Success rolls are required to dedicate the Bow and **EL+1** arrows. They are not required for each shot. If damage is scored, the spell has its affect.

ELGAR'S MIST

ALIGNMENT – Neutral

The spell surrounds enemies who possess afflictions with one of two mystical mists. The first is used to heal. The other kills. Any being in the mist that has an affliction can be affected. Where more than one primary affliction is present, the damage scored is divided by the number of afflictions (RD).

EXAMPLE – The mist encompasses an Elf and a Jinn. The primary affliction of an elf is iron. The Jinn is most afflicted by salt. If 15 hits are scored, each of them takes seven.

The damage listed for the spell is scored each phase that the afflicted being is in the mist. If its entire HPV is inflicted it becomes a statue composed of the afflicting material. In example, if the spell inflicts all the hits a Jinn can take, it becomes a statue of salt. If it does the same to an Elf, the statue is iron.

The caster is always the center point of the mist cloud. The affect area listed below radiates from him. Visually, the mist seems to billow from his body when it is cast. Regardless of any afflictions he may have, he cannot be affected unless he rolls an abysmal failure.

This mist can be a double-edged weapon. Any failure with the spell has the opposite affect intended. If you attempt to harm, and the result is failure, your enemy heals. If you try to heal and fail your friend is harmed.

AFFECT AREA	EL+1 (a radius)
DURATION	EL+2 turns
DAMAGE	2D6+(EL*3) (hit points taken)
POINTS HEALED	1D3+(EL*2) (points regained for both hits and energy if either is down)
BMC	3

ENERGY

ALIGNMENT – Shadow

This spell regenerates the caster's Energy Level. If an additional Mana Point is paid it may be used to raise the energy level of some other person on touch.

When using the spell on himself the caster subtracts his **MDV** from the roll in addition to normal modifiers. If the spell results in failure, the energy recipient loses 1/2 the energy he stood to gain (RD). If it is an abysmal failure he loses as much energy as he would have gained. If the loss lowers the **EnL** below zero the recipient dies. At zero he is in coma.

This spell may not be cast on a person more than once in a given day. If it is, the target is in coma for one hour per energy point he would have gained. Unless he rolls his current EnL or less, after the spell affect takes place, his **EnL** is reduced to zero and he is in coma until a Negate Curse spell wakes him. After the initial duration one roll is allowed every 24 hours. When such an event occurs, the caster loses **EL** energy.

RANGE	Touch only
ENERGY GAIN	2D6+EL energy points
BMC	3

ENERGY or SPIDER WEB

ALIGNMENT - Elder

This spell can create two forms of web to trap a single target. The first is a sticky spider web that prevents movement and activity. It is used against physically manifested enemies. The second is energy. It ONLY affects insubstantial beings. A solid adversary will feel a tingle as he walks through it.

In order to move in an appropriate web the entity's strength must be higher than the spell strength. If it is not he can't move for the duration and his actions are limited.

The Spider Web is almost invisible. Roll Em/2 (RU) to avoid it before you are in it. The Energy Web glows with a slight whitish hue. It is clearly visible at night.

RANGE	(EL+1) feet <i>(a radius from the center point)</i>
DURATION	EL+1 turns <i>(the time it holds a captive)</i>
STRENGTH	(EL+1) *10
BMC	2

OPTIONAL - Cast at double cost this spell can be set ahead of time as an ambush. It lasts until the duration ends and traps the first target that walks into, over or under it.

There is a chance to evade capture. The target may roll **(D+E) /2 (RU)**. If he succeeds, the web misses. The Duration, i.e. the time the web will remain in place waiting to snag something, is EL+1 hours. The Duration for holding a captive is unchanged. EXAMPLE - EL4. The caster lays the web under a tree. It strikes the first person to move within four feet of its position. That includes the caster. If no one comes within five hours it dissipates.

ENDURANCE

ALIGNMENT - Elder

This spell increases the endurance of the caster or those he touches. The endurance allows prolonged activity for the duration. At the end of the duration those affected are exhausted for the amount of Stamina increase in hours. If the person is using this to avoid sleep he falls asleep when the spell ends. The increase in Stamina does not affect the target's HPV.

RANGE	Touch
DURATION	EL+1 hours
STAMINA INCREASE	(EL+1) x3
BMC	2

NOTE - This spell is designed for strategic actions like long distance running, swimming, climbing mountains or other things

that require extended periods of constant activity. The referee should limit this to strategic actions.

ENTANGLE

ALIGNMENT - Elder

This spell causes rope to tighten around an object or causes objects like vines or plants to entangle an enemy. In case of rope it allows the caster to tighten around an enemy's hands so they cannot escape. The caster can control the way the object (rope, vine, etc.) moves around the target. When attempting to break loose the victim adds the **(EL+1)*5** to his roll.

RANGE	(EL+1)" <i>(How far rope or vine can be from caster)</i>
DURATION	EL+1 phases <i>(How long spell controls movement)</i>
BMC	2

ENTROPY

ALIGNMENT - Chaos

This spell affects reality. The exact results are random and up to the Referee. Those in the affected area may notice some minute change. The Caster is not affected.

The spell can affect time in a minor way by moving those affected forward in time by a minute amount. Each phase the Referee determines the results and makes changes to the environment. The Caster is not affected realizes what has occurred.

The results of entropy are up to the Referee. It may include pesky things like an object being moved, confusing things like cards in a person's hand being changed or a book changing text. It could be lethal or risky. Affects of a spell may be twisted like a fire dart may bounce off a person and hit another person or an arrow may turn to mush in the air.

The changes and the duration of said changes are up to the Referee. The listed duration is how long the spell lasts. If a change requires a duration use Duration 2 for the affect of the change. If time is affected it must relate to logical time. Common use of time entropy is loops of actions or jumps of events. The referee can bend the laws of physics when using this spell if it is needed.

RANGE	(EL+1) x2" <i>(Radius affected)</i>
DURATION 1	(EL+1) turns <i>[Duration of spell]</i>
DURATION 2	EL+1 phases <i>[Duration of changes]</i>
ENTROPY CHANCE	(EL+1) x10% <i>[Chance of Entropy affect each phase]</i>
TIME AFFECT	EL+1 phases <i>[Amount of time displacement]</i>
BMC	9

The Referee determines if the caster is affected by this spell. If he is, he is aware of the affect. Cast at five times normal cost the caster can control the effects of entropy and can work with the Referee to complete the changes.

EXAMPLE - A Wizard is gambling. He casts an EL4 Entropy spell. Its 8" range affects the entire room. Duration is 10 phases. The chance of Entropy is 50%. If time is affected it affects 12 seconds. In the first and second phases no entropy takes place. The referee rolls a chance in the third phase. He decides it affects the gambling. It may apply in good or bad ways. The next

phase time is affected and the gamblers find themselves replaying the hand. The Caster sees the Time Loop and can replay the hand in his favor.

NOTE - This spell can affect things from Gambling to Horse Races to Combat. It is critical to gauge the results to fit reality. All results are up to the Referee to determine. It may be a strange spell to figure out but once the Referee has an idea, and situation to work with, it leads to interesting events.

EXORCISM

ALIGNMENT -Shamanic

A Banishment rite that affects Ghosts, Edimmu and demons or spirits who possess an individual. All attributes are as for Dispel/Banish. Success banishes a spirit or possessing supernatural entity, usually a Demon.

Exorcism is a time consuming ritual that can be dangerous for the caster. It is not unknown for the caster to be possessed or killed by the force he tries to remove. This is reflected in the listed failure chance. If a failure occurs, roll on the failure table.

NOTE- *Dispel/Banish has no effect on Ghosts and Edimmu. It cannot force a demon to release a possessed person.*

FAILURE CHANCE	(MDV*2) - ((MEL/2)+EL) (RU) (if the result is zero there is no chance of failure)
BMC	7

EXAMPLE - The Shaman (MEL9/EL5) attempts to exorcise a Spiritual Edimmu. The Edimmu has an MDV of 16. The failure chance is $(16*2) - ((9/2)+5) = 22\%$. If he rolls 22 or less on D100 he fails. Roll on the Failure Table.

FAILURE TABLE

ROLL	RESULT
01-50	The being ignores the caster's effort. The caster loses its MDV in energy and 50% of its MDV (RU) in hit points.
51-75	The being batters the caster. He takes its MDV as hits and energy loss. He is also unconscious for MDV-EL turns.
76-90	The caster rolls Will. If he fails, the being leaves its victim and possesses him. If he succeeds he suffers the result specified for a roll of 51-75 .
91+ Up	The being possesses the caster. No roll to resist is allowed.

IMPORTANT - In using this table, subtract the caster's EL modifier and add the being's MDV. In the example above, the EL modifier is 10 and the MDV 16. The Shaman rolls D100 + 6.

EYE POWERS

ALIGNMENT - Neutral

ETERNAL EYE

EYE OF MYSTERY

EYE OF THE EAGLE

INFINITE SIGHT

EYE OF MIGHT

THE ETERNAL EYE

This rite allows the caster to precisely analyze the nature of any supernatural influence affecting a person, place or thing. If the influence is not beneficial, he gains insight into ways to

eliminate the problem and, on a second success roll, the name of the force responsible. With a third roll he can learn that force's location. What he does with the information is up to him. NOTE - The second and third success rolls are taken without modifiers of any kind. There is no chance of abysmal in taking them and no casting required to do so.

The Eternal Eye may also be used to defend against supernatural influences. The caster may only use it on himself. When he does, any supernatural being can sense his presence at a range of **(EL+1)*2** hexes. This applies for all dragons, beings with a CL of one or more and, if the Referee wishes, magic users with an MEL greater than six. It also applies for any being that has fanatical power of any kind.

When the spell is used in this way the caster is aware of any supernatural being within **(EL+1)*2** hexes of his location. He does not need to have a line of sight to that being. Intervening physical obstacles mean nothing to the Eternal Eye. (He will not see it if something is in the way but he knows it is there.) His MDV resisting magical attack by a being with a CL of 1 or more is increased by the **EL** cast.

EXAMPLE - Jonas casts EL4 Eternal Eye. He knows of any supernatural being within 10". If one uses magic of any kind on him his MDV is 20 instead of his normal 16.

RANGE	(EL+1)*2
DURATION	2 turns (<i>EL factor applies as a power</i>)
BMC	9

EYE OF THE EAGLE

There are three uses for this spell. The first is the Far-Seeing Eye. It allows the caster to see clearly for long distances. The far range listed below applies. To use the spell to its full ability the caster must be at an elevation that lets him see over the horizon. While affected, the caster cannot see effectively close up. Everything within **(EL+1)*3** hexes is clouded. He defends as if blind if attacked and may not move effectively unless someone leads him.

The second use of the spell allows precise use of Missile Weapons. The range given below is added to the range of the weapon for determining range fractions. This addition does not increase the range of the weapon but it can improve the firer's range fractions.

The final form of the spell grants precision when using a bladed weapon in normal combat. The effect increases the damage the person affected will score when he hits as shown below:

TYPE OF HIT	DAMAGE INCREASE
HIT/SHIELD HIT	EL/2 (RD)
SEVERE	EL+1
DEADLY	(EL+1)*2

The expertise of the individual and hit chance is not affected. If the spell is used with another weapon, decrease the benefit by 80% (RD).

EXAMPLE - A True Sidhe warrior uses this spell at EL7. On hits and shield hits he scores +3 hits. He gets +8 on severe hits and +16 on a deadly hit. If he uses it with a mace instead of a sword, he gets nothing on hits and shield hits, +1 on severe hits and +3 on deadly hits.

FAR RANGE	(EL+1)*5 miles (<i>applies for Far-Seeing eye only</i>)
RANGE	(EL+1)*2" (<i>applies for missile fire use only</i>)
DURATION	EL+1 turns (<i>the duration applies for all uses of the spell</i>)
BMC	4

EYE OF MIGHT

Anyone the caster looks at while the duration lasts is required to roll his or her Will. If they fail they can be affected by this spell.

NOTE - The caster takes his success roll when the spell is cast. The Referee determines how high an MDV it succeeds against and notes that down. If the person looked at has a lower MDV, he is affected.

EXAMPLE - A caster has a 60% chance of success. He rolls a 41. Anyone with an MDV of 19 or less is affected by the spell.

Those affected defend with their Will. If the strength of the attack is greater than Will the person is stunned for 1D10+EL phases and Will is reduced to zero. While in this state, he will obey any one non-suicidal suggestion the caster gives him.

This spell may be cast at triple cost. If it is, the affect is a powerful mental attack. Its strength is subtracted from all mental statistics. If one is knocked below zero he is stunned as specified above. If two are he is in a coma. Should three or more reach the zero level he dies. The attack damage applies when the spell is used in this way.

RANGE	EL+1"
DURATION	EL+1 phases
STRENGTH	WB D10 + (EL/2 (RU)) D10 **
ATTACK DAMAGE	WB D6 + (EL/2 (RU)) D6 **
BMC	3

** WB = Will Bonus. Determine what it is using the rules specified for the physical characteristics.

EXAMPLE - Hiram the Wizard casts the spell at EL3. His Will is 60. This gives him a WB of +3. The strength of his attack is 3D10+2D10. If his 5D10 roll exceeds the Will of his target, the victim is stunned and his to command.

EYE OF MYSTERY

This spell is used to interrogate others. The quality of the information the caster receives depends on his Empathy. Determine an Empathy Bonus as specified for Will in the Eye of Might spell.

In casting the spell the user frames a question. When he touches the person he is interrogating, he sees any information that person has that pertains to it. The person touched must be willing or restrained. If contact is broken during the duration, no information is gained and the spell is wasted. The table below defines the quality of the information gained.

EM Bonus	Information Quality
+1 or less	TUNNEL VISION - <i>The caster sees sights directly in front with nothing in the way of additional input.</i>
+2	RESTRICTED SIGHT - <i>A sixty degree cone along the person's line of sight is seen. Extremely raucous sounds can be heard.</i>
+3	NORMAL RECALL - <i>The caster sees and hears as if he was present when the event in question happened.</i>
+4 or more	TOTAL RECALL - <i>Every bit of sensory input the person experienced, no matter how trivial, is known. This includes sight, sound, smell, touch and taste.</i>

This spell can be used like Forgetfulness to reprogram a person's memory. To do so costs **EL*2** Mana. He can only alter the portion of the person's memory that pertains to the question he asked in casting the spell. Changes made in this way will not recover without magical aid (Negate Curse or the appropriate priestly magic). A second success roll, with no chance of abysmal failure, is taken to make the change.

RANGE	Touch
DURATION	20 - EL turns
TIME BACK	2 months (<i>EL factor applies as a power</i>)
BMC	6

INFINITE SIGHT

The basic use of the spell changes the eyes of the caster to match those of an elf. He gains all visual attributes of that race for the duration. Once cast successfully the spell lasts for the specified duration. To end it sooner, the caster or someone else must dispel it.

This spell may also be cast at double cost to gain the ability to see invisible objects for the duration. While thus affected the caster sees normally visible objects less clearly. Reduce his OCV and DCV against them by 50% (RD).
 OPTION - If the Referee allows, users of this spell may research the sight of other beings and use it themselves. In order to gain this ability, they must spend two weeks in study, have an undamaged eye taken from the creature they are studying and cast this spell successfully at triple cost when the two weeks end.

If he succeeds in all three steps the caster may use the vision of the creature studied with this spell. He will have all attributes of that form of vision (and any limitations).

DURATION	EL+1 hours
BMC	2

EXAMPLE - A caster wants to gain the visual acuity of a Dragon. To do so he must study their vision for two weeks, take an undamaged eye from a Dragon and cast the spell successfully. If he does all three, he may use this spell to see as a Dragon does.
 NOTE - The caster must have vision to use these spells. He may not use Eye Powers if he is blind. The only spell he may cast on anyone other than himself is Eye of the Eagle.

FASCINATION**ALIGNMENT – Varies**

The spell is cast at a specific target. If it succeeds the victim is enthralled. He is the pawn of the Caster until cured, released by the Caster or he resists the effect of the spell.

Only Dispel/Banish and Negate Curse affect this spell. The Caster may release it whenever he wishes. Until he does he must maintain his hold by allocating **EL+1** mana each day.

The chance to resist the spell, roll **D100**, equals the victim's **MDV** minus the **EL** of the spell. If the result is zero or less the chance is 1%. The factor determined for resistance is not additive. If the spell is resisted, the person has **2D10 minus EL phases** before the Caster realizes his control is gone. What he does is up to him.

While the spell remains in effect, the Caster may give orders to the thrall non-verbally as long as he is in range. He does not have to be able to see him to do so. The affected target may not disobey any order he is given. If the order is suicidal, he may roll his resistance chance times two before obeying.

RANGE	(EL+1)*2" <i>(The victim must be in range for the spell to be maintained)</i>
MAXIMUM DURATION	2*(EL+5) weeks*
BMC	3

*At the end of the Maximum Duration, the spell can no longer be maintained without destroying the soul. If it is the victim is a thrall. If the magic is withdrawn or the spell is broken he dies.

FATAL SHADE**ALIGNMENT –Shadow**

The spell forms a dark shade that attaches itself to the victim and drains his soul. Unless it is dispelled, or the caster is killed before it has its full affect, the victim is doomed. If the spell is cast using the target's blood, hair or spit it must be banished for the person to be saved. It cannot be affected by any weapon or spell except Dispel/Banish.

DAMAGE	(EL+1) <i>(The energy points lost every hour)</i>
MDV	MEL+(EL*2) <i>(The MDV of the shade)</i>
RANGE	(EL+1)" <i>(The maximum distance from the caster to his target for the spell to succeed)</i>
BMC	8

FATAL SPEAR**ALIGNMENT – Elder**

As for Elf Shot. If the spell works and any damage is scored the target is killed. All other rules are identical to those listed for Elf Shot. A spear must be dedicated to the spell. The Mana Cost is 20 points. The Kotothi, especially King Trolls, commonly use this rite.

MDV LIMIT	(EL+1)*4
BMC	4

FATE**ALIGNMENT – Balance**

The spell places a bane on the victim. The bane allows the Caster to specify a particular creature and situation that will be the death of his enemy. He must define both.

The effect starts 24 hours after it is cast. From that point, when the victim fights the specified creature in the

defined situation ALL damage scored by it is one level lower on the Combat Table, i.e. Misses are Shield Hits, Severe Hits are Deadly Hits, Deadly Hits are fatal, etc.

Any damage the victim scores on his bane is applied as if the **NAV** was 2 higher than it is. If the Character manages to kill his bane the spell is broken. If it is broken, or fails abysmally, the bane rebounds on the Caster. It is HIS bane from that point onward.

This spell is an involved rite. It must be cast in a purified area on an altar. The Caster must have an object that the enemy used within the last week to cast it. No range or limit applies to the effect.

EXAMPLE - Xagh of Ma'helas is annoyed with a Shurani shaman. He casts this spell at EL6. The maximum OCV of the bane is 21. The fate he forges states that any encounter with a Searbhani in the hills in the dark of night is the shaman's death.

OCV	(EL+1)*3 (<i>The Maximum OCV of the Bane the Wizard selects</i>)
BMC	10

Fire Powers

ALIGNMENT -Law

COMBUSTION FIRE DETECTION
 FIRE BALL FIRE SHOWERS
 FIRE DARTS FIRE WALL

COMBUSTION

The spell is used to ignite inanimate, combustible matter. Matter of this kind is necessary to cast it. Once it takes effect it feeds on itself. No further matter is required.

Fire, used in this manner, must be started in the hex the Caster is in. From that point, he extends it into other hexes at the speed specified for the **EL**. As long as the Caster remains motionless, he controls the direction and speed of the spread. If he moves it stops spreading (unless the Referee determines that the fire spreads naturally).

DISTANCE	EL+2. (<i>The number of hexes the effect can cover</i>)
SPEED	(EL+1)/2" (RU) (<i>The PMR of the spreading fires</i>)
DAMAGE	(EL+1) (<i>The Hit Points suffered by anyone except the Caster that enters a hex in which the fire is burning</i>)*
DURATION	(EL+1)*2. (<i>The number of turns the fire will burn, minimum, after reaching its maximum spread or after the Caster moves and it stops spreading</i>).
BMC	1

* The caster uses the MEL + EL as an OCV on the combat table. The person he is trying to hit adds his DV*2 to the roll. The victim is damaged if any type of hit is scored.

FIREBALL

The spell creates an expanding sphere of flame. It is cast from the front of the Caster. The Range is the length of the sides and the distance straight ahead for the 60 degree cone created. The first hex of the effect is the hex directly in front of the one the Caster is in. The speed listed is the **PMR** of the

sphere. It remains in effect, moving at its PMR, until it reaches the end of its range.

RANGE	(EL+1)*2"
SPEED	EL+1"
DAMAGE	EL D10 + 1
DURATION	2 phases
BMC	4

EXAMPLE – At **EL6** the spell has a Range of 14", a **PMR** of 7 and does **6D10+1** to any target within the cone. At **EL0** it has a range of 2", a **PMR** of 1 and scores 1 hit point.

FIRE DARTS

The spell creates a tongue of intense flame that is cast at a specific target. The Range is a straight line to the target. The Damage listed is the number of hit points inflicted. The spell has no duration. Intervening obstacles can block the spell.

The caster may cast this spell at double cost. When he does he can send darts at more than one opponent. Add one to the SPLIT DART factor below if it is greater than zero. That is the number of darts he can send. The damage is divided evenly between each target that is sent a dart. One is subtracted from the number of targets in determining this divisor.

EXAMPLE – A mage can cast EL10 Fire Darts. This allows him to split the spell and attack five opponents at once. The damage each affected target takes equals $10D6+1 / (5-1)$. If his roll is 37 hit points, each target takes 10.

RANGE	EL+1"
DAMAGE	EL D6 + 1
SPLIT DART	(EL/2) (RD) <i>(If the result is zero the dart may not be split)</i>
SPLIT DART DAMAGE	EL D6+1/(number of targets-1) (RU)
BMC	3

EXAMPLE – At **EL4** the spell has a Range of 5" and scores **4D6+1**.

FIRE DETECTION

The spell locates the CLOSEST body of fire in Range. If no actual fire is present it finds items or creatures with Fire Mana, i.e. can use Fire of some kind as an innate or learned ability. If there is no other possibility in Range, the spell tells the Caster there is Fire 0" away from him, i.e. it detects the Caster. On success the Caster learns the direction and distance to the closest body of fire within his range.

RANGE	(EL+1)*(EL+1) miles
BMC	1

FIRE SHOWERS

The spell covers an area, centered on a point within the Caster's range, with a rain of intense flame. ALL persons in this area are affectable. This includes the Caster. If the Caster remains stationary, and does not cast any other magic, he can maintain the spell for the Duration specified. If he moves, casts other magic or is forced to defend himself the spell ends.

RANGE	(EL+1)/2", EL+1" <i>(The first factor is the diameter used for the area affected. The other is the distance</i>
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	<i>away from the Caster the center can be placed at).</i>
DAMAGE	1D10+EL (The damage is inflicted each phase an affected target is in the area starting with the first phase)
DURATION	EL+1 turns
BMC	3

NOTE – The Damage is scored against every creature within the effect area that is affected.

FIRE WALL

This creates a Wall of Fire around the caster. Anyone that touches or passes through it can be damaged. Projectiles fired into the wall are consumed. If they are magic, their MDV may be used to resist.

Magic can affect the wall depending on the nature of the spell. Basic water spells can negate this spell if used en mass. Once the wall is put into place the caster can leave it in place to burn until the duration ends. If the area where he puts the wall is too small (like a doorframe) he can limit the wall to fit the place. Otherwise it will be full size and burn things it has contact with.

LENGTH	EL+1" [Length of wall side to side]
WIDTH	EL+1 feet [Thickness of wall]
DURATION	(EL+1) x2 turns
DAMAGE	(EL) D6+1
RANGE	EL+2 feet [how far away wall can be placed by caster]
BMC	5

FIST OF BATTLE

ALIGNMENT - Neutral

The spell allows the person affected to draw the eldritch might of the Seirim. The caster must touch the person to be affected. He may dispel the affect when he chooses. Per turn, or part thereof, that the individual is affected he loses 1D6+EL energy. The benefits gained are:

- A) Add EL to the damage scored on any hand to hand attack.
- B) Double EL using any type of Sword.
- C) Increase S by EL*4 for the duration of the spell.

The spell affects the right hand. While it is affected it has the tensile strength and immunity to damage of iron. It may be used accordingly. A person affected by this spell may not use its power to harm a human woman. If he does, his hand reverts to normal and the listed bonuses are reversed. If this lowers his Strength below one he passes out for 1D6 hours.

EXAMPLE – A powerful warrior (S60, EL12 with the Great Sword) is affected with an EL7 spell. He adds 7 to any damage scored with hand blows, doubles his EL to 24 and increases his S to 88. He may also put his iron fist through a door if he wishes.

Should he harm a human woman, things change. His hand reverts to flesh. He subtracts 7 from hand blow damage. His sword EL becomes 6 and his S is reduced to 32.

IMPORTANT – When the negative penalties occur the duration of the spell increases from turns to days and can no longer be

dispelled. Only a Negate Curse spell, working against MEL20/EL10, can eliminate the problem before the duration ends.

DURATION	(EL+2)*2 turns
BMC	4

FLAMING DEATH

ALIGNMENT -Elder

The target bursts into flame. The spell is cast at a specific, animate target. If it succeeds he suffers the Damage listed each phase until the Duration ends or the spell is dispelled. The flame cannot be doused in any other way, i.e. if you throw him in a lake he continues to burn.

RANGE	EL+1"
DURATION	EL+1 phases
DAMAGE	2D6+(EL*3), EL+1. (<i>On the first phase the first factor is scored. In each phase after the second applies</i>).
BMC	6

FORCE POWERS

ALIGNMENT - Neutral

FORCE BLAST

FORCE WAVE

FORCE SHIELD

FORCE BLAST

The caster delivers a telekinetic punch to a single target. The result is a subdual attack. Per SIZE*4 hit points inflicted (RD) the victim is driven back one hex and knocked down. Per five points inflicted, he takes one point of real damage.

Creatures who fight into their DTV are not affected much by this spell. They ignore everything except real damage and being knocked back.

RANGE	EL+2"
DAMAGE	(EL+1) D10
BMC	5

Force Shield

The shield defends against physical attack. If the defense value is exceeded the caster takes any damage that gets through at triple value and the shield is destroyed. The caster may only use this spell on himself. It only affects magic that projects a physical force such as fire, lightning, etc.

DEFENSE VALUE	(EL+1)*4 (<i>hit points</i>)
BMC	4

IMPORTANT - The shield is used against each blow striking it individually. A single blow of sufficient strength is required to destroy it and harm the caster. Anything less does nothing.

EXAMPLE - Abnaric has an EL8 shield in place. Six thieves accost him. Until one manages to score more than 36 hit points in a single blow Abnaric cannot be damaged by their attack.

FORCE WAVE

The spell spreads in a wave as specified for a Fireball. Fixed animate and inanimate objects are subject to real damage. Other targets in the area suffer subdual damage and knockback as specified for the Force Blast. They also have a chance to be affected by debris caused by the wave.

RANGE	(EL+1)*2"
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DAMAGE	(EL+1) D10
KNOCKBACK	Range - (SB + SIZE)"
BMC	9

IMPORTANT - Those who suffer knockback take 1D3 points damage per hex they are driven backwards.

Forest Powers

ALIGNMENT - Neutral

COCOON	VINE CARRION
GLOW	WATER DETECTION
SLEEP SIGHT	WOOD SAGE
SPORES	WOOD STRENGTH
THORNS	

COCOON

The spell regenerates energy and hit points back to the caster. He must sleep during the spell and be surrounded by plants (branches, leaves, moss, etc.). If there is no plant life the spell will not work.

Once the spell is cast the caster rolls Will to fall asleep. As soon as he does it goes into effect. If the caster wakes the spell ends. If he wakes before an hour is completed for that part of the spell he gains nothing. The spell must work for the entire hour to gain the hour's benefit.

When the spell ends the plant life around the caster is drained of life. If it is touched with a Withering Hand spell while he is using it the effect of this spell is reversed. It DRAINS the listed amounts instead of healing. The frequency is the amount of times it can be cast. The amount of decay from the plants depends on how long the caster sleeps from the spell duration. If a spell lasts 10 hours and the caster sleeps 3 the decay is 30%.

DURATION	EL+1 hours
DAMAGE	EL+1 per hour [HPV back]
ENERGY	EL per hour [Energy points back]
FREQUENCY	20 - EL days
BMC	6

EXAMPLE - A druid prepares the area. He will sleep for the night and cast an EL4 Cocoon spell. The spell lasts 5 hours once he falls asleep. He heals 5 hits and 4 energy per hour. He can use this spell every 14 days (Max EL is 6). He sleeps for 3 hours and gains 15 hits and 12 energy. On the fourth hour he wakes 20 minutes into the hour so he gains nothing. When he wakes 60% of the plants are dead.

IMPORTANT - A Neutral priest will only use this spell as a last resort.

OPTION - This spell may be used on another person in extremis. The cost to do so is DOUBLE normal for the EL cast. While it works, the person being healed sleeps. The caster sits in a trance with his hands on that person. He serves as a conduit for the forest's power. The person he is trying to heal receives all benefits. If the person wakes before the Duration ends the caster suffers backlash. Roll on the Abysmal Failure table.

NOTE - When the person affected, caster or otherwise, is healed completely he wakes up automatically.

GLOW

The caster makes the plants glow a faint greenish hue. The use of this spell causes plants to glow as a signal, warning or to help the caster find his way. Cast at double cost it is only seen by the caster. Used in this way he can tag a plant and use it as a beacon. If he spends 1 mana point per day desired he may extend the duration. The distance this glow is seen in an unobstructed area is $(EL+1)*10$ feet during the day and $(EL+1)*50$ at night.

RANGE	Touch
DURATION	EL+1 days
BMC	1

EXAMPLE - A mage has an item that is of great healing value. He places it in a sealed bag and puts it under a tree. He then leaves the forest after casting EL4 Glow at double cost on a nearby plant. He casts an additional four mana to increase the duration. The plant glows for him alone for nine days. He can return within that time and regain the treasure.

SLEEP SIGHT

This spell works like Watchful Sleep. The trees and plants around the caster warn of danger. The caster will sleep during this spell. Anyone that enters the area alerts the plant life. They will move, howl (*as if wind is blowing through them*) and send a sensation to the caster. This includes animals that enter the area that intend to harm the caster. The effect could scare those that enter the area and wake up the caster. The basic wake chance is as specified for Watchful Sleep.

RANGE	$(EL+1)*2''$ (a diameter)
DURATION	EL+1 hours
BMC	2

SPORES

This spell creates spores or uses pre-existing spores. The spell works exactly like Thorns. There is no damage from the spores. They cause the targets to cough, breath hard and be blinded for a short period of time. The spell is used as a distraction tool.

The spores ejected do not roll to hit the targets but explode within 1 foot of the target in the air. The dust cloud covers the area listed below. The spores will remain in the area for EL phases. Wind can move the spores if it is magical. Normal winds will just stir the spores up in the cloud. If the caster enters the cloud he can be affected.

RANGE	$(EL+1)*2''$
AFFECT AREA	EL+1'' (diameter of the cloud)
BMC	2

THORNS

This spell causes a plant to grow thorns. If the plant has pre-existing thorns they are also used. The thorns eject at the target. The number of thorns a plant will have is $1D10+EL$. The range is how far the plant can be from the caster. The distance is how far the thorns can be fired.

Thorns regrow and fire again. They are fired at the wish of the caster. Once a thorn is fired it takes a turn to regrow. The thorns use the range table specified for Other Weapons. The **EL modifier** is subtracted from the roll on the combat table. The target uses his normal DCV. Armor protects as normal.

RANGE	(EL+2)" (60 degree cone, range to target plant)
DURATION	EL+1 turns
DISTANCE	EL+1" (How far thorns are fired)
NWI	Minus (EL+1)/2 (RD)
DAMAGE	1D3+EL
NUMBER	1D10+EL
BMC	4

EXAMPLE - Two bandits who think he has no weapons attack a druid. The Druid casts an EL4 Thorns spell. The range to the target plant is 30 feet, well within his range. The distance the thorns can fire is 5". Their NWI is -2. Since the bandits are only 10 feet away from the plant they are at point blank range. The plant creates 8 thorns. Five hit the bandits and do 1D3+EL hit points each.

IMPORTANT - The NWI is used as normal in determining the affect of the missile fire.

OPTION - This spell can be used to create Poisoned thorns. Used in this way the number of thorns is reduced 50% (RU). The damage is **1D3+(EL/2) (RU)**. The thorns may carry Base Line EL slow death poison or paralytic poison. The caster decides which.

VINE CARRION

The nearby plants project vines and leaves that attack and eat a target. The level of attack is minimal. A **Strength x 2** roll escapes the attack. The target must be awake and/or mobile to use his strength. If it's already dead, confined or knocked out he will be consumed. The vines turn carnivorous.

The method of attack is up to the Referee. They can include mouths, acid, slow digestion or other forms of attack. The type of plant will determine the attack. A large elephant plant could swallow a large animal but a small bonsai bush might only eat a rat.

The main effect is a carrion scavenger attack. Once the duration ends and the plant has not completed digestion or eaten the target it reverts to its original state. If the plant is already carnivorous it will eat the target but in its original form (like instead of mouths with the spell it might attack by slow digestion).

The range is the distance the spell can be cast. The radius is an assigned area where the plants change. Once the area is assigned it remains in place. If the caster enters he can be attacked. The center of the area can be assigned away from the caster. He may move and cast other magic while the spell is in force.

The strength is subtracted from the strength roll to escape. It represents the plants trying to grab and hold the target. See Tanglevine for the result of Success, Partial and Failure.

RANGE	(EL+1) *2"
AFFECT AREA	EL+1" <i>(a diameter)</i>
DURATION	EL+1 hours
STRENGTH	(EL+1) *5
BMC	5

EXAMPLE - A druid spots a hunter poaching. He decides to help the animals by casting an EL5 spell toward the hunter. The trees around him begin to attack. The hunter has S of 24. The S of the spell is 30. He is not strong enough to free himself. The referee determines the plants use a form of acid to slowly digest the hunter. It will take 2 hours to kill the target as he is slowly eaten. He also determines a plant will drain 2 energy points per hour. It is a slow and painful death.

WATER DETECTION

The Druid can ask the trees and plants around him where the nearest fresh water source is. The answer is given on success. Failure gives nothing. Abysmal gives enmity. The range is how far the water source can be found. If the roots of the plants within his range can't reach water there is no reply.

RANGE	EL*2 miles <i>(a result of zero equals a half mile)</i>
BMC	1

WOOD SAGE

The caster asks nature for information. It is used in two ways. Cast at basic cost the caster touches a tree and asks for specific information it knows. He is actually asking Tree spirits. Typical information requests may be if an animal or plant is in the area or if a person has passed through the area. The questions must be something KNOWN to the spirits. If it is beyond their reason or logic, or they have no reason to recall it, there is no reply.

Cast at double cost the caster can ask the forest as a single entity. One answer is returned. Success reveals the information desired. Failure yields nothing. Abysmal earns the forest's enmity. Subtract 10 in taking encounter rolls in that forest until the forest is appeased. Cast in this way the range is an affect area for all trees and plants in the area. The type of question and any qualifiers a given forest can, or will, answer is up to the Referee.

RANGE	2 miles <i>(EL factor applies as a power)</i>
DURATION	EL+1 minutes <i>(time spells remains in affect)</i>
TIME	2D10-(EL*2) minutes
BMC	3

EXAMPLE - A magician sees a red flicker in the sky. He wonders if there is a forest fire. He casts EL4 Wood Sage and asks the forest. The forest is 12x10 miles in size. The spell covers the entire forest easily. It will take 2D10-8 minutes to get an answer and learn that the forest fire is to the west about 3 miles and spreading fast. His duration is 5 minutes. The answer may not come before the spell ends.

WOOD STRENGTH

The caster gains strength from the forest. The larger and more ancient the forest the greater the affect. He must allocate one mana point per phase to the contact. If he does not, contact is broken. The caster will immediately lose the effects of the spell and be exhausted for EL phases. During this exhaustion he is stunned.

The spell only works with trees. It does not work with small plants, bushes or grass. The table below applies:

FOREST TYPE	BONUS	FOREST TYPE	BONUS
Scattered Trees	-4	Elder or Wild	+1
Sparse Forest	-2	Ancient Elder	+2
Orchard	-1	True Wood	+4
Common Forest	0	Ancient True Wood	+6

The caster can end the spell with a Will roll and subtract the EL of the spell from the D100 roll. If he does this there is no exhaustion. In tapping strength the caster loses EL Energy points per turn. This allows the symbiotic relationship for both tree and caster. The tree uses this energy for its own purpose to gain water or convert it to photosynthesis.

RANGE	Touch <i>[Must touch tree to initiate spell]</i>
DURATION	EL+1 turns
STRENGTH	(EL+Bonus) *2
BMC	5

EXAMPLE - A druid is fighting a Chaotic Wizard and 3 bandits. He casts EL4 Wood Strength. The forest he is in counts as Orchard. He gains $((4+(-1))*2)$ six strength. This could increase his Strength bonus and grants a temporary increase in HPV. The tree gains 4 energy per turn from the caster and he is drained another 4 energy points at the end of the spell.

NOTE - True Wood was restricted to the Lower World after Armageddon due to the fall of Cernunnos. Since his return, it is returning to the Middle World and has awakened. The only place where Ancient True Wood can be found is the Lower World and, rarely, other planes of existence.

FOREST TALK **ALIGNMENT - Neutral**

The spell allows the caster to speak to any BENEFICIAL life that is native to the forest in which it is cast. This includes animal life, birds, plants and beneficial supernatural beings.

Communication occurs if the spell succeeds and both sides are willing to speak. If either is not interested, the caster gets a feeling for emotions at the moment and nothing more. He may attempt ONE Influence roll to try to change its mind about communicating.

RANGE	(EL+1)/2" (RD) <i>(Touch required if zero)</i>
DURATION	(EL+1) *5 turns <i>(If both parties choose to communicate longer, caster can extend this duration at the cost of one mana point per increment for the EL cast)</i>
BMC	2

EXAMPLE - A magician casts this spell at EL3. He tries to speak to a tree and is ignored. When he turns his attention to a wolf it returns his greeting. When his 20 turn duration ends they want

to continue talking. He spends one point and talks for another 20 turns.

NOTE - The Forrestal and Green Lady use this spell at no cost. It is a part of who they are.

FORGETFULNESS

ALIGNMENT - Elder

The spell buries a person's memories for the Duration indicated. Anything learned during this period, except physical skills, is forgotten. The period of time affected moves back from the moment the spell takes effect. It remains blank. The victim knows his knowledge of that time is gone.

This spell may be cast at triple its normal cost. When it is the Caster can implant memories of his choosing at a rate of ONE Strategic turn worth of memories per tactical turn spent implanting. Once the Caster starts this he must finish or his mind is blanked for the period he does not finish implanting.

EXAMPLE - A wizard erases 25 days of memory with an EL4 spell. He decides to implant his own memories so the victim is not aware of the loss. Twenty turns into doing so he is attacked and his concentration is broken. He placed memory for day 1 to 20. He loses his own memory of day 21 - 25 and cannot implant memories for those days in his victim.

DURATION	EL+1 squared days
RANGE	EL
TIME TO REGAIN MEMORY	EL+1 weeks (<i>The time required to remember. If the Caster substitutes memories for those he takes multiply this by FOUR. After the normal regaining time for the EL ends, memory slowly returns</i>)*
BMC	3

* Allow the victim a Will roll once per week. If he succeeds he regains 1D3 days worth of memory. If not, he sees flashes of memory about the lost period.

FOYSON THEFT

ALIGNMENT - Sidh

"Foyson" is a Scotch term meaning "the goodness in food". The spell lets the Caster extract the nutritional value from any food in his Range. The food affected appears wholesome but is tasteless dross. Anyone who eats it gains nothing.

The foyson extracted materializes in the hand of the Caster as a flour like substance. It contains ALL the nutritional value of the food affected. The spell only affects raw or prepared foods. It has no effect on animate creatures.

RANGE	EL/2" (RD) (<i>If zero touch is required</i>)
FOOD POINTS	2 (<i>EL factor applies as a power</i>)
WEIGHT	The weight of the powder is 1/8 pound per 16 food points converted
BMC	1

NOTE - Sidh travel rations are often made with foyson. They take the form of one food point wafers. As there are minor additions for flavor, 1/8th pound of wafers has a food point value of fourteen. They cost 2BB in a Sidh community and 2SC elsewhere.

FREEZING HAND

ALIGNMENT - Shadow

This is a powerful paralytic spell. It also inflicts physical damage. The caster must touch the specified target within the number of phases in Duration One. If he doesn't he loses energy equal to the damage specified and the spell is wasted.

Duration Two is the number of phases the victim is affected after being touched. The caster may perform no other magic while this spell is in force. If he does, the spell ends. Any part of Duration Two that remains for any victim is lost. If he has not touched someone he suffers the energy loss specified above.

RANGE	Touch
DURATION I	(EL+1) phases
DURATION II	(EL+2)*3 phases
DAMAGE	EL+2 (<i>Hits and energy lost each phase OR energy lost by the caster if he fails to touch</i>)
MAX. EnL	(EL+1)*20 (<i>If EnL is higher the spell does nothing</i>)
BMC	4

EXAMPLE - A Shadow Weaver casts EL4 to kill a Baron. He has five phases after success to touch that man. If he does, the Baron loses six hits and six energy a phase for eighteen phases. He is not affected if his EnL is higher than 100. If the weaver fails to touch the Baron in time, he loses six energy.

NOTE - The spell has no affect on supernatural beings or dragons.

GOD'S EYES

ALIGNMENT - Law

This spell lets the caster see through inanimate and animate objects within his range. He states which object to see-through and then selects the next as needed while the duration lasts. The effect is normal vision of the area beyond the obstructions ignored.

The spell only affects the caster. Magical obstructions use their MDV to resist. There is no depth limits to this spell. Range is the only limiting factor. The view that is seen outside the cone range is normal. The caster can switch from normal view to x-ray view during the spell. Failure does nothing. Abysmal Failure causes blindness for EL+1 strategic turns.

RANGE	(EL+1) x2" (<i>60 degree cone view</i>)
DURATION	EL+1 turns
BMC	5

NOTE - When the spell is cast record how much it succeeded by. An MDV less than or equal to that amount is seen through. A higher one is not.

OPTIONAL - The Referee may allow this spell to be used as an aid to an effort to heal someone. Successful use of the spell increases the effective EL of the healing spell by EL/2 (RD).

EXAMPLE - An EL5 spell is used to help an EL4 healing spell. The effective EL of the healing spell is EL6.

HAND OF HECATE**ALIGNMENT - Neutral***The Greater Hand of Hecate*

The caster focuses a blast of mystic power through his hand. It only affects those who use magic. He must touch the person he wants to harm. If the spell succeeds, and the caster is effectively stronger, the victim's magical powers are sealed for the duration specified. If the victim is stronger, he is stunned one phase and the caster is stunned for one phase per EL used. If they are equal both are stunned one phase per EL used.

The formulae below are used to determine the relative strengths of the individuals.

CASTER - **MEL+(Spell EL*3)+Will**

TARGET - **MEL+Will**

EXAMPLE - Jon is MEL8. He uses this spell at EL3. His will is 44. His target is MEL12 and has a will of 52. Jon's value is $8+(3*3)+44 = 61$. His target is $12+52 = 64$. The target is stunned one phase and Jon is stunned for three. The effort to seal his enemy's power failed. Jon is in trouble.

RANGE	Touch
DURATION	EL+1 months
BMC	5

IMPORTANT - The spell prevents the victim from using spells drawn from external sources. It only prevents use of Casting Ability and Fanatical Power. It has no affect on Innate Powers or magic that can be drawn from the EnL.

EXAMPLE - Abnaric is annoyed with a priest. He seals his power with an EL7 spell. The priest may not use any of his arts, except spells that can be cast with his EnL, for eight months.

The Lesser Hand of Hecate

Use of this version of the spell lets the caster attack an opponent's Casting Ability and Casting Speed. The BMC is as specified above. The other factors that apply are listed below.

RANGE	(EL/3)" (RD) (if zero touch is required)
DURATION	(EL+1) strategic turns
CA REDUCTION	(EL+1) D6 (points taken from Casting Ability)
CS REDUCTION	EL/2 (RD) (Casting Speed loss. If it is reduced to zero, the victim cannot cast his magic)

The lesser hand of Hecate works on any type of magic user. The points lost return when the duration ends.

Negate Curse is required to cancel the affect of either form of this spell before the duration ends. Its EL must be higher than the EL cast or the effort is automatically abysmal. Nothing else affects them. If Negate Curse is attempted failure strikes the person attempting it with the Hand of Hecate he tried to negate at EL10.

HATRED**ALIGNMENT - Varies**

The victim is obsessed with hatred for a person specified by the Caster. The Caster must know the hatred's target. Effected targets dedicate their existence to the death of this enemy. The condition lasts until the spell is dispelled or negated.

When the effected victim enters combat against the enemy he has a modifier equal to the spell's **EL+1**. It is used like a weapon EL in all ways.

The Range is the distance to the target when the spell is cast. Once the affect succeeds, no range limits apply. The victim goes where he must to find and kill his enemy.

OPTION - With the CHAOS version this spell may be cast to the target's benefit or detriment. The choice up to the caster. If it is beneficial, the victim subtracts the modifier from attack rolls. If not, he adds it.

EXAMPLE - A Korchi Lich is annoyed with a Viking. He casts this spell to his detriment at EL10 and sends him to kill the God Emperor. When the Djani faces that immensely powerful man he adds 11 to all combat rolls. Once the Viking is slaughtered, the God Emperor is likely to be annoyed with the Lich.

RANGE	(EL+1) *2"
BMC	1

HEALING

ALIGNMENT - **Varies**

A successful healing spell heals a number of hit points AND increases the injured person's Healing Chance for his next healing roll. The affect varies with the EL used. The Caster must touch the person he wishes to heal.

DAMAGE HEALED	1D6+StB+EL (<i>The hit points healed by success</i>)
HC INCREASE	(EL+1)*5 (<i>The HC increase for the next, normal roll. The effect is not additive</i>)
StB INCREASE	EL/3 (RD) (<i>StB increase for the next, normal, healing roll. This is not additive</i>)
BMC	1

EXAMPLE- Vozar of the Hills has **EL4**. He heals Sasabre of Pelara, **HC 30%**, **StB+1**. Sasabre immediately heals **1D6+1+4** hit points. On his next normal healing roll, he has a 55% Healing Chance and a +2 **StB**. After the roll is taken his values return to normal.

IMPORTANT - The benefit on the next roll only applies if the person is still damaged. If more than 24 hours pass between success and the next normal roll the advantage is lost.

HEALING LIGHT

ALIGNMENT - **Law**

The Caster heals **2D10+(EL*2)** hit points for targets within his effect area. He may choose which targets to heal and how many points each heal. He may not heal himself. No entity may receive more than 50% of the benefit and every entity in the affect area must heal at least one hit point.

Healing Light takes one turn to heal those affected. It can heal any creature. While it does, the Caster is unable to cast other magic. He and the entities being healed are unable to move in any way.

The spell must work for everyone in the area affected. If it fails for any, it fails for all. Roll against the highest resisting MDV to determine if it succeeds.

IMPORTANT - Even if it means you must heal the enemy, all hit points healed must be assigned if it is possible to do so.

EXAMPLE – An **EL3** spell is cast. A hostile Ogre and a friendly warrior are in the area. The warrior has taken 12 hits. The Ogre has 22. Fifteen hit points are healed. The warrior is healed totally and the Ogre heals 3 hit points.

RANGE	(EL+1)/2" (A diameter).
DAMAGE HEALED	2D10+(EL*2)
BMC	6

HELL POWERS

ALIGNMENT – Chaos

BLACK TAINT RITE OF DAMNATION
 FIRE DARTS SACRIFICE
 FIRE RESISTANCE SUMMON DEMONS
 PAIN

BLACK TAINT

This spell corrupts the soul of its victim. The damage caused is recorded. Each night, it creates a percentage chance that the victim performs actions enjoyed by the demons of hell. Examples of such are cannibalism, rape, torture and wanton destruction.

The taint can only be removed with priestly magic. Until it is, the victim performs these acts, as the Referee determines, and has no memory of what he is doing. The most he will know is that he is having blackouts.

If the affect suffered is greater than the victim's EnL he is owned by this power. When this is the case the spell cannot be negated or cured by any power less than a god of Law. His soul is wholly owned by the Chaos hells.

RANGE	EL"
DAMAGE	EL D6+1
BMC	4

EXAMPLE – A Sorceress strikes a Bhamoti knight with this spell before he kills her. She uses EL5. He has an EnL of 80. The 5D6+1 she inflicts does 20 points. Each night he has a 25% chance of blacking out and doing something heinous.

FIRE DARTS

The basic rules are specified in FIRE POWERS for the spell of the same name. If the Caster expends TWICE the normal Mana Cost he creates a wave of darts that have a chance of affecting every target along his Range with the full power of his dart. Add two times the number of targets to the Success Roll. Determine the affect on the closest targets first.

EXAMPLE – Five bandits are standing in a line. The wizard casts EL5 Fire Darts to get them all. Each that he succeeds against, beginning with the closest, takes 5D6+1 hits.

RANGE	EL+1"
DAMAGE	EL D6 + 1
SPLIT DART	(EL/2) (RD) (If the result is zero the dart may not be split)
SPLIT DART DAMAGE	EL D6+1/(number of targets-1) (RU)
BMC	3

FIRE RESISTANCE

As specified in EARTH POWERS for the spell of the same name.

PAIN

The spell afflicts the victim with wrenching spasms of pain. It reduces his MR by a percentage factor and his chance of hitting in combat. The Range is the distance to the target. If THREE times the normal mana is paid, the Range is the diameter of a sphere that can affect EVERY animate being in the area except the Caster.

NOTE - Repeated application of this spell has an additive effect. If the speed is reduced 100% or more the victim passes out until the Duration ends.

RANGE	EL+1"
DURATION	EL+1 turns
ROLL MODIFIER	EL*2
MR REDUCTION	(EL+1)*5% (RD)
BMC	3

EXAMPLE - The EL is 5. The victim adds 10 to his Combat Rolls, including Missile Fire and casting Magic. His speed is reduced by 30%. If it was 12, it is reduced to 9. If affected a second time he adds 20 and his speed is reduced to 6.

RITE OF DAMNATION

This spell may only be cast on an altar purified for its use. It may only be cast within one hour of midnight. Its victim must be nude and chained on the altar. If the spell succeeds, the victim is transported to hell in his or her shackles. The power of the entity that receives him or her varies with the EL of the spell.

NOTE - Use of this spell can gain the caster rewards from the lords of hell. If the being sent is a hated enemy or something the receiver truly enjoys, he may reward the sender. The Referee will determine if he does and, if so, what the reward is.

CL OF RECIPIENT	(EL+1)/2 (RU)
MDV LIMIT	(EL+1)*5 **
BMC	9

** If the intended victim has a fanatical tie to Law or any applicable immunity double his MDV in determining if he can be affected. Whenever the Referee determines that something about the intended victim applies, double the MDV. Any such doubling is used for deciding if the spell can work. It does not apply in resisting the spell when it is cast.

EXAMPLE - At EL6 the victim goes to a CL4 being (a minor god). Only those with an MDV of 35 or less can be affected.

SACRIFICE

This ritual must be cast on an altar purified for Chaos magic. The victim is chained in place on it. At the conclusion of the rite he is killed. His soul is sacrificed to a stated Chaos force. The caster states what he wants for his gift and rolls the gain chance.

The spell is commonly used to gain knowledge, power or some advantage from a demon, daiva or deity. The sacrifice offered should be something that force wants or demands. If the soul

given is not appropriate, divide the gain chance determined below by three (RD).

NOTE - Non-fatal forms of sacrifice exist. In such rites, the victim is dedicated to the force, raped by it, defiled, etc. The affect of such rites is the same as the fatal one.

GAIN CHANCE	$((EL+1)*5\%)+20$ (chance the force dealt with gives the caster what he requests)**
BMC	10

** The caster of this spell may sacrifice more than one entity. Per additional soul given, add ten to the gain chance. However many he uses, the chance cannot more than double. In all uses of this spell, subtract $5*(CL-2)$ from the chance. If the result is less than zero subtract zero.

SUMMON DEMONS

In learning HELL POWERS the caster gains a strong foundation in Demonology and a tie to the courts of hell. Because of this the cost to summon any being listed as a DEMON, using the basic rules for SUMMONING, is reduced by 50% (RU).

The caster may cast this spell at the BMC listed below to create a familiar bond with a demon. While he retains control of the key to that bond, the demon is his to command whenever a Demon can be used. There is no chance of resistance for a demon bonded in this way.

BMC	13
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Illusion Powers

ALIGNMENT - Varies

ACTIVE ILLUSION PERSONAL ILLUSION
GLAMOURS TUMBLE
MAJOR ILLUSION

ACTIVE ILLUSION

Active Illusions move, seemingly with a life of their own. They may be used to attack enemies. If they are believed, they inflict damage. If they are not believed they can do nothing.

NOTE - *Belief in an Illusion completes the fabric of its "reality". Contact with it is perceived by your mind as contact with the authentic article. An illusion can kill if it is believed.*

If the spell succeeds, the perceivers roll against their Will adding **EL*5** to the roll. Creatures use **MDV*4** for their Will. If the net roll is less than or equal to Will, the Illusion is not believed. Otherwise it is.

The Range for this spell is the maximum distance the Illusion can be separated from its creator. It may be created anywhere within this range. If it is made permanent it must remain in this area, i.e. the Range is a diameter with the point where the Illusion first appeared at the center. He remains there forever, regardless of the location of the Caster, when permanent.

IMPORTANT - If an Illusion is believed, and in Combat the perceiver kills it, it does not die. It is automatically disbelieved. Where and how this applies depends on what the Illusion is.

RANGE	(EL+1)*2"
DURATION	(EL+1)*3 turns
HPV	(EL+1)*5 (<i>The maximum HPV the Creature has. Per ten hits (RD) increase the Mana Cost by 1</i>)
MDV	(EL+1)*2 (<i>The MDV maximum of the creature simulated AND the MDV of the illusion</i>)
OCV	(EL+1)*2 (<i>The maximum OCV of the creature. Per 3 (RD) increase the Mana Cost by 1</i>)
DCV	EL
BMC	4

EXAMPLE – If the **EL** is 4 the maximum creature has **HPV25, MDV10, OCV10** and **DCV4**. The values actually created by the Wizard must be less than or equal to these factors for the spell to succeed.

IMPORTANT – If the Illusion created is capable of casting magic, the Caster may create the semblance of any spell he knows through the Illusion. The Mana Cost of this equals the cost of the actual spell. It will appear as if the Illusion cast it. If it is believed, it can affect the perceiver as if it is the real spell.

GLAMOURS

Glamours are used to change the appearance of an inanimate object. The spell alters the apparent shape of the object or conceals its presence. If the spell succeeds, the glamour is automatically believed. The Weight Limit listed is the number of pounds the Caster can alter well. Per 10% increase over this (RU) add **5** to his success roll.

RANGE	(EL+1)*2"
DURATION	2 hours (<i>EL factor applies as a power</i>)
WEIGHT LIMIT	2 pounds (<i>EL factor applies as a power</i>)
BMC	2

EXAMPLE – At **EL2**, the range is 6", the duration is 8 hours and the weight limit is 8 pounds. If the item the caster wants to conceal weighs ten pounds, he adds 15 to his success roll.

NOTE – *The spell affects appearance. It does not change physical reality. If a wall appears to be a doorway the perceiver still bashes his head if he tries to walk through.*

Any result that occurs that creates a physical situation that does not fit the appearance of the Glamour causes disbelief, i.e. if you can't walk through the open doorway you won't believe it. In all such cases, the Glamour is dispelled by the disbelief for that perceiver.

MAJOR ILLUSION

Major Illusions are area affect. They affect everything there. If the Illusion is believed, roll as for Active Illusion, the perceiver is required to act as if the objects in the area are all real.

NOTE – *As for Glamour, if something in the Illusion does not conform to reality disbelief is automatic.*

The spell alters appearance for things in the area. This can include the appearance of animate creatures and the Caster.

RANGE	EL+1" (<i>A radius of affect</i>)
DURATION	(EL+1)*3 minutes

BMC	6
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EXAMPLE -At **EL0**, the Caster changes the appearance of everything within 1" of his position for 3 minutes.

IMPORTANT - If animate objects are changed, and they move outside of the affect area, the appearance reverts to normal. If they are seen moving, and what they seem to be should not move, disbelief is automatic.

While the spell is in effect the Caster may not cast other magic. He may move. If he moves, the Illusion remains in the area in which it was created. As for Glamours, these Illusions require something to work with. They are not created out of thin air.

PERSONAL ILLUSION

The spell changes the appearance of a specific animate being. If the Caster uses this spell on himself he subtracts his **MDV** from his success roll in addition to the **EL** modifier. Only appearance is affected. The spell has no effect on size or basic shape. If the spell succeeds, it is believed. If it fails any person with Will higher than **EL*2**, or **MDV** higher for Creatures, sees through it.

To affect a target with this spell, the Caster must touch it and it must be motionless. If the target moves while the spell is being cast it fails. (This restriction does not apply when the caster uses the spell on himself).

DURATION	2 hours (<i>EL factor applies as a power</i>)
BMC	3

TUMBLE

Tumble spells are cast on an area. Everyone in the area is affected. If the spell succeeds, roll as for Active Illusion for every target. If the target believes the spell he is convinced the area around him turns, moves, has trapdoors everywhere and he is falling.

The target is incapable of acting safely for the duration of the spell. If he attempts to fight in melee he adds the spell's **EL*2** to his roll. He will suffer 1D3 hits on any miss. If he attempts to cast magic, he must roll his Will adding **EL*3**. If he fails the mana is lost and he loses 1D3 energy.

A victim of this spell may only move at 50% of his MR (RD). If he moves at all he takes the damage listed below in bumps and bruises. If the Caster is in the radius he can be affected by the spell.

RANGE	(EL*2) + 1" (<i>Maximum distance to center affect</i>)
DURATION	(EL+1) * 2 phases
AREA AFFECTED	EL + 1" (<i>radius</i>)
DAMAGE	EL + 1 (<i>per phase moving</i>)
BMC	4

EXAMPLE - An **EL5** tumble spell is cast. The wizard places its center anywhere within 11" of his location. The radius from that point is 6" in all directions. Anyone who believes it, who moves, takes 6 hits per phase that he moved.

INSANITY**ALIGNMENT –Chaos**

The insanity created is based on the **EL**. A given **EL** can create the insanity type for it's **EL** or any type below it. Consult the table below.

Types of Insanity

EL	Form of Insanity
0-3	Neurosis
4-6	Paranoia
7-8	Schizophrenia
9+Up	Catatonia

Neurosis lets the Caster force a specific trait on the victim. This can be an unreasonable reaction to a circumstance, a reaction to a type of person or thing that is unreasonable hostile, friendly, etc. or any minor impediments the Referee allows (facial tics, obsessive hand washing, etc).

Paranoia victims **KNOW** the world, especially his home area, is plotting to destroy him. He is hostile to anything he encounters and incapable of trusting anyone. If given the slightest cause, or a good opportunity, he attacks. (The Paranoid is clever. Persons he encounters will not know he is insane unless they roll Empathy or less).

Schizophrenia gives the victim **1D3** personalities in addition to his own. The major emotion or tendency that drives each is determined below.

Schizophrenic Personalities

Roll	Trait	Roll	Trait
1	Generous	6	Sadistic
2	Vicious	7	Overbearing
3	Quiet	8	Braggart
4	Self-Effacing	9	Flighty
5	Cowardly	10	Masochistic

Each day the Referee rolls to determine which personality is in control. All personalities, except the original personality, are **EXTREMES**. (*If a personality is quiet it takes great effort to get him to speak. If he is cowardly he flees from any threat*).

Catatonic Characters are incapable of voluntary action. If they are not cared for they die.

Insanity lasts until it is cured with a Sanity spell or the victim dies. Appropriate priestly magic may also have some affect. Dispel/Banish has no affect once the insanity is fact. Insanity can only be used on intelligent enemies. It has no effect on un-intelligent creatures. Non-Humans add their **MDV*2** to the success roll.

RANGE	EL+1"
MDV LIMIT	(EL+1)*3 (<i>If the MDV is too high the spell fails</i>)
BMC	2

Insanity can be cast at double cost. When it is the range above is a radius of affect. Anyone in that area, except the caster, can be affected. The spell has no affect on Demons, Daivas or Beasts.

OPTION - The Referee may add other forms of insanity. He can also allow wizards to research specific forms of the disease and create insanity's of their own. The cost to do this is a minimum of two weeks of research and casting the spell at double cost on a purified altar. The Referee will decide what EL is needed to use the insanity he adds or a wizard crafts.

NOTE - Metaphysically each form of insanity has its own family of controlling demons. In "making" a new insanity, the caster is forming a link to a new group of insanity demons.

INVISIBILITY

ALIGNMENT - Varies

The Caster places this spell on himself. It affects him and any person or thing in contact with any portion of his body. It has no effect on the surface the Caster walks on or inanimate objects (like walls) he touches. Persons made invisible by contact with the Caster become visible when contact, or the duration, ends.

All persons that contact the Caster, or an item held by him, during the Duration see him whether contact is maintained or not. Per person that comes into contact with the Caster reduce the Duration by **1 turn**.

EXAMPLE - Abnaric casts this spell at EL2. It will last 15 turns. His bodyguard Bo is touching him. Bo is also invisible and the duration is 14 turns. As they move, someone bumps into them. The duration is 13 turns.

DURATION	(EL+1)*5 turns
BMC	2

INVISIBILITY

ALIGNMENT - Shadow

As for normal Invisibility except the spell may only be used when the caster is in shadow.

NOTE - *Innate Shadow Weavers are not required to cast. When they enter shadow, and wish to be invisible, they pay the points required for their EL and are. If trained, they may use an EL less than or equal to their innate EL.*

BMC	1
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INVISIBILITY SPHERE

ALIGNMENT -Law

This spell creates a spherical area that has no effect on the earth or inanimate structures. All persons within the sphere, or who enter it, are invisible to people outside it AND visible to anyone inside.

The spell may be cast on others without the Caster including himself. It is cast to affect a specific number of beings. It is negated when any of them leave, anyone within the area is injured or when the duration ends.

DURATION	(EL+1)*5 turns (<i>If the spell is cast at double cost triple the duration</i>)
INCLUSIONS	EL+1 (<i>the caster must explicitly include himself</i>)
RANGE	EL*1/2" (<i>A diameter within EL+1" of where the caster stands when he casts the spell. It does not move.</i>)
BMC	4

NOTE - If the spell is cast at *QUADRUPLE* cost it only affects those specifically included regardless of who enters the diameter later. This applies *ONLY* when it is explicitly cast to exclude interlopers.

EXAMPLE - Jash casts this sphere at EL2. He wants triple duration. He also wants it to exclude others. The cost is 16 for triple duration times four for the exclusion. When he succeeds casting a 64 point spell, he has what he wanted. No one who enters the area will become invisible or see anyone included in the spell.

INVULNERABILITY

ALIGNMENT - Chaos

The spell grants resistance to physical damage. The gain applies to any *NON-MAGICAL* damage suffered in combat. The Damage listed is the number of hit points that must be inflicted before damage begins to affect the **HPV**.

To affect a target with this spell, the Caster must touch him. It may only be cast on persons who are undamaged. If the target has physical damage of any kind the spell is an *Abysmal Failure*.

If the Caster uses the spell on himself the Duration and the Damage factors are reduced 50% (RD). The spell ends when the Duration is exceeded or all resistance has been eliminated.

DURATION	(EL+1)*10 phases
DAMAGE	(EL+1)*5
BMC	3

EXAMPLE - **EL4** lasts 50 phases and yields a benefit of 25 hit points. If the caster placed it on himself it lasts 25 phases and gives 12 hits.

IRON SKIN

ALIGNMENT - Balance

This spell gives the person affected a natural armor value. It toughens the skin to accomplish this. It acts even if the caster is wearing other armor. The armor created works as an *NAV* and applies against any attack that inflicts physical damage.

This spell can be cast on others if the caster wishes and casts at double cost. The target must be touched by the caster and willing to be affected. If there is any resistance the spell fails.

NAV	(EL+1)/3 (RU)
DURATION	EL+1 squared phases
MR REDUCTION	(EL/4) (RD) (<i>subtract the value from MR</i>)
BMC	2

EXAMPLE - Jina is affected by an **EL8** spell. Her normal MR is 13. While affected, she has an MR of 11 and an NAV of 3.

JUMP

ALIGNMENT - Elder

The spell lets the caster and anyone he touches (max of 1 on each hand) jump across something or upwards. The effect grants one jump with an increase in jumping power. There must be a normal method for jumping. In jumping upwards he must be prepared for a phase (i.e. bending the knees, etc). To jump across he must get a running start.

RANGE	Touch
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LENGTH	6+ (ELx3) feet [<i>How far can jump across something</i>]
HEIGHT	3+ (ELx2) feet upwards [<i>Over walls, etc.</i>]
BMC	2

Failure is a normal jump while an abysmal creates falls in the magical jump. He may sail eleven feet then drop like a rock. EXAMPLE - A wizard has a princess in his arms and must jump across two buildings to escape. The Princess holds on to him and they back up. The space is 10 feet. He casts an EL2 Jump spell. It increases the jump distance by 12 feet. He makes it easily.

KNOT UNTIE

ALIGNMENT - Law

This spell works on rope, cord or any form of leather or cloth restraints. Cast on said object it magically unties knots and loosens the restraint. It does not work against metal or restraints that use a lock mechanism. For those Open Prison is required.

EXAMPLE - The caster's hands are bound by leather. If it is only leather or cloth, he can untie it with this spell. If the restraint has a metal buckle or lock, the spell is worthless.

Success makes the restraint fall off. Failure does nothing. Abysmal tightens the restraint. If a hit of any kind is scored, using the EL*2 as the BL on the combat table, 1D3 hits are scored. If the restraint is enhanced magically it resists with its MDV. The spell only unties one restraint at a time. The spell must be cast for each restraint you must untie.

RANGE	Touch
DURATION	10-EL phases [<i>time to loosen the restraint</i>]
BMC	2

Cast at triple cost the spell can be used to untie knots in sight at a range of (EL+1)*2". It unties any knot the caster can see when used in this manner. The knot in question does not have to be part of a restraint in this case.

KNOWLEDGE

General

The spell is used to gain information about a specific thing from supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity, i.e. Combat Skills, Swimming, etc.

The spell has the orientation of its Caster. When it is cast to gain magic of that alignment, or a skill, the cost is normal. When cast to gain magic from another alignment the cost is modified by the Orientations Table. Sidh Magicians may only use Knowledge to gain Sidh or Elder Magics.

The Frequency listed is the number of days that should pass between uses of the spell. If it is cast more frequently any failure is Abysmal.

EXPERTISE GAIN	1D6+EL (<i>The total gained never exceeds the Expertise required to learn the spell, gain a skill or increase to the next EL for a known skill or spell</i>)
FREQUENCY	15 - EL days (<i>The number of days that should pass between uses. The minimum is 2 days</i>)

BMC	5
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NOTE – The spell should only be cast in an area purified for the Caster's orientation. In any other case failure is abysmal. When it is used to learn something other than spell or skill knowledge the Referee will determine the result.

KOTOTHI COMMAND

ALIGNMENT – Dark Elder

The spell allows the caster to command Kotothi creatures. It must be cast in a purified area on a monthly basis for the caster to retain his ability to do so. Those it is able to affect will not attack the caster. They will obey any request/order that does not oppose their basic nature and desires.

Both a MDV Limit and a HPV limit are specified for this spell. The EL must exceed both for a caster to command a creature. If it only exceeds one the orders of the caster are viewed as requests.

RANGE	EL+2 (a radius)
MDV LIMIT	(EL+1)*4
HPV LIMIT	(EL+1)*6
BMC	5

NOTE – The Kotothi court is a hierarchy of power. This spell places the caster into that pecking order. Those he can command will heed his will. Others, if intelligent, will expect deference.

LEECHING

ALIGNMENT – Chaos

The spell lets the Caster consume the energy of intelligent, animate life. It may only be used on a being with an INT rating of at least SIX. The effect of success increases the Casting Ability or EnL of the Caster as listed and harms the victim's EnL equally. It may be cast for either benefit

For a person to be affected by this spell the Caster must touch him. The contact must be maintained for a full turn. At the time of effect, the victim must be alive. The chance that the person touched is killed equals the percentage of their EnL that the spell drains (RD).

POINT GAIN	3+(EL squared) points (Mana or Energy)
BMC	2

IMPORTANT – Regardless of EL, the point gain from any creature cannot exceed his EnL. The Mana gained may not increase the magic-user's Casting Ability or EnL beyond his Current Ability. The Caster leeches Mana or Energy, not both. Points consumed in excess of these values are lost.

EXAMPLE – Aldwulf the Black is down 25 mana points. He casts EL6 Leeching on a bound woman to regain mana. The cost is 14. He gains 39 mana points and uses them all. The woman loses 39 energy from her EnL of 50. She has a 78% chance of dying.

LEECHING

ALIGNMENT –Shadow

The spell allows the caster to leech energy from someone's shadow. The target receives his full MDV in defense. Success increases the EnL of the caster from the victim's EnL and Casting Ability (if he has one). Half the points are taken come from each

source with any odd amount being energy. The person leeches in this way only dies if 100% of his or her EnL is consumed.

RANGE	EL (<i>EL0 the caster's shadow must touch the victim's shadow</i>)
DAMAGE	(EL+1)*5
BMC	2

EXAMPLE – An **EL4** spell is cast and succeeds. The caster's **EnL** is increased by 25. If this maxes his EnL the excess is added to his Casting Ability. The victim's current EnL and Casting Ability are reduced 13 and 12 respectively.

IMPORTANT– If a spell takes more energy or mana than a person has it takes what he has and no more. At no time may the points received by the caster from either area be greater than 1/2 the amount drained (RU).

EXAMPLE – An **EL4** spell succeeds against a man with **EnL20** and no magical training. The caster can only drain the man's EnL. He receives 10 points to assign and nothing more.

IMPORTANT – No more than 2/3 of the gain (RU) can be assigned to one area. The remainder are assigned to the other. No points may be assigned to an area where none have been used or lost. Points that cannot be assigned are lost.

EXAMPLE–An **EL2** spell gains the caster 15 points. He assigns the maximum (9) to his **EnL**. The other 6 are subtracted from his Mana Points used, moving him back towards his full Casting Ability. If his EnL is at full strength he loses the 6 that have to go there (assigning the minimum).

LEECHING DARKNESS

ALIGNMENT – Chaos

The spell has no effect on those with innate leeching, death powers or darkness powers. It is not negated by Light but cannot affect those who are surrounded by magical Light unless the Leeching EL is greater than or equal to the light EL. It has the affect of LEECHING but does not require the target to be unconscious or helpless. The spell lasts as long as there is mana or energy to regain and targets in radius.

The caster is the center of the spell. It moves with him. If he casts other magic any failure is abysmal. Abysmal failure results in the caster being leeches in addition to any other affect. If the result of the abysmal says the caster is affected by the power he cast, the spell slays him.

This spell has the affect of DARKNESS at 50% of its EL (RD) in addition to its leeching affect. See Darkness Powers for the factors that apply. See Leeching for the damage that applies.

RANGE	EL+1" (Diameter)
DURATION	(EL+1)*2 turns
BMC	6

LIBERATE SHADOW

ALIGNMENT – Shadow

As for Liberate Spirit except the caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the caster is unaware of his surroundings and of what the shadow is doing. If he is attacked he is helpless. The only action he can take is to recall

his Shadow, which requires a Will roll. The **EL** modifier for this spell is subtracted from his recall roll.

Once the shadow returns, the caster will know what it saw and did while it was gone. Per turn that it is gone the caster loses **1D6** energy points. The shadow returns **1D2** turns after a successful recall. If the shadow exceeds the recall range in performing its mission, it must be summoned (**CL1**).

This spell can be cast at TRIPLE cost on a willing person other than the caster. When this is done, that person suffers the disadvantages above. The caster is able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner.

The person whose shadow is sent must still recall it. He is allowed to add 1/2 the caster's Will to his own in doing so. If he fails the caster must summon the shadow and force it back into the person's body before he dies.

RANGE	(EL+1) *25" (<i>The distance the shadow can be sent from the caster and still be recalled without Summoning.</i>)
SHADOW MR	MDV (<i>of the caster</i>)
EL MODIFIER	(EL+1) *5
BMC	4

NOTE – Shadow Weavers have this as an innate power. Their *EL* is determined as specified in Book One. They may liberate their spirit, with no *EL* modifier, at their innate *EL*. They operate as normal while it is gone except they may not cast Shadow Magic. If trained, they cast the spell at 1/4 mana cost (*RU*) at any *EL* less than or equal to their innate *EL* AND receive the *EL* modifier. They may not liberate another person's shadow unless they are trained.

LIBERATE SPIRIT

ALIGNMENT – Law

The spell releases the spirit of the Caster. While liberated it travels, unhindered by physical reality, through Middle World areas. The spirit is only affected by attacks that can affect ghosts or insubstantial beings. It is immune to normal damage.

The Duration is the number of turns the spirit can remain outside its body. While it is gone, the body is defenseless. If it does not return before the duration ends the body dies. If he returns in time he enters the body and ends the spell.

DURATION	(EL+1) *5 turns
PMR	EL + Mana Level
BMC	4

LICHCRAFT

ALIGNMENT –Chaos

The Caster must be trained in Necromantic Powers to perform this spell. Success makes the Caster a Lich. Failure of any kind is fatal. As a Lich, the Caster becomes the ultimate in evil. He uses all Necromantic Powers at two levels higher than his Current **EL**. In addition:

A) **Invulnerability** – The spell requires the Caster to disembowel himself. He is sustained by magic and immune to physical damage

from any weapon not especially dedicated to combating Liches or the Dead.

IMPORTANT – The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of the apparatus, and its contents, is the only way a Lich can be killed. In general, it is hidden and warded with potent magics.

B) **Immortality** – The Lich is immune to death. If the result of any magic results in his destruction, and his viscera are unharmed, he reforms in **2D6-EL** days. If the result is zero, he reforms in **2D6** hours.

C) **Self Sustaining** – The Lich casts 2 Mana Points per day to sustain himself. (*Success is automatic*). He does not require, and cannot consume, other sustenance, i.e. food, water, etc.

D) **Power over the Dead** – In addition to his advantage with Necromantic Powers a Lich is a master of the dead. When he animates any, or makes a zombie, he is NOT required to cast Control the Dead. Animated dead automatically heed his will unless someone else controls them.

E) To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of the hit points he can take must be inflicted in ONE Phase by a power that can affect him. If not, the damage has no effect.

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos spells and General Skills.

The power of the Lich is derived from the apparatus that supports him. The Range is the MAXIMUM distance he can be separated from it and survive. In all cases, at all times, he knows the precise location and condition of his apparatus. He is aware of any person or thing that touches it as soon as contact is made.

RANGE	(EL+1)*10 miles*
BMC	20

*The Lich is not locked into the **EL** at which the spell is initially cast. He may improve the apparatus without Mana Cost as his **EL** increases. The research required to do so, once he learns a higher **EL**, is one day per **EL**, i.e. to increase from **EL8** to **EL9** takes nine days.

NOTE – In Persian myth a Lich is immune to death. When he is killed his soul turns into a black mouse. As a mouse he must kill a rat. When he does, he becomes a rat. As a rat, he must kill a cat. Becoming a cat he must kill a dog. As a dog, he must kill a leopard. This done, the leopard must kill a Man. On slaying the Man, he returns to human form and regains his magical powers. If, in any stage of the rebirth process he dies, he is truly dead.

OPTIONAL – If the rebirth process indicated in the note is used, and a Lich succeeds in regaining human form, he must rededicate himself to regain his status as a Lich. He is reborn as a normal human that is as old as the Lich was when he first succeeded with the rite. He loses ONE Energy Point per day until he completes his re-dedication. Points lost in this way are only regained when

he rededicates himself. If his EnL reaches zero before he does he is dead.

LIFE

ALIGNMENT - Neutral

The caster is able to focus and impart the power of life itself. The spell is primarily used to give life to creations. It grants other benefits that are at least as valuable.

The Life spell may be used in any situation where Resurrection or Revivification are appropriate. It can only be so used if the person has been dead less than **EL+3** days. If the hit gain provided is sufficient to bring the corpse back to its minimum DTV level, the person lives again. His attribute values and skills are as they were at the moment of his death.

Use of the spell in this manner does not alter the corpse substantially. Unless it is a viable body, returning it to life in this manner is worthless. He will die seconds after he lives again. It will not work in this manner on any corpse that has been subjected to Necromantic Powers.

Life may be used to return lost energy. When it is, the damage below is added to the EnL of the person being helped. The spell may not be used in this manner, on anyone, more than once in a given month. If it is the result of success is their death. In such cases, the caster loses twice the normal damage AND suffers an abysmal failure.

The spell is usable as an attack weapon against beings that are a form of corporeal Unlife. Those who qualify in this regard take the damage listed to their EnL. If the spell attack reduces the EnL to zero or less the creature is destroyed. Nothing is left but a pile of flaming dust. Success on any being that can be affected stuns them for 1D3 phases. This applies to any animated corpse, zombie, Akhkharu or other dead being who walks.

EXAMPLE - The caster is attacked by a Lamia. He casts EL6 Life and succeeds. The Lamia loses 2D10+18 from her EnL and is stunned for 1D3 phases.

When using the spell to resurrect, revivify or heal an EnL the caster must touch the person to be affected. For all other uses the Range applies.

RANGE	EL+1
HIT GAIN	(EL+1)*2 (<i>hit points and energy</i>)
DAMAGE	2D10+(EL*3) (<i>energy returned or damage caused</i>)
BMC	15

Light Powers

ALIGNMENT - Law

LIGHT RADIANT LIGHT
KILLING LIGHT STROBE

LIGHT

The spell creates magical light in an otherwise dark area. It can only be created in darkness. The Range is its radius. Creatures that are afflicted by Light suffer the Damage listed. No damage is scored against other creatures. The Duration is the number of phases the effect lasts.

RANGE	EL+1" (<i>The radius of the affect area</i>)
DURATION	4*(EL+1) phases

DAMAGE	$(EL+1)/2$ (RD) per phase
BMC	1

KILLING LIGHT

The spell is projected at a specific target. If it succeeds and, on a second roll, HIT or better is scored on the Combat Table, using the **MEL+EL** as the **OCV**, the target dies. In any other case success results in scoring the damage below.

EXCEPTION — If the creature is afflicted by light any type of hit kills when the second roll is taken. If the spell succeeds and a miss is rolled, the damage determined for the spell is increased by $(EL+1)*2$.

RANGE	$(EL+1)*2''$
DAMAGE	$3D6+EL$
BMC	6

Radiant Light

The spell creates a blinding flash of light. Any creature affected is stunned for the duration indicated. Creatures afflicted by light suffer the damage indicated and are stunned for twice the stated duration.

The effect of being stunned by this spell reduces **OCV** and **DCV** by 50% (RD). In addition the **EL** is added to all combat rolls for as long as these factors are affected.

DURATION	$EL+1$ phases (<i>The time a victim is stunned</i>)
RANGE	$(EL+1)/2''$ (<i>A radius</i>)
DAMAGE	$(EL+1)*2$ hits
BMC	4

STROBE

This spell creates rapid flashes of light. It causes the enemy to be disoriented. Actions seem to be slowed. The range is where the light is concentrated enough to have an affect. It can still be seen outside the listed range.

Victims of the spell must roll $(W+E)/2$ (RU) adding the EL of the spell to their roll in order to take any action. On partial success they may move one inch or take some other action adding the **ELx2** to their roll for success.

DURATION	$EL+1$ phases
RANGE	$(EL+1) x2''$ (Diameter)
BMC	2

NOTE - Light, Radiant Light or Strobe do not affect blind targets unless they are a supernatural being that is afflicted by Light. Killing Light can still affect them.

LOWER WORLD TRAVEL

ALIGNMENT —Shamanic

The Shaman liberates his spirit and enters the Lower World with this spell. The journey is only made spiritually. His body remains in the Middle World. The effects are as for Liberate Spirit except the Shaman's spirit can affect the environment, i.e. it is capable of using any magic the Shaman can.

In spirit form a Shaman is automatically oriented. He is not required to cast an Orient Self spell or use his drum to cast magic. The Shaman's spirit is a physical presence in the Lower

World. It can be damaged as normal by any type of attack. Damage suffered appears immediately on his body in the Middle World.

LUCK**ALIGNMENT - Sidh**

The spell is used to increase or decrease the luck of the person affected. The resulting modifier is subtracted from, or added to, ANY roll the victim takes while the affect lasts. No more than one such spell can affect any person at one time.

DURATION	(EL+1)*5 phases
RANGE	EL+1"
MODIFIER	EL+1
BMC	2

EXAMPLE - A Character's luck is increased with an **EL5** spell. The affect lasts 30 phases. While affected he subtracts 6 from all rolls, whether jumping a wall or engaging in combat. Were it decreased he would add 6 to his rolls.

LYCANTHROPHY**ALIGNMENT - Chaos**

This is a major ritual curse. It must be cast on an altar purified for Chaos magic at the height of the full moon. The victim must be aware as he is cursed. Seeing the full moon at the height of the rite's casting seals the affect on him.

The victim of a Lycanthropy curse is possessed by a bestial demon when the moon is full. He is an uncontrolled killing machine from dusk to dawn.

While afflicted the victim operates as a rabid individual of the species selected would. His senses are akin to those of that animal. He is immune to damage from any weapon except those made of or coated with silver. The form taken is the most prevalent predator in the area where the individual is cursed. The caster may vary this if he chooses. The cost to do so is **DOUBLE** casting cost.

The basic attributes of the Lycanthrope are listed in the Creature section (see Were-creatures). His INT while affected is five. He has no control or recollection of what he does while he is in beast form.

This curse can only be cured by a Priest who casts Negate Curse spell on a purified altar at noon. Enhanced wolfbane must be used in the ritual. The EL of the Negate Curse spell must be higher than that used to curse the victim. Offensive magic that operates by creating a physical weapon has no effect unless the weapon is silver. Other offensive magic has 50% of its normal affect (RD). These limitations only apply while the person is inhabited by the possessing demon.

BMC	8
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OPTION - The Referee may allow exorcism to cure Lycanthropy. If so, enhanced wolfbane must be used and the caster's EL in Exorcism must be at least **TWO** levels higher than the EL of the curse. If so, he can exorcise the demon. Once he does a twenty four hour purification ritual will keep it from returning. The only time it is possible for a shaman to begin this procedure is on the last night of the full moon in a given month. (The demon must be present to exorcise it and the purification must be done before the next full moon to keep it from reclaiming its mount).

IMPORTANT - Anyone cured of Lycanthropy has DOUBLE MDV in resisting demonic possession for the rest of his life. The power used to save him makes this so.

MANA POWERS

ALIGNMENT - Neutral

MANA READING
 MANA SENDING
 MANA SENSING

MANA SHIELD
 MANA SHIELD/CURSE

MANA READING

The spell allows the caster to read mana. The information he can gain is as stated for the Sidh equivalent used by Faeries. If he is in contact with the person to be read, the cost to cast the spell is 50% of normal (RU).

RANGE	EL+1
DURATION	(EL+1)*2 turns (<i>caster may end the spell when he wishes at no additional cost</i>)
BMC	2

MANA SENDING

This spell can be used in four distinct ways. They are:
 COMMUNICATION - This lets the caster send messages. The number of words a message can contain equals **(EL+1)*3**. His sending range is **EL+1** miles squared. If the recipient is awake the message is received as a telepathic message. Otherwise he receives it as a dream. The speed of any message is **EL+1** miles per hour.
 EXAMPLE - Abnaric casts an EL10 spell. It can travel 121 miles and contain 33 words. Its travel speed is 11 miles an hour. If he sends it at his best range it takes 11 hours to arrive.
 OPTION - Casters may send messages at extended range if they choose. Per 100% increase in range, 10% of the message is lost, garbled or altered.
 OBSERVATION - Mana spheres can be formed and sent to observe. They must remain within **(EL+1)*10** hexes of the caster. They see things, as for normal vision, with a range of **EL+1** hexes. These spheres can pass through obstructions but cannot see through them. The time to pass through is up to the Referee. The tougher the material, physically and magically, the longer it takes. Mana Spheres are visible with an Em roll.

The Caster may not cast other magic while the sphere is in force. The higher the EL cast the greater the clarity of the sphere's vision. The duration for this sphere is **(EL+1)*3** turns.
 CHARGING - Magic-users with an affinity for each other may use this spell to exchange mana, regain energy and heal. To have an affinity they must be bonded in a tangible way. Examples are marriage, blood relations and sworn devotion to the same divine force. The Referee will decide if an affinity exists.

If there is no affinity the spell may only be used for energy replacement. The receiver gains **EL+3** energy points. The sender gives up as many. The range for sending is **EL*2"**. If the result is zero, touch is required.

With affinity the recipient can assign the points received to his casting ability, EnL or HPV as he chooses. All other factors are as specified above.

The caster may use this spell to drain up to **(EL+1)*3** mana from his "colleague" if that friend is willing. When the spell is used in this way it drains the maximum for the EL. The caster has no control over that. If that provides more mana than he needs to refill his casting ability the excess is wasted.

MANA BOMB - The spell must be cast at double cost to use a mana bomb. The effect creates a bomb of magical energy. It has a range of **(EL+1)*2** and affects an area equal to **(EL+1)/2 (RU)**. The bomb affects any target in the area that has innate magical abilities. The damage is **EL+1 D6**. If the number rolled exceeds the MDV of the target, it is stunned for a number of phases equal to the amount that the MDV was exceeded. If the MDV is not exceeded the spell is a slap the target ignores.

EXAMPLE - Aloysius casts EL4. He rolls 5D6 and gets a 21. Anyone with an MDV of 21 or more ignores the spell. Those at 20 or less are stunned for one phase per point the MDV is exceeded. If one has an MDV of 5 and another an MDV of 18 they are stunned for 16 and 3 phases respectively.

BMC	4
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MANA SENSING

The effect of this spell is as specified for the Sidh equivalent. It has a range of **EL*3"** and is blocked by solid obstacles. The duration is **(EL+1)*5** turns.

BMC	1
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MANA SHIELD

The spell gives the caster a defense against Mana Sensing, Mana Reading, Soul Sight, Divination and Detection. It has no affect against the Shadow version of Soul Sight. Where the user of these spells is using them innately (without formal magical training) the affect of this spell is doubled. If the caster wishes to place the spell on someone other than himself he must pay double cost to do so.

A protected person is unreadable by the forms of detection above unless their EL exceeds the EL of the Shield (or EL*2 if they use the talent innately). Where the chance is expressed as a percentage not an EL, subtract **(EL+1)*15** from that chance. If the detecting person is strong enough to see through the shield, he sees what he can at his reduced range.

EXAMPLE - Vaj the Faerry is EL5. The shield he looks through is EL3. If the caster is in range to be read by an EL2 Mana Sensing spell Vaj can sense him. If not he can't.

DURATION	(EL+1)*5 turns <i>(The caster may increase this duration after success if he wishes. Per cost to cast the EL paid, the duration doubles)</i>
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BMC	2
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MANA SHIELD/CURSE

As for Mana Shield. If the person trying to pry does not have the strength to pierce the shield he is hit with a Mana Bomb. The EL of the bomb equals the MEL of the caster of this spell. The affect of this bomb is only felt by the person who attempted to detect the protected individual. If the detector is

strong enough to pierce the shield the bomb discharges without affect. The caster is left with a Mana Shield only.

BMC	8
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MARBLES

ALIGNMENT - Sidh

This spell creates marbles from ordinary rocks and pebbles. It is cast in two ways. Cast at normal cost it converts quickly grabbed pebbles or rocks to circular marbles. Cast at double cost it allows the marbles to be stored in a leather bag for later use. There must be enough rock material to create the marbles. The material must be broken up to form the marbles.

RANGE	Touch
DURATION - Normal	(EL+1) x5 turns
DURATION - Double	(EL+1) x5 days
NUMBER	1D10+EL [Number of marbles created]
BMC	1

MASQUERADE

ALIGNMENT - Elder

The spell makes the actual features of the Caster indistinguishable. On success, each person that sees him sees a valued friend or relative. The effect lasts until the Duration ends OR until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

The Caster must pay double cost to cast the spell on a person other than himself. The intended target must be willing. The spell only affects the sight of intelligent creatures. Other senses and beings are unaffected.

DURATION	(EL+1)*20 turns
RANGE	Touch
BMC	1

NOTE - People who are not affected by the spell see the caster as who he is. In order to convince those the spell "owns" they must succeed rolling their IC/2 (RD).

MIGHT

ALIGNMENT -Law

The affected person has his Strength increased for the duration of the spell. The amount of increase, divided by 5 (RU), is the damage resistance gained from the spell (as for Invulnerability). To affect a target the Caster must touch him and he must be willing. No person affected by this spell may use magic of any kind. A magic user never casts this spell on himself.

NOTE - At the Referee's option this spell drains the person affected. Per point of increase reduce the EnL by 1. If the result is zero or less the Character goes into a Coma when the duration ends. A Cure Disease spell is required to regenerate his Energy Level to 1. Until then he is a vegetable.

DURATION	2 turns (EL factor applies as a power)
INCREASE	(EL+1)*5 (The points Strength is increased for the duration. All factors that use S also increase)
BMC	1

Mist Powers

ALIGNMENT - Sidh

BURNING MIST

HEALING MIST

CONCEALING MIST

SENSATION

BURNING MIST

The caster creates a caustic mist that can damage those within it and, if affected, harm metal. He must specify the center point somewhere within his range. If he puts himself in its diameter he can be affected.

This mist interferes with a person's ability to concentrate and fight. Any magic-user attempting to cast a spell in its affect area must make a Will roll first. Anyone within the affect area adds the EL to all rolls he must take (i.e. combat, magic, etc).

Metal in the affected area rolls on the Magic Table with a BL equal to the EL of the spell. If the result is success, the items FV is reduced by the damage specified. Magic items add their MDV to this roll.

NOTE - Beasts and creatures that are not affected by acid ignore this spell. Metal they have in their possession does not.

RANGE	(EL+1)*2
DURATION	(EL+1) phases
AREA AFFECTED	EL+1" (A diameter)
DAMAGE	EL
BMC	5

CONCEALING MIST

The spell creates a thick mist that obscures vision. No one can see in this mist, even if they are in it. Only the Caster and Sidh creatures are unaffected.

This spell moves with the Caster. Others within it are unable to tell the direction of movement unless the Caster informs them. He may not use any other magic while the mist lasts. If he begins any the mist is negated.

Persons in the spell who attack add the **EL*2** to their roll. No attack is allowed unless they are in the same hex as someone else. The Referee tells them they are in the same hex as someone. He will not tell them who unless it is obvious. The Caster can see through the mist and is not affected in this way.

Missile Fire into the mist has the **EL*5** added to the roll to hit. The firer is unable to see any target. He must specify a hex and hope that whatever is hit is an enemy. All fire into this mist uses quadrupled range values.

Fire spells cast into the mist consume any portion of it the spell contacts. The fire may damage persons in the sections that are burned away. If the Caster is damaged the spell is negated. The Caster can be anywhere in the cloud created. He is not required to be in the center.

DURATION	(EL+1)*3 turns
RANGE	(EL+1)/2" (RU)
AREA AFFECTED	EL+1 (a radius)
BMC	1

NOTE - The Caster places the center point anywhere within his range. The area affected billows out from that point. The caster must be inside that area.

HEALING MIST

The caster generates a greenish mist that surrounds a specified individual until the desired affect is achieved. The mist may be used to heal damage, replace lost energy or negate poison. The person affected is comatose and immobile while the mist works.

For damage and energy replacement the mist replaces a set number of points each turn. When the target is completely recovered the mist dissipates.

EXAMPLE - A warrior is down 29 hit points. His elf friend casts this spell at EL4. Per four phases the warrior heals two points. In fifteen turns (sixty phases) he wakes completely healed. Until that occurs he is comatose.

In negating poison use the curative factor specified for the EL divided by TWO (RD). Per four turns in the mist the BL of the poison is reduced by that amount. When it is reduced to less than zero the poison is negated.

NOTE - Poisons continue to have their affect while this spell works. If the toxin is truly virulent the target may die before the mist saves him.

RANGE	EL
CURATIVE FACTOR	(EL/3)+1 (RD)
BMC	3

OPTIONAL - This spell may be cast at double cost. If so, the radius of its affect equals the range. Every entity in that area is affected by the curative factor times two. They are not comatose. When it is used in this way it can only be used to heal damage or replace lost energy.

IMPORTANT - The caster must remain within range of the target while the spell works. If he moves out of range, the spell stops at once. He may cast other magic while it is operating on someone unless his range is zero.

SENSATION

The caster creates a barely perceptible mist. Its affect increases the affect of all sensations. Anyone damaged while affected suffers as for a Pain spell at half the EL of this spell (RU). Other affects of the heightening are obvious (i.e. being touched feels SO nice, etc). The Referee will determine how they apply in the game situation.

If the caster enters the affect area he can be affected. He may cast magic while this spell is in force. Each person in the affect area rolls to be affected. Those who are not roll again in one turn if the mist is still present and they are in its area.

NOTE - The Faerry Sidh enjoy using this power at their soirees. It makes the night enjoyable.

RANGE	(EL+1)*2
DURATION	(EL+1) squared phases
AREA AFFECTED	EL+1" (A diameter)
BMC	2

MUSIC

ALIGNMENT — Law

The spell has a soothing effect on dumb opponents (INT 4 or less). Any affected non-intelligent creature is unable to attack while the duration lasts. If attacked, he is taken unaware.

Combat instantly negates this spell. It will not operate in a hostile area. Once the spell is in effect, the Caster may move and cast other magic without restriction.

If the target is Intelligent, he is stunned for one phase if he is affected, i.e. he is hesitant while trying to figure out where the music is coming from.

Creature with an Intellect of 5 or more are considered to be intelligent. While creatures are mesmerized by the music they will not move more than one hex per phase.

DURATION	(EL+1)*2 turns
RANGE	EL+1" (A radius)
BMC	1

Necromantic Powers

ALIGNMENT — Chaos

ANIMATION	DARK KNOWLEDGE
COMMUNICATE WITH THE DEAD	THE BLACK CURSE
CONTROL THE DEAD	THE SEEKING DEATH
CORRUPTION	

NOTE — The *ONLY* Necromantic spell Wizards who do not have a Chaos orientation should use is Dark Knowledge. Add 20 to the roll for success if a non-Chaos wizard tries to use the other spells. If the result is abysmal failure, add 20 to the roll for that.

ANIMATION

The spell gives any corpse or skeleton the power of movement. The **MDV** of the animated being 1/2 of the living creature (RD). The corpse remains unmoving for **1D3+EL** phases after being animated. It must be controlled during this period or it attacks any living being it sees, including the Caster. To affect a corpse or skeleton the Caster must touch it.

NOTE — A maximum HPV applies for this spell. If the living HPV of the creature is greater than the limit for the EL, that level of spell does not have the power to animate it.

DURATION	2 days (EL applies as a power)
HPV LIMIT	((EL+1)*5)+10
BMC	1

EXAMPLE - A Necromancer and his legion of corpses survives an attack by a dragon. He wants to animate it. Sadly, the HPV of a dragon is 75 and his EL is 7. The largest corpse he has the power to raise is HPV 50. He makes a note of the place, looking toward the day when he is EL12.

COMMUNICATE WITH THE DEAD

All rules are as for the Communicate spell. This spell is used to command dead beings that are under the Necromancer's control. It has no other use.

BMC	1
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CONTROL THE DEAD

The spell lets the Caster control the actions of any dead creature, that he animated, in his affect area. The Caster can see through the eyes of his dead when he wishes. He does not have to be able to see them in order to exercise control. Once control is achieved it lasts until it is dispelled or the corpse is no longer animate.

RANGE	2" (EL factor applies as a power. A diameter)
BMC	2

NOTE - Per corpse controlled the Caster spends 1 Mana per week. Control is lost if the power is not allocated. The being turns on the Caster and all other life. If the caster is a Lich, he does not count as a living being (see Lichcraft).

CORRUPTION

As for the Corruption spell. It may be used on the living or on corpses. When used on corpses, the EL is doubled and the Caster subtracts **EL*2** from a subsequent roll to animate and/or control them.

BMC	5
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DARK KNOWLEDGE

The spell is used to question spirits of the dead. It can only be cast when the Necromancer is within range of the corpse or skeleton of the spirit he wants to question. If the spell succeeds the spirit answers a number of questions equal to **EL+1**. The answer is literal truth and, when possible within this limitation, should be misleading.

In all cases, the spirit can only answer questions that the Referee determines it knows the answer to. If a question is asked, and it does not have the knowledge, the spell is broken. It disappears.

Any person, other than the Caster, who is not protected, that is in the sight of the spirit, is subject to attack. The attack is as for a SPIRITUAL EDIMMU. The cost to protect others is 2 Mana Points per person.

RANGE	EL/2 (RD)" (When the result is ZERO the caster must touch the corpse of the spirit he is questioning)
BMC	7

The Black Curse

The spell only affects bound, animate beings. The Caster must have portions of the being's anatomy, i.e. hair, nails,

etc., and must be within 2" of the being. THE OPERATION MUST BE CAST ON A FORMAL ALTAR PURIFIED FOR THE PRACTICE OF NECROMANCY.

If any of the above conditions do not exist, the spell fails abysmally. If the spell succeeds the victim becomes the Caster's total slave. He dies and is automatically animated and controlled without additional cost.

The spell only affects Humans. The spirit is blasted into the hells by success. What remains is a zombie. The effect lasts until a Negate Curse spell of the same EL or higher succeeds against the Zombie or until the Caster dies. The Zombie has the following attributes:

I, W, E and Em reduced to 0
A and D reduced 50% (RD)
S and St doubled
OCV equals 5+SB+StB
DCV equals 2+AB+DB . (<i>The minimum DCV for a Zombie is ZERO</i>)
MR equals 9 + (DB+AB)
The Zombie only heals if the Caster heals him magically
C and EnL = 0
HPV = ((S+St)/4) + EL
NAV = EL/2 (RU) (<i>The Zombie feels no pain thus gaining this benefit</i>)
NWI and DTV = 0
BMC 13

The zombie is a walking corpse. Magical healing is required for it to heal. It cannot be affected by a spell that attacks the mind or drains energy. It has neither. No zombie can be resurrected. This rite destroyed its spirit. There is nothing to bring back.

NOTE - Killing a zombie stops it from acting effectively until the next night. To stop it permanently one of two methods is required. The Negate Curse spell must succeed. The other method is to fill its mouth with salt and sew it shut. That stops it from rising as long as its lips remain sealed.

THE SEEKING DEATH

The spell creates a death spirit to attack a specific enemy. The Caster must have a fragment of the enemy's anatomy, i.e. blood, hair, nails, etc, to attempt the spell. He must cast the rite on an altar purified for Necromancy.

If the spell succeeds a figure in white of terrible power begins to materialize in sight of the enemy. It is only visible to the Caster and the enemy. As it grows, it darkens and becomes solid. When it reaches full maturity it attacks. The time to maturity varies with **EL**. The attributes of the creature are:

- A) Identical to those of the enemy, except no expertise and its **HPV** equals his **HPV/2 (RU)**.
- B) Uses the Hand of Death. **EL** equals the Caster's **EL** in the Seeking Death. **MEL** equals the Caster's **MEL divided by 2 (RD)**.
- C) **MDV** equals the Caster's **MDV**.
- D) **PMR** 8.
- E) **OCV HPV/5 (RU) + EL**

F) **DCV EL**

EXAMPLE – A Seeker is created to destroy Vlad Stonehand. The Seeker's HPV is (52/2) 26. The **PMR** is 8. Each time it hits a roll is made for the Hand of Death. If the Caster has **MEL 6, EL 5 and MDV 12**, it is **EL5, MEL3 and MDV 12**.

The Range of this spell is unlimited. It lasts until the creature is dispelled, killed or kills the enemy. The creature can only be seen at night. It has a twisted version of the appearance of the person it is intended for. It will always be within **1D10 - 1"** of that enemy.

TIME TO MATURITY	30 days - (EL*2) *
BMC	9

* If the result is zero it attacks immediately.

NOTE – *While the Seeker is maturing the Caster may not cast other magic. If he casts another spell the Seeker turns on him. Until it is fully formed, and the attack is resolved, the Caster must spend every night administering his spell. If not it attacks him.*

NEGATE CURSE

ALIGNMENT – Law

The power operates as for Dispel/Banish against spells that specifically state it can negate them. The Caster must touch the person or thing that is to be affected. In most cases where this spell is required it is the only cure.

OPTION – The spell may be cast at **DOUBLE** cost. When it is the wizard is allowed to use **EL+WB** as his effective EL. (WB = Will Bonus). If he does this, and fails, the wizard loses five times his effective EL from his EnL and passes out for one minute per point lost. The spell should only be used in this way when nothing less can possibly save someone.

BMC	6
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OBLIVION

ALIGNMENT – Balance

The spell transports a specific victim within the caster's range to oblivion. He ceases to exist in a meaningful sense until the duration ends. The Caster who sent him can recall him. The cost to recall someone is twice that required to send him.

While a victim is in oblivion he is not affected by the passage of time. When the Duration of the spell ends he returns to the place from which he was sent exactly as he was when he left. It will seem to him that he had a momentary blackout though years may have passed.

A Hit Point Limit applies with this spell. If the creature is larger, the amount of the excess is added to his **MDV** in resisting. If the result of the spell is Abysmal Failure the Caster goes to oblivion. He remains there until the Duration ends.

DURATION	2 months (EL factor applies as a power)
RANGE	(EL+1) *2"
HIT POINT LIMIT	(EL+1) *6
BMC	4

EXAMPLE – **EL10** Oblivion. Range **22"**, Duration **2048 months** (over 170 years) and Hit Point Limit **66**. If it is attempted against a Dragon, **9** is added to the Dragon's MDV in resistance.

OPEN PRISON**ALIGNMENT — Law**

The spell opens every lock within its affect area. Magical locks use their **MDV** to resist. They are the only locks that do not open automatically.

The Range for this spell is a 60 degree cone, as for the Fireball. Any doors unlocked automatically swing open. If a door is not locked, but is barred or bolted, the spell has no effect.

RANGE	(EL+1)/2" (Value is length of sides)
BMC	3

NOTE — *This applies to all locks in the zone whether the Caster knows they exist or not.*

ORIENT SELF**ALIGNMENT —Shamanic**

Success with this spell is required before a Shaman can cast other Shamanic magic. The Shaman subtracts **MEL*2** in addition to his **EL** modifier (for the highest EL he knows not the EL cast) and **MDV**. The trance created lasts for the specified duration.

EXAMPLE — Thundering Antelope is MEL9/EL7. His MDV is 19. His chance to succeed with this spell is his BL9 chance with (18+14+19) 51 subtracted from his roll.

Once a Shaman is attuned his use of power becomes almost innate. To reflect this, all Shamans add the **EL** cast for the Orient Self spell to their Casting Speed with Shamanic spells. The increase gained may not be used to affect the casting speed of the Orient Self spell and may not more than DOUBLE the Casting Speed of other Shamanic spells.

EXAMPLE — Kaiepas of the E'ponischa is **MEL12**. His **EL** in orient Self is 7. He can increase his Casting Speed by 7 for Shamanic spells in which his normal speed is 7 or more. (Where his speed is less, the speed is doubled.) If he casts at his full ability (MEL12/EL7) he remains oriented for 57 phases.

NOTE — *The spell only affects the Shaman. It places him in a trance that focuses his arts. While in this state his mind operates on two levels of consciousness, one magical and the other physical. The Shaman's drum is required to enter this state regardless of the experience of the Shaman.*

DURATION	(MEL+EL) *3 phases
BMC	1

Origin Powers**ALIGNMENT — Shamanic**

DISSOLUTION

REPULSION

INANIMATE CREATION

DISSOLUTION

The spell requires the description of a person or creature AND the possession of material from its anatomy. If it succeeds the victim dissolves into the earth.

For the spell to succeed the victim must be in contact with the earth when it is cast. If he isn't the spell is an abysmal failure. An area purified for Shamanic magic is required to cast this spell. The victim's MDV is used to resist. If he is aware the spell is being cast against him use **MDV*2**.

RANGE	Unlimited
BMC	7

NOTE – Preparation for this ritual takes two weeks. It must be cast in a purified area and can only be cast after this period is expended. All days must be consecutive. The spell is cast at the end of the 14th.

INANIMATE CREATION

The spell requires 2 weeks of preparation. It must be cast in a purified area. By the precise definition of all attributes of an inanimate item the Caster can cause it to appear next to him. The spell must be cast at night. If it is cast at any other time it fails. To succeed, the item created must:

A) Be something the Shaman has made a detailed inspection of.

OR

B) Be something the Shaman knows how to make.

The Permanence Factor is the chance the item created is a permanent feature of existence. If the value determined or less is rolled it is. If not it fades in **EL+1** days. Per Magical trait that is placed on the item add 10 to the roll for Permanence.

PERMANENCE FACTOR	30% + ((EL+1) * 5) , (The chance the item is permanent)
BMC	9

REPULSION

The spell has a chance to repel every creature that fits the general description given. Affected creatures are stunned. They flee at 50% MR (RU) for a number of phases equal to the number of turns they are stunned. Flight is directly away from the Shaman.

While the spell is in effect the Shaman may not leave the place he cast it from. All creatures described must roll to be affected each phase they are in the area. Any who are affected twice are catatonic.

RANGE	(EL+1) / 2"
DURATION	(EL+1) * 2 turns
TURNS STUNNED	EL+1
BMC	8

NOTE – Stunned targets add the EL to all rolls. Their OCV and DCV is half (RD).

EXAMPLE – The general description of a Goblin repels all Goblins. The Shaman cannot use this spell against a creature he has never seen. Three phases are required to prepare for casting the spell. The Orient Self spell is cast on the third phase of preparation. If the shaman is already oriented, he may cast this rite in two phases (if he has the casting speed to do so).

PAINLESSNESS

ALIGNMENT –Law

The affected target is immune to any adverse affect from damage. For affected magic-users, damage will not disrupt their concentration. Others are not slowed by it.

The spell may also be used to cure the effects of a Pain spell. The **EL** of the spell reduces the **EL** of the Pain spell. Subtract its EL from the Pain EL. If the result is less than zero, the Pain is gone while the duration lasts. If it is zero or higher, the Pain spell operates at the lower level.

RANGE	EL+1"
DURATION	(EL+1)*3 turns*
BMC	3

*If this spell ends before the Pain spell it is negating the Pain begins anew.

PARALYSIS

ALIGNMENT - Varies

The spell freezes the voluntary muscles of the victim. He may not move for the Duration specified.

RANGE	(EL+1)*2"
DURATION	(EL+1)*2 phases
MAX. STRENGTH	(EL+1)*10*
BMC	3

*If the victim is stronger than the spell used **EL** is added to all combat rolls and **MR** is reduced by 50% (RD). The victim can move with a struggle. The effects of multiple spells are not additive.

PEACE

ALIGNMENT -Elder

The spell creates an area in which creatures affected cannot engage in hostile activity. On Success all affected creatures cease fighting. Any combat in the area afterwards negates the affect. Missile fire or magic cast into the area is considered to be combat.

At all times, the Caster is affected by his own spell. Once cast, the area remains in place. The Caster may move and cast other magic if he chooses. Any creature that enters the affect area can be affected.

RANGE	EL+1" (<i>A radius</i>)
DURATION	(EL+1)*2 turns
BMC	3

PERCEPTION

ALIGNMENT -Shamanic

The spell is cast to learn the benefits and uses of a specific item or thing that is in the possession of the Shaman. The item must be in contact with the Shaman when the spell is cast.

If the spell succeeds the Shaman learns its basic attributes, alignment and the correct means of using its powers. This knowledge is not possessed on a conscious level. When he is in the trance created by the Orient Self spell he knows all the details revealed by this spell. At other times, he knows it has value but does not know exactly what that value is.

BMC	3
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PERFECTION

ALIGNMENT - Neutral

This two week ritual is cast on willing, living entities. It is used to enhance mental and/or physical attributes. Those with EL5 competence or less can only affect physical factors. From EL6 to EL10 they can affect physical or mental attributes. In both cases, half of the gain received by the selected group of attributes (RD) is subtracted from the other set. If mental attributes are enhanced, physical are reduced and vice versa.

At EL11 and higher the caster may perfect both sets of attributes at once or either set of his choice. When used at this

power level, no reduction in characteristics occurs. If he chooses to alter both at once he must select mental or physical as the primary set to be modified. The secondary set receives a lesser increase.

The spell is cast daily for two weeks. Subtract 5% per failure from the listed success chance. If the spell fails all attributes that stood to gain are reduced instead. The Native Ability reduction equals $EL/2$ (RD). The minimum reduction is one. The die roll for perfection on success varies with EL. See the table below:

EL	DIE ROLL
0 - 5	1D3 (plus EL divided by five (RD))
6 - 10	1D6 (plus EL divided by five (RD))
11 - 15	1D10 (plus EL divided by five (RD))
16 + UP	2D6 (plus EL divided by five (RD))

IMPORTANT - Roll for each characteristic in the set affected. If the set is secondary, divide the result above by two (RD). The value determined is added to the perfected individual's Native Ability. Height and weight are not affected by this change.

All persons subjected to physical perfection roll their pre-perfection Constitution. If they roll higher than that value they die. Those who experienced mental perfection roll their Will. If they fail they are insane. If the spell affects both, the person must roll both. The $EL*2$ is subtracted from these rolls.

Physical Perfection increase S, St, D, A, Ap and C. Mental perfection alters I, W, E and Em. No person can be subjected to perfection for a given set of characteristics more than once. If he is he dies and the caster automatically suffers 1D3+1 abysmal failures.

NOTE - The Native Ability of a characteristic cannot be more than doubled by this spell. If your value for St is 5, the highest it can be after success is 10.

SUCCESS CHANCE	(EL+1)*10% (modified by failures)
BMC	20

EXAMPLE - Jailin the Wise wants to improve her lover by casting physical perfection. She is EL6 with this spell. While casting she fails five times. Her success chance is $((6+1)*10\%)-25 = 45\%$. If she succeeds, he gains 1D6+1 to his Native Ability in all physical characteristics. He also rolls his original C of 35 subtracting 12 for her EL. If he rolls 47 or less on D100 he lives. If not he is dead.

PERMANENT MAGIC

General

Various spells and rites are used to make the affects of magic permanent, create ward pacts and give magical value to items created by the Caster or materials no other magic-user has cast magic upon that are not manufactured goods.

The types of Permanent Magic that exist are detailed in the sections that follow:

CURSE OR BAN

The spell is cast on a specific person or creature. The Caster must have a portion of the victim's anatomy and cast the spell in a purified area.

Curses are cast to punish a person action or force him to perform a future action. Bans are cast to prevent the person from performing an action, enter a specific place or meet a specific person or persons.

The parameters of the Curse or Ban, or a combination where a Curse is activated by violating a Ban, is up to the imagination of the Caster and the sufferance of the Referee. The effect can be anything the Referee allows. The more damaging or powerful the affect, the higher the EL should be.

For a Curse the affect occurs immediately upon success. Ban affects occur if the condition specified by the Caster is violated. The affects of both last until a Negate Curse spell cures them or the victim redeems himself. If the spell affects the mind of the victim a Sanity spell can cure it.

NOTE - *Curses must have a way the person can redeem himself and negate the affect without magic. It need not be easy but it must be possible. (This does not apply to cursed magic items).*

EXAMPLE - A warrior is cursed with Leprosy. The curse remains in force until he bathes in the blood of a dragon out of sight of any land. It may also be cured by a Negate Curse spell of the same EL or higher.

BMC	9
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ENHANCEMENT

This is used to enhance dead and inanimate material that has natural magic value, as determined by the Referee or specified in the Natural Magic section.

Success brings out the enhanced value. Failure destroys 1/2 the material and does not bring out the enhanced value. Abysmal Failure destroys all of the material. Material destroyed in this way is destroyed only in the sense that it can never be enhanced.

The amount of material the Caster can affect with one spell depends on the type of material, as follows:

Plant derived or liquid	(EL+1)*2 doses
Gem, metal	1 item
Other material	EL+1 doses (<i>If it is consumed in use</i>). 1 item (<i>If it is not consumed</i>)

Once material subjected to this spell has been enhanced it is enhanced forever. A Dispel/Banish spell can eliminate the enhancement. The material is destroyed, as specified above, when this is done.

NOTE - *Enhancement is not possible without knowledge of the specific enhancement rites for the material. This knowledge is learned educationally. The Referee may allow the characters to start with knowledge of the enhancement rites of 1D6 materials. Shamans learn 2D6 rites in addition to knowledge of materials they gain as detailed in Book One.*

BMC	6
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ENCHANTMENT

The spell may only be cast on an object the Caster created with his own hands from VIRGIN material. It enhances the natural attributes of the item in its normal function, i.e. it makes a chair more comfortable, a sword sharper, etc.

When more than one function of the item can be enhanced the spell enchants the ONE specified by the Caster. The spell must be cast successfully for each function. Success enchants it. Failure makes it impossible to enchant it in that way. Abysmal failure has the affect of failure and makes it impossible to enchant the item further. The attributes that can be modified are:

Weapons

- A) Hit Chance - **EL** (*used as weapon expertise*)
- B) Fatigue Value - $1 + (\mathbf{EL} * 2)$.
- C) Strength - $\mathbf{EL} / 2$ (**RD**) (*The increase in the normal WSB*).

Armor

- A) Armor Value - $(\mathbf{EL} + 1) / 2$ (**RD**) (*Increase over normal AV*).
- B) Weight - $(\mathbf{EL} + 1) * 5\%$ (*A percentage the weight can be increased or decreased*)

Shields

- A) Armor Value - **EL** (*The increase over the normal AV*).
- B) Weight - $(\mathbf{EL} + 1) * 5\%$ (*A percentage the weight can be increased or decreased*)

Other Items

- A) Attribute Increase - $(\mathbf{EL} + 1) * 20\%$ (*The percentage the normal values of the item increase without modifying the size, encumbrance or any other factor. Referee discretion is the primary modifier that applies*).

SWORD EXAMPLE - The caster makes a Magic Bastard Sword at **EL**4. The maximum Fatigue Value is increased from 11 to 20, the **WSB** increases front +1 to +3 and an increased chance to hit of +4 is added, i.e. 4 is subtracted from combat rolls in attack and applies as Expertise for damage.

ARMOR EXAMPLE - The **EL** is 7. The **AV** can be increased 4. The weight of the suit or helmet can he increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after enchantment. AT NO TIME CAN THE ARMOR VALUE OF ANY ARMOR OR HELMET BE MORE THAN TRIPLED.

SHIELD EXAMPLE - The **EL** is 1. The **AV** can be increased by 1. At no time can the **AV** be more than doubled with enchantment. The weight can be modified 10% in either direction.

OTHER EXAMPLE - A Wizard makes a Magic 5 quart skin. His **EL** is 11. The capacity, i.e. the normal attribute of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.

For all items of this type, the effect of the spell is at the discretion of the Referee. The player says what he is trying to do. The Referee tells him what he did.

ENCHANTED DEDICATION

Weapons may be DEDICATED to destroy a specific creature, combat a specific alignment or aid a creature or alignment when it is threatened in specific ways or in danger of death.

The Caster must have material derived from the thing the item will act for or against (preferably blood) to dedicate an item. The spell is cast at DOUBLE the normal cost. The effect doubles the enchanted value of the weapon against, or for, the force selected and reduces them against all others by 50% (RU).

EXAMPLE - An **EL3** sword is dedicated to destroy Dragons. Its enchanted **WSB** of +2 is +4 against Dragons. It is a +1 **WSB** on anything else.

BMC	10
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ENSORCELLED ITEMS

This lets an item employ magical powers. The wizard must create the item from virgin material AND be able to cast the spell he places on it. The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone who touches it with the power granted.

The **MEL** of the item equals the Caster's **MEL**. The **EL** is an **EL** selected by the Caster that is less than or equal to his **EL** in the spell to be used. The item may only cast the spell at that **EL**, defend against it at that **EL** or less, grant immunity at that **EL** or less, etc.

All items of this type cast their magic **(EL+1)/3 (RU)** times per day. No limit applies to the number of times that they can aid defensively or grant immunity.

Defensive items add their **MDV** to that of the person who has them against the spell involved. If triple the normal cost is paid this addition is against all magic of a specific alignment. If 5 times the amount is paid it applies against all magic.

Immunity costs twice the normal cost. It preserves the user from the affects of a specific spell. While he has the item he cannot be affected by it unless it's **EL** is greater than or equal to the item. The formula for determining the affect:

$$\text{Attacking EL} - \text{Immunity EL} = \text{Effective EL}$$

If the result above is less than zero, the attacking spell has no affect. Any other result is the **EL** it has if it succeeds. **EXAMPLE** - A warrior has an amulet that grants **EL5** Fire Immunity. A dragon breathes on him. The effective **EL** is $(8-5) 3$. **IMPORTANT** - if the attacking power is stronger than the immunity there is a chance that it burns out the item. That chance equals the **Effective EL times 10%**.

An item that attacks those that touch it is a booby trap. The power it has only operates when it is touched. The person who touches it is affected. The Caster may exclude specific people from this trap. The cost is an additional Mana Point per person excluded. If he wishes, a class of people can be excluded. The additional cost is 5 mana.

EXAMPLE - A wizard makes a trapped sword for his bodyguard. The guard is excluded from the affect at a cost of 1 mana. If he

wished, the wizard could exclude anyone of the bodyguard's blood (children, brothers, sisters, etc). The cost to do so is five.

Using Permanent Magic in this way requires that this spell be cast before the spell that is to be made permanent on the item is cast into it. Both must succeed or the procedure fails.

EXAMPLE – The Mage wishes to create a Talisman to cast the Whirlwind spell. He first casts ensorcellment then the Whirlwind spell. If both succeed, the talisman has the power. If either fails it doesn't. The Caster must recast the spell that failed.

NOTE—*The mana an item has is sufficient to cast the spell it possesses the number of times it can do so. Defensive and Immunity items have no castable mana. Mana present in these items can only be cast for the spell or spells it is capable of using and only at the item's EL.*

Items that cast magic do so when the user desires or they are violated (if trapped). They must be exposed and fully visible to use the power, i.e. a sheathed sword with Dark Lightning power does nothing. The same sword unsheathed uses Dark Lightning.

BMC	12
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OPTIONAL ENSORCELLMENTS

The options listed below are advanced methods that should require explicit materials and research to perform. The Referee will set the limitations and requirements as he sees fit.

A) **Mana Storage** – The item stores mana instead of a spell. A Magic-User can use the mana for any purpose. The points are cast into it in creating the item. The maximum number of points equals **(EL+1)*10**. The item recharges **EL+1** Mana Points per day. Casting a spell through a mana storage device of this type costs the magic-user ONE mana point from his CA. The cost of the spell is deducted from the mana stored.

EXAMPLE – **EL 1**. The Permanent Magic is cast. The Caster puts 20 Mana Points into the item. When points are expended the item automatically regenerates 2 Mana Points per day. (*No other Mana is required to recharge*).

B) **Intellect** – Items can be intelligent. The cost is twice normal for Swords and ten times normal for other items. The Intelligence gained is **(EL+1)D10**. Items of this kind are intelligent beings. (*Essentially, the spell traps a spirit or demon in it*).

EXAMPLE – The casting cost for **EL2** Ensorcellment is 12. If the spell is cast to give a sword intellect the cost is 24. If it gives a staff intellect the cost is 120. The intelligence given is 3D10.

C) **Communication** – This power may only be given to items with Intellect. It only allows the item to communicate with the user. Such items have Eloquence and Empathy of **(EL+1)D6**.

D) **Emotional Constraints** – Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" follow its personality. Some possible features are loyalty, independence, egoism, etc.

These factors are assigned by the Referee at his discretion. The basic emotions assigned should fit the powers possessed by

the item, i.e. a Chaos Death Sword will not be self-effacing and merciful.

WARD PACTS

A Ward Pact allows the Caster to place permanent enchantments on places and things. Any person entering the area or touching the thing protected activates the spell. The exact parameters that cause the effect are at the discretion of the Player.

If the Ward created is a spell with a Range, or a Being, the Ward has a Range. When the spell is activated it strikes in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, is the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of its creator. It can only be affected by a Dispel/Banish spell with an **EL** higher than the **EL** of the Ward.

These Pacts can be given immunities. The immunities affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispel/Banish spell.

The Method of forming a Ward Pact is:

- A) Cast the Pact.
- B) Cast the Spell (for personified Guardians Summoning is cast).
- C) Pay **2*(EL+1)** Mana Points to place the Ward.

EXAMPLE – A Wind Ward is created at **EL2**. 19 points are cast for (A), an **EL2** Wind spell is cast for (B), costing 6 points, and **2*(2+1)**, 6 points, are cast for (C). The total cost to create a Ward Pact that casts an **EL2** Wind spell is 31 mana points.

IMPORTANT – The EL of a spell castable by a Ward may not exceed the EL of the Permanent Magic cast.

BMC	15
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NOTE – *The potential effects of Permanent Magic are unlimited. How it is used is at the discretion of the Referee. All spells made permanent are at the EL selected by the Caster, obeying any restrictions that apply to the type.*

Harmful spells are never activated by the touch or presence of their creator. They are affected by anyone else unless that person or class of person has been explicitly excluded. This is done in the manner specified for trapped items in ensorcellment.

Powers, i.e. family spells are made permanent as individual spells. A specific spell must be used. In all cases, the Permanent spell has the attributes listed in its description for the EL cast. In special cases the Referee must modify the method of effect and/or the target to make the spell a rational construct. Do so at your discretion.

PETRIFY

ALIGNMENT – Chaos

The spell turns living matter, and matter in contact with it, to stone for the Duration specified. It can be broken with

the Negate Curse spell before the Duration ends. A magic-user may attempt to use a simple Dispel/Banish spell. The cost is three times normal. If he fails, he is turned to stone. If the failure is abysmal, he is turned to stone permanently.

To affect a target with the basic spell the Caster must touch it. He may cast the spell at triple cost. If he does, the **first** person that makes eye contact with him afterwards has a chance to be affected. Friend or enemy, whoever looks into his eyes first is the lucky one. The Hit Point limit applies as for Paralysis.

DURATION	2 Days (<i>EL factor applies as a power</i>)
HIT POINT LIMIT	(EL+1)*5
BMC	3

PLAGUE

ALIGNMENT – Chaos

The spell infects the victim with a contagious disease. Until he is cured, dead or the duration ends, every person that comes into contact with him rolls the Infection Chance. The Damage listed is subtracted from the EnL each day until death occurs or the duration ends. Other effects are listed below.

Plague Effects

Roll	Effect
1	Mind Fever. The victim is in Coma.
2+3	Accelerating Pain. Each point lost from EnL is added to the victim's rolls in Combat.
4-7	Wasting Plague. S , St and C are temporarily reduced. The total reduction for the three equals the Energy loss. The player decides where the points are lost.
8+9	Balance affected. D and A are reduced as for 4-7 above.
10	Emotional effect. The victim has a progressive insanity. The Referee will determine the type and the effect.

NOTE– Roll 1D10.

Healing has no effect on this spell. Only the Cure Disease spell and certain priestly magic apply. If EnL reaches zero or less before the Duration ends the victim dies.

RANGE	EL+1"
DURATION	(EL+1)*3 days
DAMAGE	(EL+1)D6 (<i>Deplete Energy Level</i>)
INFECTION CHANCE	(EL+1)*15% (<i>The Constitution of the exposed person is added to the roll</i>)
BMC	3

PLANAR TRAVEL

ALIGNMENT – Varies

The spell lets the Caster, and those he includes, traverse the Upper World and enter entirely different planes of reality. The latitude of difference that applies is at the discretion of the Referee, as he will be required to establish parameters for the alternate worlds. The Duration listed is the time that can pass in the alternate plane before the travelers rebound back into their world.

The Caster has the option of traveling with the people sent or staying where he is. If he does not travel with them double the cost for the spell.

The chance exists that the party does not arrive in the plane the Caster intends. This chance doubles if the Caster is not present. If they do not arrive correctly, the Duration above does not apply. They remain in the new plane until they are found and recalled or find a way out. The cost to recall a person equals twice the cost to send him.

NOTE - *When in a new plane Characters are subject to the rules of existence there. If, for example, magic is not possible the magic-user loses his ability to cast magic. The only way to know such particulars is to enter the plane or have a Planar Map of some kind.*

DURATION	2 days (EL factor applies as a power)*
ERROR CHANCE	40% - (EL*3)
INCLUSIONS	EL
BMC	15

*Time may flow differently in the planes. The Duration is in the time of the plane you enter. It may be seconds or centuries in Middle World time.

POISON DAGGER

ALIGNMENT - Chaos

The spell places magical poison on a dagger. A dagger must be held while casting. If no dagger is in hand the spell fails. It may give 3 levels of poison type effects as follows:

Minimum EL	Affect
0	Paralytic
3	Slow Death
6	Immediate Death

The effects of slow or immediate death are as for the normal rules for poisons. The paralytic poison causes paralysis for (EL+1) turns.

The magic of this spell coats the dagger with poison. The poison affect remains on the blade until the duration ends. The dagger must hit and inflict at least 1 point of damage to poison the target.

RANGE	Touch
DURATION	(EL+1) x2 turns
BL	EL*2 [Base Line for poison effects]
BMC	4

NOTE - The Referee may allow other poisons or magical affects. The cost of such is greater than the cost listed above and must be agreed before it is used. To do this the caster must be at least EL6 in the use of this spell.

EXAMPLE - A Mashmashu of Ahriman wishes to place a soul turning taint on a dagger. The affect compels the person affected to act as a psychotic servant of Chaos. The Referee allows the effort. The assigned cost is plus 10 for the special affect and another 10 for the spiritual attack ability. At EL7 this yields a casting cost of 52 mana. The Base Line, once damage is scored, is 14.

Poison Powers

ALIGNMENT - Dark Elder

POISON DAGGER

POISON MIST

POISON HAND

TOXIC FLAME

NOTE - These spells can utilize any poison the caster is capable of making himself. If he is not a poisoner, and thus able to make usable poison, this family of spells is worthless to him.

POISON DAGGER

All rules specified for Poison Dagger apply. The BL limit is ignored. The spell will use the BL of whatever poison the caster decides to use.

POISON HAND

The caster's touch is toxic for the duration of this spell. He need not score damage to affect an enemy. If he does, the hit points scored are subtracted from his roll to succeed with the poison used.

DURATION	(EL+1)*2 turns
BMC	5

POISON MIST

The spell covers the area selected with a gray mist. Anyone in it has a chance to be affected by the poison used. If they are not immediately affected roll each phase that they remain in the affect area. The caster can be affected if he enters this area unless he is immune to poison.

RANGE	EL+2"
AFFECT AREA	EL" (if zero the mist affects one target)
DURATION	EL+1 phases
BMC	4

TOXIC FLAME

The caster strikes an enemy with a tongue of green flame. It scores hit point damage. The **points scored times three** is the chance the person affected is poisoned. No roll is taken for the BL and poison resistance does NOT apply. The toxic affect strikes anyone who is not immune to poison at the EL of the spell used.

RANGE	EL+1"
DAMAGE	EL+1 D6
BMC	6

EXAMPLE - A Shurani shaman strikes an enemy with an EL4 flame. It scores 5D6 damage doing 17. The chance that the person is poisoned by the BL6 Paralytic poison the Shaman is using is 51%.

PHEROMONES

ALIGNMENT - Chaos

This spell causes pheromones to attract the opposite sex. All potential targets in the area are attracted to the caster. They may be able to resist with a Will roll (MDV is included in the roll to resist the basic spell). On top of this resistance chance the Modifier is added to the roll to decrease the chance of resistance. On success the spell will get the attention of the target. It has the benefits below.

Ap BOOST	ELx3 [<i>Added to Appearance</i>]
IC BOOST	ELx5% [<i>Added to Influence Chance</i>]
DURATION	(EL+1) x2 turns
MODIFIER	(EL+1) x5 (<i>added to roll for resisting</i>)
BMC	3

POWER STRIKE

ALIGNMENT - Law

This spell allows a one-time Power Strike on a Target. It adds damage to the strike it may do normally and will strike at one level less on the combat table. A miss is a shield hit, shield hit is a hit, hit is a severe hit, severe hit is a deadly hit and a deadly hit kills.

The spell is cast to strike a specific enemy. The blow must be delivered before the duration expires. The listed damage is an increase to normal damage with a weapon or hand-to-hand. To get the benefit the spell must succeed AND the hit must be scored on the combat table as normal. A roll of 91-100 is always a miss.

DAMAGE	EL+5
DURATION	EL+1 turns
BMC	5

PRESERVATION

ALIGNMENT - Law

The spell preserves food and prevents infection; depending on the item it is cast on. Living things cannot be infected while the duration lasts. Food will not rot. Any food that is protected with this spell is immune to Foyson Theft. If it is attempted Abysmal Failure is automatic.

RANGE	Touch
DURATION	2 days (<i>EL factor applies as a power</i>)
BMC	1

PRESERVE THE DEAD

ALIGNMENT - Balance

The spell stops the deterioration of dead bodies for the duration specified. It is only effective if the body is complete and dead. While the duration lasts the body is immune to decay, rot and the passage of time. It retains the appearance it had on the day the spell succeeded.

RANGE	Touch
DURATION	2 weeks (<i>EL factor applies as a power</i>)
BMC	2

EXAMPLE - The spell is **EL10**. The body is successfully preserved for 2048 weeks (slightly less than 40 years). It will not deteriorate due to natural causes.

NOTE - A body preserved in this way can be resurrected at any time during the Duration. It cannot be affected by Necromantic powers. When the spell ends it can no longer be resurrected.

PROTECTION

General

This spell is learned, as for Dispel/Banish, to protect against creatures, supernatural forces and spells of a specific alignment. The Caster selects one alignment.

The spell must be relearned to protect against other alignments. If it is used without this knowledge, triple the **MDV** of the creature, force or spell it is used against.

If the spell succeeds the listed Roll Modifier is added to the enemy's attack rolls and magic success rolls when he attacks any person in the spell's range. The spell will NOT protect any person or creature that has the alignment or orientation the spell opposes. In this case, the spell affects this person as well as enemies.

DURATION	(EL+1)*2 turns
RANGE	EL/2" (A radius)
ROLL MODIFIER	EL+2

EXAMPLE - Oom, a Balance Wizard, casts Protection against Balance to oppose a Chaos Demon. The demon resists with triple MDV. If Oom succeeds, the spell affects Chaos while retaining its virtue against Balance. The attacking demon and Oom both add the Roll Modifier.

PSYCHIC HAMMER

ALIGNMENT - Elder

This spell creates a visible mental ball of energy to attack one victim. The affect stuns the person. Once stunned he cannot perform any action. There is a chance the target will fall down. If he does he cannot rise until he is no longer stunned. MDV is used normally in resisting the spell.

RANGE	EL+1 feet
DURATION	EL+1 phases [Time stunned]
FALL CHANCE	10xEL% (Percentage chance of target falling)
BMC	3

EXAMPLE - A wizard attacks a guard at a door. He must walk up to him and at the last instant use the spell. He casts an EL3 Hammer spell and has to get within 4 feet to use it. It stuns the guard for 4 phases and has a 40% chance of knocking him down.

PUNISHMENT

ALIGNMENT - Sidh

The spell can only affect people that violated the mores of the Sidh and personally affected the interests of the Caster in doing so.

The effect strikes the victim with a wasting disease. The disease is immune to Cure Disease. Only the Negate Curse spell has any benefit. (It will reduce the Duration by 50%, retaining fractions). Only performing a Caster specified action ends the spell before the victim's death or the end of the duration.

RANGE	Unlimited (As long as the criminal is known to the Caster or retains something gained from the crime)
DURATION	EL+1 weeks
DAMAGE	EL+1 (The energy loss suffered each day)
BMC	8

NOTE-The most common use of this spell is to force the return of stolen items. They are returned or the victim dies.

PURIFICATION

General

The spell prepares an area for casting a specific spell. Cast at 5 times the Mana Cost it benefits a specific alignment's spells. The effect of its success increases the chance the spell succeeds. The Roll Modifier is subtracted from the success roll for the spell the area has been purified for in addition to the normal **EL** modifier.

ROLL MODIFIER	(EL*2)+1
BMC	2

IMPORTANT - Alignment level purifications have expanded affects. If an area is purified to aid Law magic it will act against Chaos magic at full strength and all other magics at half strength (RD).

EXAMPLE - An altar room has EL5 purification for Law magic. Eleven is subtracted when a Law spell is cast. It is added if a Chaos spell is cast and five is added for Sidh, Elder, Shadow, Balance and Neutral magic.

NOTE - *The spell is cast permanently to create altars and other magically significant casting areas. It may also be cast to oppose a spell or alignment. In this case the Roll Modifier is added to the Success Roll. Permanent purification requires materials and at least two weeks of effort.*

QUARRELS

ALIGNMENT - Varies

The spell makes people within its affect area fight their allies. The Caster may exclude a limited number of people. The Caster must be one of those specifically excluded if he does not wish to be affected.

DURATION	(EL+1)*2 phases
RANGE	(EL+1)*2" (A Diameter)
EXCLUSIONS	EL+1
MDV LIMIT	(EL+1)*4 (If the MDV is higher the spell cannot affect the creature)
BMC	1

NOTE - *The Duration above is the number of turns people affected fight their allies. The spell has no Duration except for this.*

REGENERATION

ALIGNMENT - Law

The spell accelerates healing ability at the expense of the EnL. It heals the Damage specified each phase. The amount the EnL is reduced depends on the EL.

EL	ENERGY LOSS	EL	ENERGY LOSS
0	4 per phase	7+8	1 per 3 phases
1+2	2 per phase	9+10	1 per turn
3+4	1 per phase	11+12	1 per 6 phases
5+6	1 per 2 phases	13+Up	1 per 2 turns

IMPORTANT - The cost in the table above is paid per hit point healed in one phase.

If the EnL is reduced to zero or less, the person dies unless the Caster casts additional mana to replace the lost energy. One Mana Point is required to replace each Energy Point. Mana may not increase the value above 1. It is only used to sustain life.

RANGE	Touch
DURATION	EL+2 turns
DAMAGE	EL+1 (points per phase)
BMC	6

EXAMPLE - **EL2** heals 3 points per phase for 4 turns. The cost is 6 energy per phase to do it. **EL6** heals 7 points per phase for 9 turns. The cost is 7 energy per two phases for the person healed.

NOTE – *The Caster can negate the remaining portions of the spell at any time during its Duration. The cost equals the spell's EL.*

EXAMPLE – To negate **EL0** costs nothing. Negating **EL10** costs 10 Mana Points.

IMPORTANT – Energy loss continues until the Duration ends or the spell is negated. (Even if the target is totally healed).

RESTORATION **ALIGNMENT – Shamanic**

The spell is used to restore a Shaman's Tonah tie, create a new tie or return a spirit to its body. If the spell succeeds the desired result occurs.

To return a spirit to its body the Shaman must first release or capture it. He then brings it to its body and, with the spell, reestablishes its tie. Failure at any stage of the process causes the spell to fail. If he fails he must roll Will to keep the spirit from leaving.

When he tries to restore a tie he must have a proven action accomplished solely to placate the wrath of his Tonah. If the spell is attempted without such being the case the tie is severed permanently. Any future encounters with the species result in automatic hostility on their part.

To create a new tie the Shaman must successfully cast the Lower World Travel spell. This spell is then cast and the tie is formed with the first Tonah the Shaman encounters. The type of Tonah is at the Referee's discretion or random. When the spell is cast to create a tie, the cost is double that listed. No Shaman may have more than **(MEL+1)/5 (RU)** Tonah ties.

BMC	7
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RESURRECTION **ALIGNMENT – Varies**

The spell returns the dead to life. If it is attempted, and fails, the person is dead beyond recall. If it succeeds any damage the target suffered is healed and he is alive.

The Reduction Factor is used to determine the level of the Character's statistics on returning to life. The percentage determined is the temporary reduction in every characteristic. For Constitution the loss is permanent.

RANGE	Touch (<i>The Corpse must be available</i>)
MAXIMUM TIME TO RECALL	2 days (<i>EL factor applies as a power</i>)
REDUCTION FACTOR	100% - ((EL+1)*10) (<i>The percentage characteristics are reduced (RU). Ap recovers one point per day. Constitution does not recover. Other stats recover as points are allocated to them or magic heals them</i>)
BMC	10

NOTE – *Resurrection automatically fails if the corpse has been subjected to ANY Necromantic power. Corpses so handled cannot be resurrected. A person who dies as a result of the consumption of their EnL cannot be resurrected. There is no spirit to recall.*

REVELATION **ALIGNMENT – Law**

The spell negates the affect of Illusion, Invisibility and Shape Changing. It can counter the power of any spell that

ends. If the result of a subtraction is negative the affected vessel is pushed back.

RANGE*	(EL+1)*10"
DURATION	EL+1 strategic turns
SPEED	(EL+1)*3
BMC	2

*Range is used when the spell is used against another vessel. It is the distance that the current created remains effective.

EXAMPLE – The **EL** is 5. The Duration is 5 strategic turns. The affect increases the speed of the vessel by 15 miles per strategic turn and 15" per tactical turn.

NOTE – *The effect lasts only so long as the Caster does not cast other magic. The Caster is using magic throughout the duration of this spell for Mana Regeneration purposes.*

NAVIGATION

The magic-user commands the Sea to take him to a specific place. The spell has twice the Speed stated for Friendly Currents. The magic-user remains in a deep trance while the vessel travels. If he is awakened the spell ends. He automatically wakes when the vessel arrives. The Spell lasts until he arrives, it is dispelled or he wakes. The destination desired must be within **100*(EL+1)** miles and in contact with the sea, i.e. an island or coastal area.

BMC	5
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MAELSTROM

This spell is used to raise storms at sea. The caster uses the equivalent of the Thunderhead spell (see Storm Powers). In addition, he may batter any vessel in his affect area with powerful waves. The damage listed is subtracted from the ship's HPV and, when it moves into the storm, its PMR.

While this spell is in affect the caster remains in the prow entranced. He controls its actions. He may not cast other magic while it lasts. If he does, the Maelstrom turns on him.

AFFECT AREA	(EL+1)*3" (a radius)
DAMAGE*	2D6+EL
DURATION	EL+1 squared turns
BMC	7

* This is wave damage only. Thunderhead damage is additional.

WATER BREATHING

The person affected can breathe seawater for the duration of the spell. He loses the ability to breath air. The spell has no affect on creatures that are naturally able to breath seawater.

Any person in contact with the person affected is also affected while the contact lasts. If he leaves the range specified afterwards, the person loses the ability to breathe water and regains the ability to breathe air.

RANGE	EL/2"
DURATION	2 turns (<i>EL factor applies as a power</i>)
BMC	1

IMPORTANT – The ability to breathe air returns when the duration ends.

NOTE – Sea Powers are used when the Caster is in or on seawater. They automatically fail in any other case. Being on a boat that is at sea counts as being on seawater.

SEDUCTION

ALIGNMENT – Chaos

The spell grants the caster the ability to seduce members of the opposite sex into obeying his will. When the spell succeeds on someone, a roll is taken with D100 to determine the level of control the caster gained. The chance he rolls is determined using the following formula:

$$(\text{Caster's Will} + (\text{EL} \times 5)) - \text{Victim's Will}$$

If the result of this formula is less than one, no roll is taken. Use the minimum result on the table. If it is greater than 100 the maximum result is used. Control gained through seduction requires maintenance with sexual intercourse. The frequency demanded varies with the EL.

SEDUCTION TABLE

RESULT	AFFECT
10 + Less	The affected heed reasonable suggestions that do not offend their morals or sensibilities.
11 - 30	The victim is smitten. He or she do all they reasonably can for their "true love".
31 - 70	The caster may make his suggestions commands and demand anything short of suicide. Where the action asked is heinous for the victim, a resistance roll is allowed.**
71 - 90	The victim is allowed a Will roll if a command is sacrilege or treasonous.
91 + Up *	Those affected do anything the caster commands short of suicide.

* This is the control level automatically achieved by Incubi and Succubi.

** The Referee determines the resistance based on the person and what is asked. It can vary from a Will roll to Will/4.

IMPORTANT – In any case where a resistance roll is allowed successful resistance breaks the caster's hold on the victim.

RANGE	$(\text{EL} + 1) / 2$ (RD)
MAINTENANCE	$(\text{EL} + 1) \times 2$ (Maximum number of days that can pass without intercourse)

Sensory Powers

Alignment – Sidh

ALERTNESS	SIGHT
BLINDNESS	SMELL
DEAFNESS	TASTE
HEARING	TOUCH

ALERTNESS

This spell works like the Priestly Awareness, Clairvoyance and Watchful sleep. The caster is awake and becomes more alert of his surroundings. The effect gives the caster time to react to danger before it happens. He has EL+1 seconds to react before the danger occurs. This may include a sudden attack, an object falling from the sky or an ambush. Success grants the warning. Failure gives nothing. Abysmal gives a wrong reading or gives the warning AFTER the event occurs.

DURATION	(EL+1) x3 turns
BMC	2

BLINDNESS

The Caster must touch the target. If the spell succeeds the target is blinded. Failure has no affect. Sight is lost, on success, for the Duration determined below.

DURATION	EL+1 strategic turns
BMC	3

DEAFNESS

This spell causes a creature to become deaf for the listed duration. All those in the affect area lose hearing for the duration. The roll modifier applies for attacker rolls for **EL** phases.

RANGE	EL+1" (<i>Radius</i>)
EXCLUSIONS	EL
DURATION	EL+1 turns
ROLL MODIFIER	(EL+1)/2 (RD)
BMC	2

Cast at triple cost this spell can permanently deafen a single target. It is cast at one target. The chance to cause permanent deafness is **(EL+1) x10%**.

EQUILIBRIUM BURN

This spell causes a specific target to lose his balance. He must roll **D - ((EL+1) x5)** to remain balanced. On success he is stunned one phase. Otherwise he falls down. If he is on a wall or other elevated position he can fall off it.

A downed target is groggy. He may move no more than 50% of his MR (RD) and adds **EL+1** to any roll he takes while the spell lasts. The affect of the spell is immediate. MDV is used to resist it.

DURATION	EL+2 phases
RANGE	(EL+1) x2"
BMC	2

EXAMPLE - A wizard casts EL4 on a guard on a castle wall. The guard could fall off the wall. He has a D of 21. He must roll $21 - ((4+1)*5) = -4$ on a D100. If the spell succeeds he falls. He remains unbalanced for six phases after this occurs.

HEARING

The caster's hearing is increased for the duration. To listen better the caster must see the speaker while it is within his range. The Roll Modifier is for the one who uses this spell since heightened hearing can distract and confuse. To give this ability to someone they must touch that person. The spell is cast on one person at a time.

The Range is the distance the improved hearing covers. Noises outside the range are heard with normal hearing. Noises in the range are heard as if the person was beside the listener. If there is too much noise it can cause problems. Where this is the case a W roll is required. If it fails the listener is stunned by the confusion. Roll each turn.

The Roll modifier applies positively for any rolls the Referee feels are aided by improved hearing. It is negative while the person affected is stunned by the cacophony.

RANGE	(EL+1) x2" (<i>distance to the speaker</i>)
DURATION	EL+1 Turns
ROLL MODIFIER	EL
BMC	3

Cast at double cost this spell affects an area. The listed range is a Radius and the Roll Modifier is doubled. Roll W - 20 to withstand the tumult.

SIGHT

This spell increases sight perception and range. It is used in two ways. It grants precise vision to help pick out distinctive things in an area. This grants an **(EL+1)*5%** chance of spotting a particular thing, be it a secret door or a particular rune out of 100 runes on a tapestry.

The other way grants telescopic vision. Terrain types that limit vision affect this. While using the spell at range in this manner the caster is effectively blind to his current location. If attacked he is an unaware target.

The Sight does not help in any form of magical darkness. It only improves normal viewing perception. The Referee will vary its affect where other factors exist to limit its usefulness. This spell may not be cast on others.

RANGE	(EL+1)" (Precise vision)
TELESCOPI C RANGE	(EL+1) x2 miles
DURATION	EL+1 turns
BMC	4

EXAMPLE - If an EL3 spell is cast to increase his sight telescopically he could see 8 miles. He will see anything he notices within eight miles as if it were nearby.

SMELL

This spell increases the smell sensation. How this improves things is up to the Referee. To affect another person caster must touch that person. The spell gives the direction of the specified smell or odor along with the distance. Failure gives only the direction but no distance. Abysmal gives nothing.

RANGE	(EL+1) x5" (Radius)
DURATION	EL+1 Hours
BMC	1

TASTE

The spell increases the taste sensation in two ways. The first method detects if foods are good to eat or poison. The caster takes a small bite. He cannot be unaffected by its affect due to this spell. It gives a sensation to the caster of being good, bad or poison. If used in this manner the duration is the time it takes to eat the first bite (usually 1 phase).

The second method, cast at double cost, blocks poison. While the duration lasts the caster resists poison. The Reduction is

the BL reduction for the poison. The PR Increase is the increase in the caster's poison resistance.

DURATION	(EL+1) x2 turns <i>(if used to defend against poison)</i>
BL REDUCTION	(EL+1) x2
PR INCREASE	EL+2 <i>[used to defend against poisons]</i>
BMC	2

EXAMPLE - A BL10 Immediate Death Poison Apple is given to a caster who casts an EL4 Taste spell to defend himself. The BL reduction is 10 making it BL0 Immediate Death. The duration to defend against it 10 turns. Poison Resistance increases by 6.
NOTE - This spell does NOT destroy the poison. It reduces the effect and its chance of success.

TOUCH

The Caster is the only person affected. The spell increases the sense of touch. The effects are two fold. The first method lets the caster detect surfaces better when he may be blind or in darkness. The slightest touch yields what the object is likely to be with a simple brush rather than raking the hands over an entire object. Used in this way it is good to find your way out of a tunnel or maze by the wall layout and distinctive touch. It is also good to detect secret traps or doors through their outlines on walls.

The second method is cast at double cost. It allows the caster to read text or runes in total darkness. The caster must know the language of the text read. The Referee is free to limit the use of this spell and its effects.

RANGE	Touch
DURATION	EL+1 turns
BMC	1

SHADOW BANDS

ALIGNMENT - Shadow

The caster creates dark bands within his range. One enemy can be chained per band. If the strength of the target exceeds the strength for the **EL** cast the band has no affect. If not, they prevent him from taking ANY action for the entire duration. Only one band may be used on each target.

Once the spell is in force the caster can direct unused bands against any target he desires as long as he does not move and does not cast other magic. He must hit these targets using his **MEL*2** as his **OCV** on the Combat Table. This restriction does NOT apply against the initial targets of his spell.

DURATION	(EL+1)*2 turns
STRENGTH	(EL+1)*10
RANGE	EL"
NO. OF BANDS	(EL+1)/2 (RU) <i>(One band is used per target. If not used immediately, a band may be used on any target that enters the radius. If the caster moves or casts other magic unused bands are lost. Where the range is zero the caster must touch his target).</i>
BMC	5

SHADOW CAGE**ALIGNMENT – Shadow**

As for the Spirit Cage spell with restrictions as specified for Deadly Shadow. The caster must have a crystal sphere or prism to serve as the cage. It can be cast against shadows that are still tied to their body. If it is cast against free shadows, subtract TWENTY when rolling for success.

A person whose shadow is stolen wastes away. He loses **1D6** energy points per day until he dies. The only way to save him is to find the item containing his shadow and smash it.

BMC	6
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SHADOW COMMAND**ALIGNMENT – Shadow**

Anyone affected by this spell rolls **Will + MDV, minus EL modifier**, to resist the wishes of his soul. If he makes this roll he may attack the caster but must add the **EL** modifier to all combat and magic rolls. The roll is allowed immediately on being affected and on a weekly basis thereafter.

If the roll is not a success, he must work towards performing the command. Only a single command may be placed. In all other ways, it operates as for Compulsion.

RANGE	EL*2"
EL MODIFIER	(EL+1)*2
BMC	3

EXAMPLE - A victim is affected by an EL5 spell. The caster orders him to kiss a donkey's ass. His will is 18 and his MDV is 10. The El Modifier is 12. His chance to resist is $(18+10)-12 = 16\%$. If he rolls more than 16 on D100 he must find a donkey and give it the kiss required.

SHADOW PLAGUE**ALIGNMENT – Shadow**

The spell strikes the victim with Plague by affecting his shadow. Its effect is as for the Plague spell except the contagion is passed from shadow to shadow. Only a Negate Curse spell can cure the spell before the duration, as specified for Plague, ends.

INFECTION CHANCE	(EL+1)*5% (<i>Constitution has no effect on the chance of infection.</i>)
BMC	5

SHADOW SCULPTING**ALIGNMENT – Shadow**

The caster can sculpt shadow into usable objects. He is limited in the number of objects he can have at one time. Unless he makes the item permanent, by recasting the spell at triple cost, the items dissolve if anyone else touches them.

Items created with this spell must be things the caster has personal knowledge of or is capable of making. Cast at the normal cost they are dark objects of solidified shadow. At double cost they have a normal appearance AND can be animated if they have the shape of an animate creature.

To animate an item the caster must make it permanent and allocate **EL*2** points from his **EnL**. He may, if he chooses, allocate **EL*5** instead. If he does the animation's intellect will be one higher than the limit determined for the **EL** cast.

The item retains the energy points while it lives. The caster cannot regain them. When it is dispelled or dies, he regenerates them as normal. In essence, the caster breathes a soul into the item. Animated items of this type have stats as for Creations (see Astral Powers - Creation). They will do anything the caster wishes and defend him fanatically.

NOTE - The HPV limit applies in animating sculptures. The caster may not animate a creature whose HPV exceeds the limit for his EL. Animated sculptures do not have the powers of the creature they look like unless the caster can cast an equivalent spell into them when he makes the animation permanent.

EXAMPLE - The caster is enamored with an elf duchess. He makes an EL5 sculpture of her and animates it. The result looks like her. It does not speak or understand elf sidh. Neither does it have an elf's natural abilities, affinities or afflictions. The "elf" has an intellect of 4, equivalent to a very good dog, and an EnL of 8. The maximum HPV at EL5 is 24. The duchess has an HPV of 17. His animation can perfectly duplicate her physique. She will be less than pleased if she learns about his pet.

NOTE - For an animation to speak any language its Intellect must be at least five. For it to do so properly the minimum is 6. At lower Intellect levels the animation can understand commands and, if its physique allows, mimic phrases it learns. The same limits apply for skill acquisition and other items that demand a certain level of intelligence.

RANGE	Touch
DURATION	2 days (<i>EL factor applies as a power. The shadow dissolves if it has not been made permanent.</i>)
HPV LIMIT	(EL+1)*4
INTELLECT	(EL+3)/2 (RU)
ITEM LIMIT	EL+1
BMC	3

SHAPE CHANGING

ALIGNMENT - Varies

The spell allows the Caster to change into a SPECIFIC form. The knowledge for each form of life is distinct. (*The ability to change into a Hawk does not grant the ability to take Wolf form*).

At no time will a change in shape change the **HPV, OCV** or **DCV** of the Caster. He retains his normal value regardless of the shape he takes. The Caster must have a portion of the creature he wishes to take the shape of, i.e. hair, claw, tooth, scale, etc. This is required for the spell to succeed.

The spell only affects the Caster (*See Transmutation*). Once the spell is cast, the Caster remains in the form taken until the Duration ends. For an additional 1 Mana Point, added when the spell is cast, he may increase the duration 100% of the value for the **EL**. The maximum number of increases equals his **EL**.

EXAMPLE - **EL3** can pay three extra Mana Points and increase the duration up to 300%. **EL0** cannot increase it at all.

DURATION	(EL+1)*20 turns
BMC	3

NOTE – Close examination of a shape changed human reveals his nature. The eyes of the Caster do not change when his shape does. They remain as normal for his race. Any Character may roll Empathy to detect this.

IMPORTANT – The token used to cast the spell is expended. Another piece is needed to change again. The change does not grant the Caster magical powers possessed by the form he takes unless he knows a spell to replicate them. In example, someone who changes into a Dragon cannot breathe fire unless he knows fire powers. Innate shape changers do NOT require a token to change shape. The animal form is as much their form as any other is.

Shield Powers

- STATIC SHIELD
- WATER SHIELD
- STRENGTH SHIELD

ALIGNMENT - Law

- ENERGY SHIELD
- CORONA SHIELD

STATIC SHIELD

This spell creates a field of static energy around the caster. Cast at normal cost it is a field of charged particles. It is not seen until touched. Anyone that comes within half an inch of the caster suffers the listed damage.

Cast at triple cost the spell creates a field that shoots particles of static energy that damages targets it may hit. The particles emit in a random direction and speed. The Damage, BL and range factors apply for these emissions. If the determined range is zero, no emissions are possible. The BL is used on the Combat table. It is given on the table below.

EL	BL	EL	BL	EL	BL
0	NA	4	-2	8	6
1	NA	5	0	9	8
2	NA	6	2	10	10
3	-4	7	4	+1	+2

DURATION	(EL+1) x2 turns
DAMAGE	1D3+EL
RANGE	EL/3" (RD)
BMC	2

NOTE – This shield has no AV of any kind. It does nothing to limit the damage inflicted on the person using it. What it does do is make the attacker pay for causing it.

Water Shield

The spell creates a bubble of air in the form a thin membrane. It allows the caster to survive in water. The membrane keeps the water out and lets the caster breath air. This bubble only allows one to sink and submerge in the water and move with the current. To move otherwise the caster must use other magic. He cannot swim in the bubble.

The Max depth is how deep the bubble can go underwater. If it goes beyond that the pressure will crush it. The caster can also cast this spell but not be in it. In doing so he can set it for another person at a range of (EL+1)*3". He could also use it to place items with a weight limit of (EL+1)*20 pounds in the

bubble and send it into water. In this use, the caster must get the object or bubble back with other methods (Teleport, Telekinesis, etc.).

AIR RESERVE	(EL+1)*15 minutes (for 1 person)
BUBBLE SIZE	EL+1" (Diameter)
DURATION	EL+1 Hours
MAX DEPTH	(EL+1)*20 feet
RESISTANCE	(EL+1)*5
BMC	3

EXAMPLE - A wizard is in a river. The bank is full of enemy soldiers looking for him. The river is 20 feet deep. He decides to cast an EL3 Water Shield. He swims out to the middle and casts the spell. The bubble pushes out the water and keeps in the air. The bubble size is 4". He can sit on the bottom and wait. It gives him 75 minutes of air and lasts 4 hours.

NOTE - Any real attack bursts this shield. It can only withstand the water around it. A simple hacking of its membrane destroys it. Referee could allow a Membrane **(EL+1)*3** resistance to give it some defense against creatures in the water who nip at it.

STRENGTH SHIELD

This spell creates a hard membrane that can withstand weight and pressure. It should only be used in emergency situations.

The membrane can withstand up to the crushing weight listed below before it bursts. The spell creates a survival bubble to defend against avalanches, cave in and other catastrophes. It is meant to withstand pressure from all sides. Strong pressure from a single point can negate the spell.

AIR RESERVE	EL+1 hours [for 1 person]
BUBBLE SIZE	EL+1" (Diameter)
DURATION	EL+1 Hours
PRESSURE	(EL+1)*20 (<i>Strength it can withstand</i>)
SINGLE POINT ATTACK	(EL+1)*5 (<i>If the S of a single point blow is greater the bubble shatters</i>)
BMC	4

EXAMPLE - A Wizard is on a mountain and sees an avalanche start about a mile up. He has 10 seconds before it reaches him. He casts an EL4 Strength Shield. This creates a bubble of 40" in diameter. The air reserve and bubble last 5 hours. After that time if he has not been dug out he is crushed.

NOTE - This should not be used in combat.

ENERGY SHIELD

This spell creates a shield of energy. In this case it is not a bubble. It is an energy field that covers the body and remains an inch above the body's surface as it moves.

This shield protects against weapons and magic that cause damage. It does not act like armor, with an AV that can break or be reduced. The strength remains in place until a crushing attack that does 3 times its strength is done in one phase. There is no need for air reserves as air enters the shield as normal.

This shield works through the lifeforce of the caster. It costs energy points equal to HALF the cost to cast the spell. The

shield protects against all melee weapons, missile weapons and magic that is not over the shield strength. Melee weapons that hit the shield spark against it and are deflected. Missile weapons bounce off. Magic splashes against the shield and can affect others nearby.

Forms of magic that do not do physical damage can affect the caster. Examples include mental attacks, time spells or any such spell where the attacker does not have to touch the caster.

The caster cannot fight with melee weapons, as it will break the shield from the inside. He may not touch others. The shield prevents physical contact. He may use spells that do not emit tangible force. For example casting a Fire Dart in a shield could be deadly as the spell will bounce off the shield and hit the caster. Spells like mental attacks or those that do not leave the body are castable. When he moves the shield moves with him.

SHIELD STRENGTH	(EL+1) *7
DURATION	(EL+1) *2 turns
BMC	7

EXAMPLE - 10 people attack a wizard. He casts an EL4 Energy Shield. This creates a shield strength of 35 for a duration of 10 turns. It costs 25 to cast mana wise and 13 energy to use the spell. The combined attack of the enemy must do 36 points of damage in a single phase to break the shield.

CORONA SHIELD

This spell creates a shimmering shield of fire and static energy. It is hard for people to see through the shield (both the caster and those outside) due to the shimmering. All use Obscured vision values. Those who get near the shield are hit by fire darts and lightning bolts. They shoot out in the listed range.

The caster cannot control how the bolts shoot out. They fire in random directions and random intervals. There is no order to which shoots first. The Referee must determine this through secret rolls. For the Fire or Lightning to Hit Referee uses **MEL+EL** as an OCV. The bolts per phase are how many fire darts or lightning bolts are discharged. If the shield is knocked down there is a final discharge of bolts and the spell is negated.

SHIELD STRENGTH	(EL+1)*5
DURATION	(EL+1)*2 turns
ENERGY LOSS	<i>As for Energy Shield PLUS 1 energy per dart</i>
DART RANGE	EL+1"
FIRE DART DAMAGE	((EL+1)/2)D6 (RU)
LIGHTNING DAMAGE	((EL+1)/2)D10 (RU)
BOLTS PER PHASE	EL/3 (RU)
BMC	9

EXAMPLE - A Wizard finds himself surrounded by 20 Trolls. He casts EL4 Corona Shield. The strength is 20 (see energy shield). It lasts 10 turns. The magic can extend out to 5". The fire dart does 3D6 and Lightning 3D10. Two bolts are emitted each phase.

SILENCE**ALIGNMENT – Chaos**

The spell creates a sphere of total Silence. Sound is impossible within this area. Any target in the area that is affected, and fails a Will roll, suffers irreversible Catatonia.

OPTIONAL – At the Referee option, Revivification can end the Catatonia. If so the **EL** must be greater than the **EL** of the Silence spell. Abysmal Failure is automatic otherwise.

RANGE	EL+1" (A radius)
DURATION	2 phases (EL factor applies as a power)
BMC	7

NOTE – The spell has no effect on supernatural forces of Chaos. Beasts inside it subtract the EL from their hit chance in combat. It is home to them.

SILENT TERROR**ALIGNMENT – Chaos**

The spell is cast at a single target. It gives the person affected visions of the Abyss and a taste of its essence. This destroys his ability to function as an individual. If the target of this spell has an innate or fanatical Law power, the EL modifier for the caster is **EL*3** instead of EL*2.

NOTE – Ahuras who serve the god Ateuseul cannot be affected by this spell.

Victims of this spell are incapable of speech. They will flee from contact with any other life form, be it Dragon or ant. When alone, they sit whimpering in a fetal ball. Unless restrained, and cared for, victims die within 48 hours.

The cures for the affect are Forgetfulness and Eye of Mystery. Sanity has no effect. The victim must be made to forget what they experienced. They can never accept it. The spell has no affect on Beasts of Chaos, servants of Ahriman or Ba-en-kekon or anyone with their blood (like some Korchi royals).

RANGE	EL+1"
MDV LIMIT	(EL+1)*4
BMC	4

SLAY THE TAME**ALIGNMENT – Sidh**

The spell only affects domesticated creatures. (*The others have Tonah granted immunity or other guardians*). If it succeeds the target is killed. If the spell is attempted on a wild creature, at the option of the Referee, the animal adds **MDV+25** to the roll. It is killed, and the Caster earns the enmity of its tonah, on success.

If cast at triple cost, the range is a diameter with the caster at the center. Any domestic animal in that area has a chance to die. Roll for each.

IMPORTANT – The spell has no affect on any supernatural creature.

RANGE	EL+1"
HIT POINT LIMIT	(EL+1)*5
BMC	5

NOTE–If the size exceeds the limit specified, the target cannot be affected.

SLEEP POWERS

ALIGNMENT – Varies

PERPETUAL TRANCE SLEEP STOP
SLEEP MIST SLEEP TOUCH

PERPETUAL TRANCE

The victim is placed into a deep slumber. He can only be awakened magically during the duration. When the duration ends a touch or loud noise within one hex has a chance to wake him (roll a normal wakeup chance). He will never wake unless something happens to wake him.

The Caster must have a portion of the victim's anatomy to cast. While the person slumbers, both in the duration and after, he will not age and can only die if he is killed.

RANGE	(EL+1)*2" (<i>Target must be within this range when the spell is cast</i>)
DURATION	EL+1 squared years
BMC	8

EXAMPLE – A Donaran huntsman annoys a powerful elf. He is placed in a vault and struck with EL8 Perpetual Trance. The duration of the affect is 81 years. He continues to sleep after those decades pass until someone wakes him.

NOTE – *Sleepers of this type are surrounded with a pale radiance. Any person that touches it during the duration can be affected by the spell. If they aren't, and they move the sleeper, he wakes and the spell is broken. If they are affected they fall asleep (as for Sleep Touch). After the duration ends touching the radiance brings a slight shock to the hand but has no chance to affect the person.*

Sleep Mist

The spell covers an area with mist. The Range is the radius of the area covered. Any living creature that sleeps can be affected when he enters the mist.

RANGE	EL+1" (<i>A radius</i>)
DURATION	(EL+1)*5 turns (<i>The number of turns the victim sleeps</i>)
MDV LIMIT	(EL+1)*3 (<i>If MDV is higher the victim is only groggy if affected</i>)
BMC	2

If an affected person has too high an MDV he is groggy. The EL of the spell is added to any rolls he takes for the duration of the affect and his MR is reduced 10% (RD).

EXAMPLE – An **EL4** mist can put any creature with **MDV** 15 or less to sleep. Those with MDV 16 or more can be made groggy. The range is 5" in any direction. Any victim sleeps or is groggy for 25 turns.

NOTE – *A sleeper that suffers damage while affected is awakened. Someone who is only groggy remains groggy.*

SLEEP STOP

Anyone affected is immune to sleep. He is unable to sleep for any reason while the duration lasts. Depending on his constitution the result could be fatal. After he spends **CB+1** days awake (the minimum is one day) he begins to lose energy. If his EnL is reduced below zero before he sleeps he dies.

NOTE - The affected are immune to any form of sleep and cannot become unconscious for any reason. If in their DTV as a result of damage they continue to fight. Any magic that inflicts sleep or unconsciousness does nothing to them.

RANGE	EL"
DURATION	2 days (<i>EL factor applies as a power</i>)
ENERGY LOSS	1D3+EL
BMC	3

SLEEP TOUCH

The victim is placed into a deep trance by the Caster's touch. Nothing except the appropriate spell (Dispel/Banish or Negate Curse) or physical injury can wake him before the duration ends.

When the duration ends the affected person is groggy for one day per strategic turn that he was asleep. He must add the EL of the spell to all rolls and his MR is reduced 10% (RD). A Cure Disease spell of any EL can cure this lethargy.

EXAMPLE - A sorcerer is affected by an EL5 touch. The next day (two strategic turns of sleeping later) a Negate Curse spell wakes him. He is lethargic for the next two days but is saved from another two days of slumber.

DURATION	EL + 1 strategic turns
BMC	1

SLIME

ALIGNMENT - Chaos

The spell creates a pool of acidic slime from the earth. Anyone within the area sinks into the pool and is attacked. Hits scored by the semi-animate liquid consume metal objects and damage animate ones. The spell's **EL+2** is the **BL** for its attack (roll on the combat table).

If a metal item is magic each hit scores one hit. Each hit reduces the **FV** of a Weapon, or the **AV** of armor, by one. When the value reaches zero, the item is dissolved. For other Metal objects, including non-magical weapons and armor, a hit dissolves it totally.

EXAMPLE - A soldier is wearing non-magical chainmail and carrying a magic sword. Both are hit by the slime. The sword's FV is reduced by one. The chainmail is completely destroyed.

The pool grasps at those in it. The Strength listed is the Strength required to move 1". Per 50% (RU) increase over this the victim can move an additional inch. If his total Strength is more triple that of the pool he moves as normal. If the pool's strength is greater than his, the target is not able to move and is slowly drawn down into the pool.

DURATION	2 turns (<i>EL factor applies as a power</i>)
MDV LIMIT	(EL+1)*3 (<i>The limit applies for inanimate objects. Animate creatures suffer damage regardless of MDV</i>)
RANGE	EL+1"
AFFECT AREA	(EL+1)/2" (RU)
DAMAGE	1D6+EL per phase (<i>Scored on animate creatures</i>)
STRENGTH	(EL+1)*5
DEPTH	(EL+1)*6 inches. (<i>The physical depth of the pool,</i>

	<i>i.e. at EL 1 it is twelve inches deep)</i>
PERSISTENCE	EL+1 phases *
BMC	3

* The number of phases the acid continues to have its affect unless an affected object or person is totally immersed in water after exiting the pool.

NOTE— *The Caster selects a center point anywhere within his Range. The Affect Area radiates from this point. If the Caster is within the area he CAN be affected. The slime cannot affect any being that is immune to acid.*

Slime is semi-animate. Once attached to an object it begins to creep up his body and along his limbs. It advances EL+1 inches up the victim's body each phase. In doing so it insinuates itself into any crack or crevice. Its only goal is to consume. Slime is immune to Astral Fire. It can affect creatures with Earth Powers.

SMOKELESS FLAME

ALIGNMENT — Elder

A flame of incredible intensity drawn from the essence from which Fire was born. Success damages the target. Abysmal Failure damages the Caster. The spell has no effect on Creatures with innate Fire Powers, Elementals of Fire, Jinn and Ifreet. It is cast under the restrictions specified for FIRE DART in Fire Powers. Multiple blasts are not possible. The factors below apply:

RANGE	EL+1"
DAMAGE	3D10+(EL*4)
BMC	4

EXAMPLE — At **EL4** the spell does **3D10+16** hits.

NOTE—*No smoke is given off by this flame or damage inflicted by it.*

Sound Powers

ALIGNMENT — Sidh

SONATA

SONIC DESTRUCTION

SONIC BLAST

SONIC TRUMPET

SONIC BOOM

SONATA

The spell fills the affect area with eldritch music. The affect varies with the type of music selected. Four basic forms are listed below. Feel free to add others.

MUSIC TYPE	AFFECT
Peace	As for the Law Music spell
Healing	Everyone in the area heals 1D3+EL hit points
War	EL/2 (RU) is added to a warrior's expertise
Mystic	EL is subtracted from Sidh Magic success rolls and added to the MDV of Sidh Magicians in the area.

The Caster may cast other magic after this spell goes into effect. If he leaves the area of affect, dies or is knocked unconscious, the music stops.

NOTE — Peace and Healing affect EVERYONE in the area, friend and enemy. War and Mystic only affect those with a Sidh tie of some kind. For war they must be a member of the Sidh or acknowledged friend of the Sidh. For Mystic they must be a Sidh Magician.

RANGE	EL+1 (a radius)
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DURATION	(EL+1)*3 turns
BMC	2

NOTE - There is no limit to the affects possible with this spell. Music is an integral part of the Sidh mystical tradition. The player's imagination, and Referee sufferance, are the only limiting factors.

SONIC BLAST

This spell creates a wave of ultra sonic frequency from the caster's mouth. The wave can be felt and disrupts living tissue. It is cast on a specific target. The main effect is to stun the person. He is helpless to perform actions if affected. There is also some damage. The main damage is to the ears and eardrums that can cause permanent deafness.

The MDV of the target applies in resisting this spell. If the spell succeeds the person is stunned if the caster rolls a Hit (Shield hit counts as Hit) or better on the combat table using **MEL+EL** as the OCV. If no hit occurs the person is not stunned but does feel a tremor from the spell while taking no damage. During the time he is stunned the target may not take any action.

RANGE	(EL+1)"
DAMAGE	1D3+EL (<i>damage taken if affected</i>)
TIME STUNNED	EL+1 phases
DEAFNESS CHANCE	(EL-1)*5% (<i>if zero or less there is no chance</i>)
BMC	3

OPTIONAL - The victim may roll Will to move slightly or defend himself when stunned. Success allows movement at MR - EL. He adds EL*2 to any actions taken. The creature must have an Intellect rating of at least FIVE to take this roll.

EXAMPLE - A MEL5 Wizard casts an EL4 Sonic Blast on an Ogre. The spell range is 5". It does 1D3+4 points on impact. If the wizard rolls using an OCV of 9, and hits, the ogre is stunned for 5 phases.

SONIC BOOM

This spell increases the caster's voice to a booming level. It allows him to project over a great distance. The caster can choose to speak using the heightened voice or normal voice during the spell. It is used as a presence attack to intimidate enemies or influence people. In an appropriate situation, the caster's enemies may be required to take a morale roll. If they fail to make it, they flee.

RANGE	(EL+1)*10" (<i>Radius where voice is heard</i>)
DURATION	EL+1 turns
BMC	1

SONIC DESTRUCTION

Sonic Blast and Sonic Trumpet affect animate tissue. This spell acts like the basic Destruction spell. It uses sound waves to damage an object's resistance value (hit points). Once the object reaches zero resistance or less it crumbles. For hard structures like metal or iron the listed damage is reduced 50% (RU). When the selected target is destroyed the caster can end

the spell. Otherwise it lasts until the duration ends. Magical structures use their MDV in resisting.

RANGE	(EL+1)*2" (60 degree cone)
DURATION	EL+1 phases
DAMAGE	1D6+EL
BMC	6

EXAMPLE - A wizard is caught behind a wood door, which has a resistance of 8 points. He casts EL3 Sonic Destruction. It will cause 1D6+3 points of damage per phase and last 4 phases. He should destroy the door in 2 phases.

SONIC TRUMPET

This forms the Sonic Blast affect over a ranged area and can affect multiple targets. A Hit as for Sonic Blast must occur to affect each target. The Caster must be facing targets to affect them. Solid objects can obstruct the sound waves and protect from the spell. To do so their resistance or AV must be at least equal to the spell's **EL*2**.

RANGE	(EL+1)*2" (60 degree cone)
DAMAGE	1D6+EL
TIME STUNNED	EL+1 phases
BMC	4

SOUL SIGHT

ALIGNMENT - Shamanic

Success can yield the following information:

- A) The basic orientation of the target.
- B) Whether the target is a magic-user.
- C) The basic emotion the person is experiencing.
- D) Whether the person is lying.
- E) Whether the person has innate magical ties or talents and what they are.
- F) A reading of the person's Probable Intent.
- G) Whether the person is possessed or otherwise plagued by Supernatural forces and what is responsible.

All persons in the affect area are readable. The time required to read for each item above, per person, is 1 phase.

RANGE	(EL+1)/2" (A radius)
DURATION	(EL+1)*2 turns
BMC	2

NOTE - If the spell works it works for everyone in the area. MDV does not apply unless the target is a magic-user and knows what the Shaman is doing. To make a reading, the Caster must be able to see the eyes of each target.

SOUL SIGHT

ALIGNMENT - Shadow

The Caster reads the soul through the shadow. The affect is as for the Shamanic spell of the same name. The spell is sometimes used with Deadly Shadow to curse enemies.

BMC	2
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SOUND SPHERE

ALIGNMENT - Chaos

The spell creates an area filled with a cacophony of infernal sound. Anyone in the area has a chance to be affected. Those that are suffer EL+1 squared days of deafness and roll their Will. If they fail the roll, no partial success allowed,

they suffer Insanity at 1/2 the EL of the Sound Sphere (RD). An EL0 spell is not capable of inflicting Insanity.

The caster is not immune to the affect of this spell unless his lifeform is. If he casts the sphere such that he is in its radius, he must roll to be affected.

RANGE	(EL+1) * 2
SPHERE RADIUS	EL (If zero the sphere affects one individual in the target hex)
DURATION	(EL+1) * 3 (Phases Version 1, Turns Version 2)
DISTRACT MOD.	EL
BMC	6

IMPORTANT - Demons, Beasts and any being with demon or beast blood are immune to this spell.

OPTION - The spell may be cast at 1/2 the listed BMC. When it is used in this manner it is a tactical diversion. Persons entering the sphere hear strange sounds from random directions. Now and then voices shout from nowhere. Used in this manner, the spell disrupts the concentration of people, strikes fear into animals, etc. No magic-user may cast magic while affected by the sphere without making a Will roll. Others add the Distract Modifier to any roll they take while they are in the sphere.

SPEED

ALIGNMENT - Varies

This spell increases the **PMR** of the person affected. When the Caster casts it on himself he subtracts 20 from his success roll in addition to normal modifiers. The increase gained can never be more than quadruple the current **PMR** of the person it is cast on. If your current **PMR** is 1 an **EL9** spell increases it to 4.

RANGE	Touch
DURATION	(EL+1)*3 turns
PMR INCREASE	EL+1
BMC	1

EXAMPLE - If the warrior affected has a **PMR** of 2/2/2/2, and an **EL2** spell is used, **PMR** is increased to 5/5/5/5 for nine tactical turns.

NOTE - *This spell is for tactical ground movement. It does not apply for strategic movement and grants no ability to fly or walk on water.*

OPTIONAL - The Referee may allow a strategic version of this spell. If so, the cost is four times normal. Those affected move **(EL+1)*3** miles farther in a strategic turn. Any who fail a Stamina roll after doing so are fatigued for a strategic turn.

SPIRIT CAGE

ALIGNMENT - Shamanic

The spell allows the Caster to create a cage that imprisons the spirit affected. The Caster must have a wicker cage to use as the foundation of the spell. If it succeeds, the spirit is trapped inside.

Spirit Cage is cast at a specific target. It has no effect on corporate spirits. It only affects spirits that are not in a body. To steal a person's spirit, the Shaman must sever its tie to the body. See Spirit Death.

The Shaman can communicate with any spirit he imprisons. A Communicate spell is required to do so. If it is attempted and fails, the Spirit escapes from the cage. Once a spirit is caged, the caster must spend one mana point per day to keep it there.

RANGE	EL + 1" (<i>Distance Shaman is from the spirit to be caged AND maximum distance he can be away from the occupied cage and still maintain the prison</i>)
BMC	8

SPIRIT CORRUPTION

ALIGNMENT - Dark Elder

The spell may only be cast in a purified area on a bound, naked target. On success the victim's soul is corrupted. Until a Negate Curse spell cancels the affect he is owned by the power of Kototh. He will, in every way possible, operate as normal for an intelligent Kotothi creature.

Cast at double cost, the caster may specify the type of creature the victim must emulate. He may assign the nature of any Kotothi race that he has personal experience with. If he has never encountered a member of a race, it may not be used with this spell.

NOTE - A person affected by this spell is required to view the caster as his or her master. They will never attack him and must obey any command he gives.

BMC	8
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SPIRIT DEATH

ALIGNMENT - Shamanic

The spell severs the tie of a spirit to its body. As a result of success the spirit wanders searching for its physical self. While the spirit searches, the body is comatose and suffers from Disease at the **EL** of this spell.

The Shaman must create a fetish that contains elements of the intended victim's anatomy, i.e. hair, nails, etc. The person must be asleep when the spell is cast. If he isn't the spell fails. If he is awake and aware of the Shaman's attack the result is an abysmal failure.

In all cases, if the spell fails, the fetish is worthless for any further attempts. A new one must be created to re-attempt the spell.

OPTIONAL - The Referee may allow severed spirits a chance to find their body. The base chance per day equals their **MDV**. If the body dies before they find it they become Spiritual Edimmu or Ghosts. If they roll MDV or less they are Edimmu. If not they are ghosts.

RANGE	2" (<i>EL applies as a power. The distance the Shaman can be separated from the body for the spell to work AND for the spirit to be restricted from finding it</i>)
DURATION	Until death or until the body is found
BMC	6

NOTE - The Spirits operate on the metaphysical plane that Shaman's induce their consciousness into with the Orient Self spell. They are trapped there unless they can focus on their body to draw themselves out of it.

DURATION	EL+1 phases
RANGE	EL+1" (A diameter)
DAMAGE	1D6+EL (Scored each time a target is affected)
BMC	4

NOTE – The Caster is always the center of this effect. He is not affected by it in any way. If he casts any other magic or moves the spell ends.

THUNDERHEAD

The spell creates a localized Thunderstorm. It may only be cast in open air. Regardless of the casting cost the time to marshal the forces of the air, after the spell succeeds, equals 10 minus **EL** turns or 2 phases, whichever is greater.

Thunderhead strikes the entire area with Wind, 50% of the Caster's **EL** in this spell (RD). The Caster may cast Lightning Bolts from the clouds. Success kills any target that is not immune to Storm Powers.

RANGE	2" (EL factor applies as a power. A diameter)
DURATION	EL+1 turns
BMC	8

EXAMPLE – An **EL4** spell forms 6 turns after it is cast. The effect area has a diameter of 32". The Duration is 5 turns. The Caster may call one Lightning Bolt per turn. He also controls **EL2** winds to use against anyone in the area.

NOTE – The spell requires that the Caster have open access to the sky. It may not be used otherwise. The winds may enter enclosed areas. The Lightning may not be used against persons that are not exposed to the sky.

WIND

The spell slows or fells opponents of the Caster. The Range is the distance the wind can be away from the Caster and retain effectiveness. The Damage is the subtraction from the target's **PMR** when the winds blow.

If the resulting **PMR** is 0 the target may not move. If it is negative he is blown over. Per 10 points of strength (RD) the victim negated 1 point of the reduction. All persons in the effect area are subject to its affect.

RANGE	(EL+1) * 2"
DURATION	2 phases (EL factor applies as a power)
DAMAGE	EL+1 (The reduction in PMR)
BMC	2

EXAMPLE – **EL7** winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has **PMR** 2/2/2/2 and Strength 92. Jaxom has **PMR** 3/3/3/2 and Strength 35. The spell has no effect on Vlad. His Strength negates it. Jaxom is bowled over. He can neither move nor stand.

NOTE – Once the spell is set in motion the Caster may leave it. If he casts other magic the spell is negated. He is never affected by his own winds.

OPTION – If the Referee determines that the area the winds blow over has a lot of loose matter, he can state that physical damage is inflicted. The hits scored equal the Damage listed above minus

two. Use the EL as an OCV. If the victim is still moving, his DCV applies. If he is standing immobile he has 50% of his DCV (RD). If he has fallen his DCV is zero.

EXAMPLE - For the EL7 spell above the damage is 8. If hits are possible, those hit take 6 points each time they are.

Strange Powers

ALIGNMENT -Balance

ASTRAL ILLS SIMULCRA

AUTOMATA

ASTRAL ILLS

The area is bathed with unnatural radiation. The result is a permanent reduction in Constitution and Stamina. In addition, the victim suffers the equivalent of Plague at the **EL** of this spell. If Stamina or Constitution is reduced to zero or less the victim dies. Any Constitution reduction affects the EnL of the person. **HPV** is also affected by the losses. Attributes that are reduced can be regained with a Negate Curse spell or priestly magic. They never return otherwise.

RANGE	(EL+1)/2" (A radius)
DURATION	EL+1 phases
ATTRIBUTE AFFECT	1D6+(EL*2) (Roll for both St and C. The losses are permanent)
BMC	8

NOTE - *The victim has a chance to be affected each phase that he is in the affect area. Once the spell fails he cannot be affected again in that encounter. While the spell is in effect the Caster may not move or cast magic. If he does he suffers Abysmal Failure and the spell is negated.*

EXAMPLE - A victim is affected on the first phase. On the second phase he rolls to be affected again and is. He takes the Attribute affect damage twice. On the third phase he is not affected. He no longer needs to roll. For the rest of the duration he takes the affect twice a phase for each attribute. He is also suffering from plague.

AUTOMATA

The spell is cast on inanimate matter. The effect allows the Caster to give that matter the ability to move AND the ability to follow and understand orders. They do not gain any power to communicate. They merely understand and obey when a Communicate spell is cast to speak with them.

NOTE - *The mode of movement depends on the physical form of the automaton. If it has no legs, it slithers. If it has legs, it walks. If it has wings, it can fly. The spell allows it to use what it has as best it can.*

The Caster must touch an object to animate it. To end the affect he must dispel it. At the end of the Duration specified the Automaton becomes uncontrollable and attacks the Caster. This is its first priority.

Only the Caster responsible for creating the Automaton can dispel it. No other magic-user may do so. For the Automata to be considered to be magic or enchanted the caster must cast Enhancement AFTER he forms the creation.

All Permanent Automata are magic or enchanted. Non-permanent ones are not and the listed duration applies for them. The Maximum Damage an Automaton can take equals the **EL times the Damage factor** listed for the material it is made from. Its AV is also listed there.

Damage Factor and Armor Value for Automata

Material	Damage Factor	Armor Value
Soft, Cloth	1/2	1
Wood, Leather	1	2
Metal	2	4
Stone	4	8
Magic Enchanted	*2	+EL

EXAMPLE – A Stone Golem, magically enhanced with an **EL** of 5, takes 40 hits and has an **AV** of 13. To chip it you must score 14 hit points.

Automata cannot be killed. The best that can be done without magic is to temporarily stop them. The spell is cast to animate a specific form. When their Damage has been scored that form is scattered. The Automata takes 1 turn per hit point to reassemble itself before attacking anew.

If any piece of it is taken the automaton follows the thief until it retrieves it. The Damage scored by an automaton in combat equals the normal armed values PLUS the creature's **AV**.

EXAMPLE – For the Stone Golem above a Normal Hit inflicts **1D6+13** hit points.

DURATION	2 hours (<i>EL factor applies as a power</i>)
BMC	13

The **OCV** and **DCV** equal the **EL** of the spell. The **MR** formula that applies is listed below.

Movement Rate for Automata

Form	MR
Legless	EL+2-CDF*
Legged	((EL+2)*2)-CDF*
Winged	((EL+2)*5)-(CDF*2)*

***CDF** equals Damage Factor in the table above. If the Damage factor is less than one, use a CDF of zero in the MR formula.

If the **MR** derived from this formula is zero or less, the magic-user cannot create a mobile automata of that type at his **EL**. The automaton can move its limbs but it does not move rapidly enough to have an effective PMR. (The Referee can allow it to have an **MR** with movement of one allowed every second turn.)

EXAMPLE – The **EL5** Stone Golem, **CDF8**, has an **MR**, for a legged creature, of $((5+2)*2)-8$, 6 hexes per turn.

NOTE – *MR is the Movement Rate for the tactical turn. The Damage Factor is listed in the table above and is based on the material the Automata is made from.*

SIMULCRUM

The spell creates a miniature replica of the Caster that is tied to his life force. Any hostile physical affects the Caster suffers pass into the Simulcrum. While the Simulcrum remains active, the Caster is immune to age and physical damage.

A Simulcrum is limited in the total damage it can take. The Simulcrum also has a 24 hour limit. If either limit is exceeded he dies. If the Simulcrum dies, the Caster passes out for one hour per $(EL+1)*2$ of the spell that created it.

Damage scored DIRECTLY on the Simulcrum of a person is passed to that person, not suffered by the Simulcrum. Used in this way it causes the simultaneous effect of a PAIN and DISEASE spell at the **EL** of the spell that created the Simulcrum. Neither is curable as long as the Simulcrum is under attack.

To create a Simulcrum requires a purified altar, the blood of the Caster and a special essence that can only be decanted from Mandrake. Without all three it cannot be made. No person may be tied to more than one Simulcrum at one time.

RANGE	2 miles (<i>EL factor applies as a power</i>)*
TOTAL DAMAGE	$20+(EL*5)$
24 HOUR DAMAGE	$10+(EL*3)$
BMC	9

* Either for attack or normal use. This is the maximum distance the Caster can be separated from the Simulcrum and gain its benefits. If he is separated by more than this distance for more than $(EL+1)*24$ hours the Simulcrum dies.

SUMMONING

General

This spell allows the Caster to summon supernatural forces. (*This includes all forces native to the Upper World, Tonahs and other Guardian spirits, Spiritual forces and Elementals*). When the spell is learned the Caster knows the rites for summoning forces of his orientation. If he is Law-oriented he can summon Law forces. The spell must be learned separately for each alignment.

If a creature is summoned without knowledge of the correct rites its **MDV** is doubled in resisting. Failure indicates that it does not come. On Abysmal Failure it comes, automatically breaches the Caster's defenses and attacks. (*The Caster defends as a target that is unable to move*). The force summoned arrives in $1D6*Contact\ Level$ phases (if it comes). If the Caster casts any other magic during this period he loses control over the force and may be attacked if it chooses to do so.

The Range specified is the maximum distance away from the Caster the force may appear at. The Caster places it, as he desires, within this area. For a creature to be summoned it must have a listed Contact Level (**CL**) that is a numerical value.

RANGE	EL
MAXIMUM CL	$EL/3$ (RU)
DURATION	$((EL+1)*2)-CL$ turns (<i>The number of turns the Caster may maintain control. If the force is not dispelled before this period ends it will attack if it wishes</i>)
COST PER ENTITY	Mana Cost*CL (<i>The cost to summon one member</i>)
NUMBER SUMMONABLE	$(EL+1)/2$ (RU)

BMC	7
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NOTE – If control of a supernatural force is lost the Caster may attempt to influence it. If he has a fanatical tie with its alignment he may be attacked but will not be killed. At most "his superior" punishes him for effrontery.

All influence attempts require that the Caster promise the force something of greater value than him. Failure to provide the promised item within EL+1 weeks results in the death of the Caster at the hands of the betrayed force. In all Summoning attempts where more than one entity is summoned all entities summoned must be members of the same force.

EXAMPLE—A magic-user summons three entities. If one is an Alal all three are.

SUSTENANCE

ALIGNMENT – Law

The spell creates edible food from inedible matter. If the matter is Poisonous, the food retains the Poison. (Turkey formed from Arsenic has food value and is poisonous).

The Duration of the spell is the number of hours the change lasts. If the food is eaten before this time expires it is fully nutritious. If the Duration expires first, it returns to its former state.

The spell requires that the caster have a weight of matter equivalent to the weight of the food he wishes to create. The matter must be within his range to be affected. (The standard food point weighs 1/4 pound).

RANGE	(EL+1)/3" (RD) (<i>A radius. If zero he must touch what he wishes to change</i>)
DURATION	2 hours (<i>EL factor applies as a power</i>)
FOOD CREATED	2 Food Points (<i>EL factor applies as a power</i>)
BMC	1

SWEETEN WATER

ALIGNMENT – Elder

The spell turns seawater, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not the spell fails.

DURATION	2 hours (<i>EL factor applies as a power</i>)
ABILITY	2 ounces (<i>EL factor applies as a power</i>)
BMC	1

NOTE – At the Referee's discretion, the Caster may use this spell at double cost to change any fluid into drinkable water.

TANGLEVINE

ALIGNMENT – Elder

The spell creates an area of intense plant growth that catches any creature within its area of affect. Targets in the area take a D roll. Success allows them to move half their PMR (RU) and not be entangled. Partial Success lets them move 1" before being entangled. Failure snags them. Unless the move carries them out of the affect area they are automatically snagged on the second phase.

Once snagged, a person must break free with main strength. Roll S - the listed strength for the EL cast. Regardless of the EL all targets may roll a chance for Partial Success. Success

allows him to free himself and move one hex. Partial Success grants a -20 modifier on the next roll. Failure does nothing. After a target breaks free the spell must roll a new success roll to snag him again. If not, he may move his full PMR.

The caster may use other magic while this spell is in affect. If he enters the area he can be affected by his own spell.

RANGE	(EL+1)*2"
AFFECT AREA	EL+1"
DURATION	(EL+1)*10 phases
STRENGTH	(EL+1)* 5
BMC	1

IMPORTANT - The D roll above is not allowed if the target is ambushed or unaware of the Wizard. He must have the wit to realize the threat to get this chance. The vines do not inflict damage of any kind. At the end of the duration, they turn to mist and disappear.

TELEKINESIS

ALIGNMENT - Law

This spell lets the caster move objects with his mind. The weight limit is how much he can lift. The caster must concentrate on the object. If his concentration is lost or he is damaged the object falls and the spell is broken.

DURATION	EL+1 turns [<i>How long spell lasts</i>]
WEIGHT	(EL+1)*5 pounds [<i>How much object can weigh</i>]
PMR	(EL+1)/2 (RU)
BMC	4

EXAMPLE - A caster needs a key in a desk drawer he can see to escape a jail cell. He casts an EL1 Telekinesis spell. He can lift and move objects weighing 10 pounds or less. He opens the drawer and lifts the key. If he knows it is specifically on top in the drawer the key will move. If it's under a folder or something the caster has trouble. The key will float toward him once he can grab it.

OPTION 1 - This spell may be cast at double cost to lift or strike animate objects. When it is the weight limit is (EL+1)*30 pounds and may be used to lift one being. It may be used to project force against a target. Said "punch" is a subdual attack that scores 1D6+(EL*2) hits. Per ten scored (RD) one point of real damage is inflicted.

EXAMPLE - At EL7 the caster can lift 240 pounds and his telekinetic punch does 1D6+14 points of subdual damage.

OPTION 2 - Cast at triple cost this spell can move **(EL+1)*2** objects that weigh no more than **(EL+1)/2** pounds each. An example might be to move 10 Daggers straight toward an enemy. Used in this manner the force of the blow is as if a Strength bonus of **EL/3 (RD)** is being used. His line to hit on the Combat table equals his EL.

Telepathic Powers

ALIGNMENT – Chaos

CONTROL
EMOTIONAL EMPATHY
MIND BURN
MIND READING

MIND SHIELD
MIND SEARCH
SENDING
SUGGESTION

CONTROL

All parameters are as for Fascination. If the control lapses the caster subtracts **10+EL** from his roll when he attempts to regain it.

Once control is gained the caster may refine his hold if he wishes. Doing so requires an altar purified for Chaos magic and success casting this spell at double cost. If he succeeds, the caster's control of the victim is not obvious. The person appears to have free will but must do whatever the caster commands.

MIND BURN

The spell destroys the mind. The Damage listed is subtracted from the current Intelligence, Will, Empathy and Eloquence. If any are reduced below one the Caster gains control of the target's voluntary muscles. While the Duration lasts he may do what he will with them.

When two are reduced below one the caster controls the victim's mind as well. If this level of control is achieved the caster may recast against him. If the caster succeeds, the victim is his mindless thrall until he lets him die. He obeys any order, including suicidal ones, without question or delay. Reduce the victim's mental attributes to zero.

DURATION	EL+1 phases
DAMAGE	(EL+1)*3
RANGE	EL/2" (RD) <i>(When the range is zero touch is required)</i>
BMC	4

EMOTIONAL EMPATHY

This spell projects a sense of empathy to those in the affect area. It can be used in many ways. The MDV of each target in the area is used to resist the spell. The spell sends emotions to the subconscious of the targets but does not directly influence them. The target reacts based on those emotions. Only one emotion can be sent at one time. The referee decides the actual effect.

RANGE	(EL+1)*2" <i>(Radius)</i>
DURATION	EL+1 turns
BMC	3

EXAMPLE - A wizard sees a mob that has trapped a felon in a barn. The mob is considering actions. He casts an EL3 Emotional spell to send hatred. The mob burns the barn down.

MIND READING

The spell allows the caster to read the thoughts of others in his range. He must see the person but is not required to have eye contact. If there are obstructions in the way he can't read the target. The spell reads the immediate thoughts of the target. From this information intent and motivation can be gained.

If the person is a magic user MDV is used to resist the spell. He will feel himself being read. There is no resistance for non-magic users. Success reads the immediate thoughts. Failure gives nothing. Abysmal gives flashes of old or irrelevant thoughts.

RANGE	(EL+1)*2" (<i>Radius, must see target</i>)
DURATION	EL+1 phases
BMC	2

MIND SEARCH

The Caster can detect the presence of other minds, their relative intelligence and whether they use magic. The Range represents the sides of a 60 degree cone. Any creature within this area is found by the spell if it succeeds. Non-magical obstacles do not impede the Range. Magical ones block it.

RANGE	EL+1"
BMC	1

MIND SHIELD

The spell cloaks the mind of the Caster. A mind so protected cannot be detected by Telepathy or read by Soul Sight. It resists Mana Reading and Sensing completely. The spell may only be cast on the Caster himself or a mind he has contacted telepathically. The Maximum **EL** the spell cloaks the Caster against equals the **EL** cast.

DURATION	2 hours (<i>EL factor applies as a power</i>)
BMC	3

SENDING

The parameters are as for Communicate except there must be a common tongue for meaningful communication to take place. If not, the Caster only picks up surface emotions. Once the Caster has contacted a mind in this way he subtracts 20 from his roll to do so again and 10 from the roll to use any other Telepathic Power on it.

Range for the first touch is as for Communicate. Once a mind has been touched the Caster can contact it at the Range values specified below.

NOTE - Where a rule specifies that an advantage is gained if you have contacted someone telepathically, this is the spell you must use to gain that advantage.

RANGE	2 miles (<i>EL factor applies as a power</i>)
DURATION	(EL+1)*10 turns
BMC	3

SUGGESTION

The spell allows the Caster to force the victim to perform **EL+1** Specific Actions. The Suggestion implemented may not be an order to commit suicide. Each must be a command that can be stated in **EL+3** words or less.

Implanted suggestions are carried out in order. They consume whatever time is needed to complete them. The effects are up to the discretion of the Referee and the imagination of the Caster.

With Intelligent Creatures, the **MDV*2** is added to the Success Roll. If the spell succeeds, the number of suggestions listed above are reduced 50% (RD).

EXAMPLE – At **EL2**, a dumb creature can be given 3 suggestions. An intelligent creature can be given 1.

RANG E	EL+1"
BMC	5

TERROR

ALIGNMENT – Chaos

Victims of the spell flee directly away from the Caster for the duration of its effect. The person is either fully affected or totally unaffected. Beasts of Chaos do not flee. They will subtract the **EL** of the spell from any combat rolls they take while in its area of affect.

RANGE	(EL+1)/2" (<i>A radius</i>)
DURATION	2 turns (<i>EL factor applies as a power</i>)
BMC	2

EXAMPLE – Vobal of Salaqara is affected by an **EL8** version of this spell. He flees directly away from the Caster for 512 tactical turns (about an hour and forty minutes).

THEFT

ALIGNMENT – Chaos

The spell, if successful, finds the item specified and brings it to the Caster. For the spell to succeed, the Caster must know the appearance of the item AND its exact location. If either is off by the slightest amount the spell fails.

Theft can only be used to take inanimate objects. If the property belongs to the Caster he subtracts his **MEL*2** in addition to the normal **EL** modifier IF he was the last person to touch it.

The spell cannot affect any item that is magical in nature or that is protected, or warded, magically. If it is attempted in these cases the result is automatically abysmal.

NOTE – This spell is a special purpose summons that compels a minor imp to go get the item in question. It may not be cast in such a way that the theft is contested. If it is, the spell fails and the imp's masters are angered.

RANGE	2" (<i>EL factor applies as a power</i>)
BMC	1

Time Powers

ALIGNMENT – Varies

CURE AGE TIME TRAP
 TIME SLOW TIME TRAVEL
 TIME STOP

CURE AGE

The spell reduces the physical age of the target and temporarily increases his Constitution rating.

RANGE	Touch
DURATION	EL+1 months
C INCREASE	(EL+1)*2 (<i>Constitution increase</i>)
AGE EFFECT	2 weeks (<i>EL factor applies as a power</i>)

BMC	7
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NOTE – The Age Effect is permanent. The Constitution Increase lasts for the Duration specified. If the spell is cast on the same target more than once during the Duration, and both succeed, the total increase in Constitution + decrease in Age is the chance the victim dies.

EXAMPLE – EL3 Cure Age affects Oom. His C temporarily increases by 8. His age is reduced 16 weeks. The affect duration is four months. A month later he is affected again. He loses another 16 weeks of age and gains 8 Constitution. He also has a 48% chance of dying. (24 for each success)

TIME SLOW

The spell slows the passage of time for entities affected by it. Its Range is expressed as an affect radius. The Percentage Reduction is the amount the victim's **MR** is reduced. The Roll Modifier is an amount victims add to all attack rolls in combat.

RANGE	(EL+1)/2" (A radius)
PERCENTAGE REDUCTION	EL*5% (The MR reduction (RD))
ROLL MODIFIER	(EL+1)
DURATION	EL+1 turns
EXEMPTIONS	EL (The Caster is automatically exempt)
BMC	6

EXAMPLE – **EL6**. The spell has a radius of three and a half hexes and lasts for seven turns. The Caster can exempt up to six people. If it affects a creature with an **MR** of twenty, the creature must add seven to all attack rolls. It moves with an **MR** of thirteen.

TIME STOP

The spell stops the flow of time for those affected. They experience no passage of time while they are in the affect area. They are literally frozen in place. As new creatures enter, roll to see if they are affected each phase they remain within it.

All unaffected creatures move normally. If an exempted person leaves the area of the spell he loses his exemption. If he returns, he can be affected.

The spell is negated for any affected target if he is touched in any way by an unaffected one (hitting someone with an arrow counts as touching). They may not be affected again without recasting the spell.

Time Stop affects both animate and inanimate objects. (An arrow fired into the area stops in midair until the spell ends). The spell is blocked by any physical obstructions of a non-organic nature. Only creatures the Caster can see can be affected. If he casts any other magic during the Duration, or suffers physical damage, the spell is negated.

RANGE	(EL+1)/2" (A radius)
DURATION	EL+1 turns
EXEMPTIONS	EL
S	
BMC	10

NOTE - The Duration is the number of tactical turns the spell remains in effect. Victims are affected only so long as they are within the Range. The affect moves with the Caster if he moves. He is automatically exempt.

TIME TRAP

This spell can be cast on any creature that is affected by a Time Stop spell, i.e. is currently under its influence. If it succeeds the victim is locked into null time. Until it is dispelled, he is unaffected by the flow of time. He will be immobile and totally oblivious to what is happening around him.

If a victim is touched after the effect begins he is freed from its grasp. The spell is cast at a specific target. The Duration is the time he is trapped in null time.

RANGE	Touch
DURATION	2 weeks (<i>EL factor applies as a power</i>)
MDV LIMIT	(EL+1)*5
BMC	12

TIME TRAVEL

The spell allows the Caster, and any persons included, to move forward or backward in time. If the Caster does not choose to travel when the spell is cast the cost triples.

RANGE FORWARD	2 minutes (<i>EL factor applies as a power</i>)
RANGE BACKWARD	2 months (<i>EL factor applies as a power</i>)
INCLUSIONS	EL/2 (RD)
BMC	15

NOTE - To be affected every person included must be in physical contact with the Caster.

Per person included, the full Mana Cost required to cast the spell must be paid.

EXAMPLE - If two persons travel with the Caster of an **EL4** spell the cost is 3 times that stated. Multiply the base cost times the number of people making the journey.

TONGUES**ALIGNMENT - Elder**

The spell allows the Caster to communicate with ANY animate or inanimate object he touches. The quality of the conversation, and the knowledge available, varies with the awareness of the item.

EXAMPLE - If seeking information about a person that passed by, it is better to ask a bird than a rock. The bird may have noticed something. The rock could care less.

If the spell is cast at double cost the Caster can serve as a conduit to allow a person that is in contact with him to question the item.

If he casts the spell at FIVE times cost, and rolls less than **Will + Empathy**, he gains the Language the spell is cast for at a starting **EL**. From that point on he is not required to cast magic to understand it.

IMPORTANT - When the spell is cast with extra Mana neither the Range nor the Duration are affected.

DURATION	(EL+1)*2 phases
RANGE	2" (<i>EL factor applies as a power, a radius</i>)
BMC	4

For a Caster to talk to something with this spell, the entire entity must be within the Range of the spell. If not, its

speech is only partially intelligible. The spell in no way compels the object affected to talk. The Caster must cajole it into doing so if it is not willing.

TRACKING

ALIGNMENT - Law

The spell allows the Caster to unerringly track any intelligent creature. When the creature's path is within the Caster's Range he sees it as a faint glow.

The Caster must possess an item that was in contact with the person up to 72 hours before the spell. If he has a part of the person's anatomy, i.e. hair, blood, etc. he may subtract ten from the success roll.

The Success Roll is taken each day. While the Caster is under the influence of the spell he cannot tire. He may move and cast any magic he desires.

If the spell is cast at three times cost it reveals the present location of the target. This effect yields the distance away and the direction to travel to get there by the shortest route. Cast in the extended form, the Range is unlimited and the Caster must pursue the target. He permanently loses 2D6 energy if he does not.

RANGE	2" (<i>EL factor applies as a power</i>)
BMC	1

TRANSLOCATION

ALIGNMENT - Neutral

This spell is a potent strategic movement cantrip. It allows the caster, and those he includes, to instantly move from one point to another. As for the teleport spell, the caster must have precise knowledge of where he is going. Unlike teleport, this spell is not usable unless he does.

NOTE - The knowledge needed means the caster must have been there, cast knowledge to learn the details or has drawn the information required from the mind of someone who has it.

Unlike Teleport, this spell may be cast to send others ONLY. When it is cast in this manner the Range to the targets sent equals the Caster's EL. The number of people he can send equals the inclusions possible for the EL cast. All other restrictions are as specified above.

OPTION - The Referee may allow the caster to use this spell to defend against an enemy. In this case, he may send blind. The people sent travel in a random direction at 1/10th the range specified for the EL (RD). The BMC to cast the spell in this manner is FIVE. When it is so used the error chance listed for the Teleport spell applies.

RANGE	(EL+1) squared * 40 miles
INCLUSION S	EL (<i>the caster is included automatically if he chooses to be</i>)
BMC	10

EXAMPLE - At EL8 the caster and/or eight others can travel (9*9)*40 = 3240 miles. If the option is allowed, he can send up to eight enemies 324 miles in a random direction.

TRANSMUTATION

ALIGNMENT - Varies

The spell changes the shape of objects other than the Caster. It can affect animate and inanimate forms. If the spell is cast such that animate creatures take inanimate forms the Caster adds 10 to his success roll in addition to the target's **MDV**. He may cast it to make an inanimate object animate. Any attempt to do so adds 15 to the roll.

Victims of this spell have the physical attributes of the new form in every detail. Mentally, inanimate objects changed are totally unintelligent. Animate objects have the intellect they had in their normal form.

EXAMPLE - A Rock that is changed into a horse has the intellect of a rock and runs like a horse. A Man turned into a table has the physical attributes of a table and the intellect of a man.

The Duration is the number of hours the change lasts. The Extensions are a number of times it can be extended at its **EL**. Each extension requires an additional five Mana points. All that are to apply must be cast when the original spell is cast.

Dispelling - The Caster can automatically dispel it. Any other magic-user that attempts to do so adds the **MDV** of the spell to his roll. If he fails the failure is Abysmal.

DURATION	2 hours (<i>EL factor applies as a power</i>)
EXTENSION S	EL/2 (RD) (<i>Each extension has the Duration of the basic spell</i>)
RANGE	EL+1"
BMC	8

EXAMPLE - A Mage, **EL7** in this spell, is angered at Aldwulf the Black. He casts his spell with all 3 extensions he is capable of. Aldwulf takes the form of a Snail for 256+(256*3) 1024 hours (Around 45 days).

IMPORTANT - Any person in a form that is not capable of using magic may not use magic while affected. Any form that does not have hands or the power of speech, i.e. speech that is normally understood to be language, without the use of magic, is incapable of casting magic or talking.

The HPV of the person, when changed, is not modified. Otherwise he is the size of the creature he has become and has all normal attributes of that species.

EXAMPLE - Aldwulf is now a snail. He is a very smart snail who takes a lot of damage BUT he must act as a snail would.

OPTION - This spell may be cast at double cost. If it is, the caster may set limitations on how the victim operates in his altered form. There are no restrictions on what factors he imposes as long as the limitation/command is not, in and of itself, guaranteed to be fatal.

CHAOS ONLY OPTION - This spell may be used to alter portions of the target's anatomy instead of his entire being. It can be used to enhance the individual in various ways and/or punish him. The caster will state what he will change and how. Once he does, the referee determines what affect the change has on the victim. All rules listed above apply for this spell.

EXAMPLE - A Korchi governor is annoyed by his concubine's sharp tongue. He erases her mouth from her face. That done, he recalls that the God Emperor is expecting a report from him soon. He hands the scroll to a guard, adds dragon wings to his body, changes his left hand into a mace head and sends him to deliver the document.

ELDER ONLY OPTION - This spell may be cast at double power. When it is the duration is days instead of hours. The person affected has the intellect of the creature he is turned into. He will not be aware until the duration ends. At that time, he recalls everything he did as the thing he became. Used in this manner the spell may only change an animate being into another kind of animate being.

NOTE - Druids and priests of the more barbaric Elder faiths commonly use this spell as a punishment.

EXAMPLE - A Druid is brought to pass judgment on a poacher. He casts this form of the spell at EL5. The poacher is turned into a stag for 64 days. He is a deer in all ways, mentally and physically. If he survives, he knows all he did as an animal when he regains his true form.

Trap Powers

ALIGNMENT - Balance

BLADE SENTINEL

SHOCK WEB

FIRE BLAST

BLADE SENTINEL

This spell sets a trap of spinning blades. The blades spin in the affect area until the duration ends. The caster leaves daggers there. If none are left the spell is useless. The number of daggers left is the number of daggers used by the spell. It causes each dagger to fly in random directions to stab, cut and slice targets. The daggers have an OCV of **MEL+EL**. The trap activates when an affected blade is moved or touched.

DURATION 1	EL+1 hours [<i>How long trap remains in place</i>]
DURATION 2	EL+1 phases [<i>How long the blades spin</i>]
RANGE 1	EL+1" [<i>Radius of flying daggers</i>]
RANGE 2	(EL+1)*2" [<i>How far away trap can be set from caster</i>]
BLADE LIMIT	EL+1
BMC	3

EXAMPLE - A wizard leaves 5 daggers in a small room and casts an EL2 Blade Sentinel. Soon a guard finds them lying on the ground and goes to pick them up. Three fly around. He drops the dagger he touched and is attacked by three spinning blades. He will likely be hit and damaged before he escapes.

NOTE - If the person attacked can grab and hold a blade the spell is negated for that item. A Dexterity roll is required to grab one. To hold on the person's Strength must be (EL+1)*5 or more.

FIRE BLAST

This spell creates a blast of fire that ignites when a person enters the area. The trap flares on the first sign of movement in the area. It can ignite flammable objects. It burns out in EL+1 phases. Anyone that enters the area can be

damaged. After Duration 2 ends the trap disappears. The caster designates where the trap is placed. The area affect is Range 2.

DAMAGE	1D10+EL
DURATION 1	EL+1 phases [<i>of fire once set off</i>]
DURATION 2	EL+1 hours [<i>How long the trap can remain dormant</i>]
RANGE 1	(EL+1)*2" [<i>How far away trap is set</i>]
RANGE 2	EL+1" [<i>Radius of fire</i>]
BMC	4

SHOCK WEB

The spell creates a lightning trap. Once the trap is set off it fires bolts in a random direction and may hit targets. It emits 2 bolts per phase until the duration ends.

DAMAGE	1D6+EL
DURATION	EL+1 hours [<i>How long the trap will remain dormant</i>]
RANGE 1	(EL+1)*2" [<i>How far away trap is set</i>]
RANGE 2	EL+1" [<i>Range of bolts</i>]
BMC	3

Roll 1D6 to determine the direction the bolts fire. If anyone is in the line of fire, he has a chance to be hit. Use the **EL** of the spell as an OCV on the combat table.

Travel Powers

ALIGNMENT – Varies

INSUBSTANTIABILITY LEVITATE
INTERWORLD TRAVEL TELEPORT

INSUBSTANTIABILITY

The spell allows the Caster to WALK through material objects. While the Duration lasts he cannot suffer physical damage and may not cast other magic, except for Travel Powers. If a creature that drains the EnL, or a spell that does so (without taking blood), attacks him the affect of the attack is doubled.

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends, he will die. The Movement Rate while affected is **MR+EL**.

This spell does not confer special movement abilities. Unless the caster also casts the Levitate spell, or originally casts this spell at three times the normal Mana Cost, he may not move in any way he could not if he was solid (except that he may pass through physical obstructions such as walls, doors, etc.).

To alter his position higher or lower, without a clear path of access such as a staircase, requires additional mana or the successful casting of Levitation. Only Travel Powers may be cast while Insubstantial.

DURATION	2 turns (<i>EL factor applies as a power</i>)
BMC	2

NOTE – *The Referee may allow the Caster to affect others. If you do, contact with the Caster makes the person touched insubstantial for as long as the contact is maintained. Unless the Caster is also affected by Flight, Levitation, etc., he may not fly or levitate.*

INTERWORLD TRAVEL

The power to enter the Lower, Middle or Upper World. The spell is learned for each world. A person in the Lower World may only travel to the Middle. A person in the Upper World may only travel to the Middle. From the Middle, a person may travel to either Upper or Lower.

Supernatural forces native to the Upper World, excluding Elder and Sidh aligned forces, may not enter the Lower World. They will never be found there and cannot be summoned while the Caster is there. This also applies to a Character that has a Fanatical Tie to Law, Chaos or Balance.

NOTE - Members of the Court of Cernunnos may be found in the Lower World. His former rank as a Sidh god allows this.

If the spell succeeds, the Caster, and any persons included, may pass the barriers that divide the world he is in from the world he wishes to enter. It is only castable where such a barrier exists. If the attempt fails, each person included in the spell, including the Caster, suffers the damage specified.

DAMAGE	(EL+1)*3 (A number of hit points)
INCLUSION S	EL
BMC	9

NOTE - The Lower, Middle and Upper Worlds are the three fragments of what was the True World. Travel from the Upper World to the Lower was forbidden for all save the Sidh in the Convocation of the Gods that ended Armageddon. In essence, they are different realities which occupy identical space. Further details will be found in various parts of this book and Book Three.

LEVITATE

The spell warps gravitic mana to alter the spacial position of the Caster. He may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell ends when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he falls.

DURATION	(EL+1)*2 turns
PMR	EL+1 (The speed he may rise, fall or move)
INCLUSIONS	EL (The maximum number of persons, in addition to the Caster that can be included. Per additional person the cost is increased by 1)
RANGE	EL/3 (RD) (If 0 others must be in contact with the Caster, a radius)
BMC	3

NOTE - The spell must be cast to include every person within its range. If the Caster cannot include that many, the spell fails.

OPTIONAL - To simplify use of this power, it is best to base the number of inclusions on the weight of the Caster. Any item with this weight or less is one inclusion, unless it is carried by a person that is affected in which case it does not count.

Per 100% increase in weight an item is an inclusion. If the Caster weighs 120 pounds an item that weighs 121 to 240 counts as two inclusion, 241 to 360 counts as three, etc.

NOTE – All inanimate material included in the spell, that are not carried by another person, move exactly as the Caster does. If he moves 2" straight up, so do they.

Any Caster that has a range for his effect can narrow the spell at any time he desires, after initial success. Any thing that is left outside of the effect, or that moves out of it on his own volition, falls immediately.

TELEPORT

The spell allows the Caster to alter his spatial position in physical reality from one point to another. All factors of Range and Inclusions are as for Levitate. The Distance listed below is the number of miles he can travel. No Duration applies. The spell may never be used to travel from one world to another. (It alters space. It does not affect dimensional reality)

DISTANCE	2 miles (EL factor applies as a power. The number of miles the Caster and those with him can travel)
BMC	6

NOTE – The Levitate optional rule applies for this power. It is the best way to handle the various factors that are involved in the shaping of the power.

IMPORTANT – If the Caster teleports to a location that he does not have precise, personal knowledge of there is a chance of error. The chance, per journey, equals 20 - EL. If this value or less is rolled with D100 he teleports erroneously. The effect of this, rolling 1D10 and subtracting the EL is listed below.

Teleport Errors

Modified Roll	Error Effect
-9 or less	Lands 2D10 feet away from the desired point
-5 to -8	Lands D100*10 feet away from the landing point
0 to -4	Arrives D10 miles away from the desired position
1 to 7	Appears 1D10*5 feet higher than the intended location
8 and 9	Lands 1D10 feet lower than the intended location
10	Lands 1D10*10 feet lower than he intended

The number of miles traveled, divided by 100 (RU), is subtracted from the D100 roll for error. If the landing is too high, the Caster falls. If it is too low, he can die.

NOTE – The result of error is varied by the attempt the Caster was making. If he was trying to land in the first floor of a building, being too low puts him in the basement. In **ALL** cases, the spell must be cast in such a way that, all things working perfectly, the Caster arrives on a solid surface.

OPTIONAL–If the Caster does not have precise knowledge of where he is going, he may cast anyway. Add 20 to the Success Roll and subtract 40 from the roll for error. If error occurs, it is modified as normal.

TRUTH

ALIGNMENT – Law

The spell creates a tie between the Caster and the person touched. While the Duration lasts neither may lie. Both are

compelled to answer any question the other asks. The answer must be the exact truth as known to the person answering.

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. He must roll will to ask a question while entranced. Neither may move nor engage in any other action while the Duration lasts.

DURATION	EL+1 turns
BMC	5

NOTE - Each phase is sufficient to ask or answer one question. If a target resists the effect (by rolling Will successfully) he takes 1D3+1 phases to answer any question put to him.

UNLIFE

ALIGNMENT - Chaos

Unlife is a major rite of desecration. It may only be cast on an altar dedicated to the Court of Lilith. That place must be purified perfectly and located in either a dark room or a garden. The person to be defiled must be chained on the altar in this place for the entire seven days it takes to complete the ritual.

The sealing cantrip of this rite is cast during the dark of the moon. If it is cast at any other time, add ten to the roll for success and any failure is abysmal.

Success delivers the victim's being and soul to the Court of Lilith. If the EL Success Roll is made, that person becomes a Vampire or Lamia (depending on sex). If not, the victim is refused for "membership". He or she is taken to the garden of Lilith for consumption, torture and death.

NOTE - A person cursed into Vampirism with this spell may not attack the caster responsible unless said caster imposes on him and the person rolls W/2 (RD).

IMPORTANT - This is a seven day ritual of defiling. When the final cantrip is spoken its victim has one hit and one energy. Should he be rescued between the time the rite begins and the final moment, assign his values accordingly.

The Vampire or Lamia resulting from this spell has the attributes listed for their creature type OR those of the Character defiled, whichever are greater.

EL SUCCESS ROLL	(EL+3) *10%
BMC	13

VENGEFUL HORROR

ALIGNMENT - Elder

The spell may only be cast against a person that harmed the Caster. He must cast the spell in a purified area and have the blood, hair and spit of the person to be affected. The result of success creates a monster, drawn from the subconscious of the victim, that will attack him.

The horror is a product of the person that is attacked. It is in his mind. It cannot be seen or attacked by any other person. The presence of this phenomenon can be detected magically. If it is, the magic-user who detected it can attempt to dispel it by Dispelling Magic or casting a Sanity spell on the person affected.

Due to the nature of the beast, essentially the one thing the victim most fears, he has a reduced **OCV** (to reflect his Hesitation and Terror). Reduce **OCV** by 50% (RD).

On any turn the victim fails to roll **WILL*2** or less he will turn and flee. He will continue running until he cannot see the Horror or until he makes the morale throw, rolling every turn. The horror will pursue and attack each phase. Once created, the Horror lasts until it is dispelled or killed. If it kills the victim it ceases to exist.

RANGE	EL+1" (The distance away from the victim the Horror will first appear at)		
BMC	5		
BONUSE S	MR/5 (RU) (The number of bonuses. The Referee will place them in any attribute he desires. They should be in attributes where the victim is weak. They are only placed in physical characteristics)		
OCV	EL*2	HPV	10+(EL*5)
DCV	EL+3	NAV	EL
MR	(EL+2)*3	MDV	MEL+EL

EXAMPLE - A Horror is created with an **EL5** spell by an **MEL 10** wizard. It has an **OCV** of 10, **DCV** of 8, **MR** of 21, **HPV** of **35**, 5 bonuses (+2 **DB** and +3 **AB** in this case. **DCV** is increased to 13), **NAV** of 5 and **MDV** of 15.

NOTE - The target need not be present to create the horror.

WAKEFULNESS

ALIGNMENT - Law

While affected the victim is immune to Sleep, normal or magical. When the spell ends he sleeps one hour for every three the spell kept him awake. If multiple spells are cast on a person, to extend the duration, the after effects are additive. A person affected by this spell has immunity to Sleep Powers at the EL cast.

RANGE	Touch
DURATION	(EL+1)* 2 (strategic turns)
C PENALTY	EL+1 (Each success reduces the victim's constitution by the amount indicated. A Negate Curse spell is required to recover the points lost. 1D6 are recovered with each success.)
BMC	2

EXAMPLE - An **EL5** Caster affects a guard. The Guard remains totally alert for six days. At the end of this time he sleeps for two. If the Caster affects him with the spell again, before the first is finished, he stays awake an additional six days and sleeps for four.

IMPORTANT - Once a person begins the sleep that results after being affected by this spell **NOTHING** can wake him. He sleeps until the required time elapses.

WARMTH

ALIGNMENT - Law

This spell increases body temperature to protect against cold. It is mainly used to protect against cold weather but can defend against cold spells. The caster may cast it on himself or others. The temperature is constant. It acts as if 3 layers of

clothing plus a coat are on the caster. The caster can vary that temperature depending on how cold it is.

DURATION	EL+1 hours
DAMAGE REDUCTION	EL+3 (<i>subtracted from damage inflicted by cold spells</i>)
BMC	3

WASTING HAND

ALIGNMENT — Shadow

The basic parameters of this spell are as specified for Freezing Hand. If the caster touches his chosen victim the spell drains energy and causes him to age. If he fails to touch him he suffers the damage he would have done. For Range and Duration see Freezing Hand.

DAMAGE	(EL+1)D10 (<i>The energy points lost AND number of months the person ages</i>)
BMC	6

IMPORTANT — Those affected are stunned one phase per year they age. If they are aged more than four years they pass out for 1D10+EL turns. This spell has 1/2 its energy draining effect and no age affect on creatures with greater than human life spans. EXAMPLE - A person is affected by EL4. He loses 5D10 energy and ages as many months. If the roll is 29, he is stunned for two phases and is 29 months older.

WATCHFUL SLEEP

ALIGNMENT — Balance

The spell allows the Caster to Sleep AND remain aware of everything that occurs in his affect area. He will not awaken before the expiration of the Duration unless he, or friends with him, are threatened. If they are, he wakes immediately.

If the Duration of this trance is more than 4 hours, the Caster regenerates while affected. The Damage listed is the number of hits he heals AND the number of Mana Points he regenerates. For either to occur, he must sleep for the entire duration of the spell. If the spell is cast at double cost the Caster may place it on another person. He must touch that person to do so.

DURATION	EL+1 hours
DAMAGE	EL+2
RANGE	(EL+1)*2" (<i>The radius of the area in which the Caster is aware</i>)
BMC	1

WATER FROM STONE

ALIGNMENT — Law

The spell creates water from inorganic matter. It has no effect on pure or refined metals. It affects any inanimate stone or crystalline substance. The water created is drinkable. It pours out of the stone leaving a depression of appropriate size. It is up to the Caster, or those with him, to catch the water if they want it.

DURATION	EL+1 hours. (<i>At the end of the duration the water becomes mist and disappears</i>)
QUARTS PRODUCED	(EL*EL)+2
RANGE	EL/3 (RD) (<i>If 0, the stone to be affected must be touched</i>)

BMC	1
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NOTE – The Caster must have material sufficient to produce the volume of liquid desired. As a general rule, a 4 inch cube of stone produces 1 quart of fluid and disappears in the process. (This is not a tactical measurement, i.e. 4 inches as in 1/3 foot).

Water Powers

ALIGNMENT – Varies

FLOOD WATER WALKING
 FRIENDLY CURRENT WHIRLPOOL
 WATER BREATHING

FLOOD

The spell causes bodies of FRESH WATER to rise or fall in elevation. The Range is the area affected. The Depth is the amount the waters rise or fall. The Duration is the number of turns the spell lasts. The Speed is the **MR** of the water while obeying the spell.

When the Duration ends all waters affected VIOLENTLY return to their original condition. Anyone that is in a flooded area is washed away if he rolls higher than his Strength with **D100**. Persons washed into the body of water are killed. Anyone that is in the bed when the water returns drowns.

NOTE – The primary value of this spell, in play, is to put impediments in the way of enemies, cross water and get at treasures on the bottom of Lakes, etc.

RANGE	(EL+1)*2"
DURATION	(EL+1)*3 turns
DEPTH	(EL+1)*3 feet
MR	EL+1
BMC	5

EXAMPLE – An **EL10** flood affects a Radius of 22" around the Caster for 33 turns. He can raise or lower the waters 33 feet. The waters move at an **MR** of 11 to accomplish this goal. When the spell ends, they return.

IMPORTANT – The returning waters have an **MR** of 40+(EL*2).

FRIENDLY CURRENT

As for the Sea Powers spell. The Speed is 1/2 that listed there (RU). The spell may only be used to speed the current flowing down stream. It may not be reversed or stopped.

WATER BREATHING

As for the Sea Powers spell. This version gives the ability to breathe in Fresh Water.

WATER WALKING

The spell allows the Caster, and any creature included, to walk on water. The Caster must remain in motion. If he stops moving the spell is negated. Everyone supported by the spell will sink immediately.

The speed walking is the normal **MR** for the Caster or anyone included. No added speed is gained. The Caster may walk in any direction on the surface of the water.

DURATION	(EL+1) squared+10 turns
INCLUSION	EL/2 (RU) (The number of entities that can be

S	<i>included. The cost per inclusion is 1 Mana Point)</i>
BMC	1

WHIRLPOOL

The caster creates a swirling eddy of water within his range. Anyone in its radius who is overcome by the strength of the spell drowns. They determine whether or not this happens by comparing their **S+(Swimming EL*2)** to the spell strength. If they are weaker, the water takes them off their feet and sucks them into the depths.

IMPORTANT - No one in the radius of the whirlpool can move unless they are a trained swimmer. The best they can do is stand fighting it until the duration ends.

If the caster is in the radius, he is affected. The whirlpool continues until the duration ends. The caster may leave the area or cast other magic as he sees fit.

RANGE	EL+2
RADIUS	(EL+1)/2 (RU) <i>(EL0 is incapable of making a whirlpool of usable size)</i>
STRENGTH	(EL+1)*10
DURATION	EL+1 turns
BMC	7

WEAKEN

ALIGNMENT - Chaos

This spell weakens a target. It affects his strength on a temporary basis. The other affect of the spell weakens armor's characteristics thus reducing the AV. It does not affect natural armor. It is cast on one target. Success has the benefits listed. Failure does nothing. Abysmal backfires causing the caster's armor and strength to lessen. If the target's strength is reduced to less than one he passes out until the duration ends. If the target is not wearing armor the AV affect does nothing.

RANGE	(EL+1)*2"
AV DECREASE	EL/3 (RU)
S DECREASE	(EL+1)*5
DURATION	EL+1 turns
BMC	4

EXAMPLE - A wizard casts an EL3 Weaken spell on a strong fighter. It lasts 4 turns and weakens the fighter by 20 points. It also reduces his AV (plate mail) by 1 making it an AV of 3.

WILDNESS

ALIGNMENT - Elder

The spell affects a specified domestic creature within its Range. It causes the creature to revert to its wild state and forget any training it ever received. The creature reacts as a wild animal from the moment it is affected.

The animal will make every attempt, beginning immediately, to escape captivity. If it does the effect is permanent. If it doesn't it ends when the Duration expires. The only way to cure this effect is with a Sanity spell. When it is cured, or the Duration ends, the animal remembers its skills and training.

While affected by this spell the creature will never attack the magic-user that cast it. If he can speak its tongue, and

helps it escape, the caster can consider it to be a Personal Contact, i.e. friend, forever.

NOTE - This spell can be used on any domesticated creature that does NOT have a CL of 1 or more.

RANGE	EL+1"
DURATION	2 phases (<i>EL factor applies as a power</i>)
BMC	4

WISDOM

ALIGNMENT - Neutral

This is a communing spell. The caster uses it to learn about a specific type of knowledge, person or thing. While the information is being gained he is in a trance. He is completely defenseless at this time. The length of the trance is varied by the Referee depending on how involved or important the information sought is. The greater the gain, the longer the trance. The table below is a guide for this.

DATA SOUGHT	TIME	EXPLANATION
Minor	Minutes	Things that can be gained with a normal knowledge spell or common knowledge.
Important	Hours	Information that is not commonly known or that could be the difference between life and death for someone.
Crucial	Days	Knowledge that is critical and generally unknown. Anything that must be known for success in an endeavor to be possible.

The Referee must restrict the type of information a caster can gain based on his EL and the interests of the Neutral Gods. The more valuable the information, the higher the EL needs to be. Regardless of EL, the Neutral Gods do not give information that is counter to their interests. If it is asked for they say nothing or lie.

POINT GAIN	(EL+1)*3 (<i>expertise gained when the spell is used as a Knowledge spell to better skills and such</i>)
DURATION	20-(EL+5) (<i>time in trance, be it minutes, hours or days</i>)
ENERGY COST	EL+1 (<i>energy lost each time the spell is cast</i>)*
BMC	8

* This loss is applied for the entire duration. If the duration for what is asked is hours, an additional point per hour is lost. If it is days the caster loses an additional 1D6 points per day. Should the term be longer than five days, he dies of thirst before coming out of the trance unless someone is caring for him. IMPORTANT - A Dispel/Banish spell may be used to end this spell before its duration ends. If this is done, the caster does not receive the knowledge he sought.

WITHERING HAND

ALIGNMENT - Chaos

The spell allows the Caster to kill Plant life with the touch of his hand. It also disintegrates material derived from a plant and plants that are already dead. It will not affect material that is magical in nature or protected by magic.

The Duration of the spell is the number of phases the hand retains withering power. One touch is allowed each phase. The

Range is the size of the area a touch can affect. If the plant or item is larger only part of it is affected. The affect is automatic if the spell succeeds.

DURATION	(EL+1)*2 phases
RANGE	(EL+2) squared inches (<i>cubic inches</i>)
BMC	4

EXAMPLE - A dancer sneers at Aldwulf the Black when he tells her to remove her linen dress. He casts this spell at EL4. His range of 36 cubic inches suffices for his purpose. With a touch he removes it for her. She stands nude with powdered fibers at her feet.

WOOD WYRD

ALIGNMENT - Neutral

This rite is directed at a chosen enemy who has defiled the sacred wood in some manner. If it is cast on anyone else the cost is doubled and any failure is abysmal. Should an Abysmal Failure be rolled the caster is immediately transformed into a tree.

The affect turns the enemy into a tree. The change lasts until a Dispel/Banish spell negates it or the caster forgives the enemy and cancels the affect.

The damage listed for the spell is scored against the victim's EnL every hour. With each reduction the victim becomes more treelike. Reduce his MR, A and D accordingly. When EnL reaches zero he is a tree rooted firmly in the ground.

A person affected by this spell retains his intellect and awareness. He is cognizant of every moment he spends in the centuries to come. For most, a few years of such an existence causes insanity.

RANGE	EL (<i>touch is required at EL0</i>)
DAMAGE	1D6+(EL*2) (<i>energy loss each hour</i>)
BMC	4

NOTE - If Dispel/Banish is cast before the victim is completely changed no risk is involved for the caster. If it is cast after the change is complete, the caster is automatically affected by this spell on any failure. To have any chance of success the EL of the Dispel/Banish spell must be at least equal to the EL of this one.

IMPORTANT - The person affected by this spell can NOT dispel it. He is helpless without aid.

EXAMPLE - A Sorcerer is affected by an EL4 spell. His EnL is 96. He loses 1D6+8 energy every hour. Given impossibly good luck on those rolls, he will be wood in 12 hours. With each hour he becomes more and more a tree.

WOUNDS

ALIGNMENT - Chaos

The spell creates a lance of dark power radiating from the fingers of the Caster's left hand. He can inflict damage in Combat with the lance. The Length of the weapon is as listed in the table below.

Length of Weapon

EL	Length	EL	Length
0-2	Fighting Dagger	6-8	Heavy Sword
3-5	Sword	9 + Up	Polearm

The Weapon Expertise equals the **EL+2**. The Strength Bonus equals **EL/2 (RD)**. All other factors are as for the combat values of the Character using the spell.

EXAMPLE – A Character uses the spell at **EL4**. His **OCV** is 3. He uses an **OCV** of 3 in combat. He subtracts 6 for Expertise and uses 1 as a WSB. If he has bonuses of his own they apply as well.

DURATION	(EL+2)*2 turns
BMC	1

NOTE – *The Success roll is taken to get the spell to work. It is not taken for each individual hit. Once the Caster has cast this spell it remains in effect until the Duration ends regardless of any damage he may suffer.*

OPTIONAL – Under certain circumstances the spell has a Leeching effect. If a Deadly or Severe hit is scored the target's **EnL** is reduced by the number of hits in addition to any physical damage. The amount of the reduction, divided by 3 (RU), is taken as Hit Points healed and Mana regenerated by the person using the spell.

EXAMPLE – Twenty hits are scored on a deadly. The victim takes the hits and loses 20 energy. The Caster allocates 7 points, however he wishes, to his HPV or Mana regeneration.

NOTE – *The preceding spell list gives a solid foundation upon which the magic of a world can be built. The Referee is free to modify, delete or add as he wishes.*

As a general rule, a Magic-User must have free use of his senses in order to cast magic. He should also be required to maintain a stationary position while performing magic.

PRIESTLY MAGIC

General Rules

The rules in Powers & Perils for trained magic use apply for Priests when they draw power from their Casting Ability. When they draw power from their EnL the rules for Innate Magic apply.

The maximum EL a Priest can attain in Priestly magic equals:

W+Em+MEL divided by 15 (RD).

If a Character has Supernatural Will and Supernatural Empathy he is a Natural Priest. All rules applying to Natural Magicians apply in his use of Priestly magic.

Basic Powers

The spells in this section are usable by all priests once they complete their training.

Basic Powers Table			
Roll	Spell	Mana Cost	Source
01-20	Bless	1	CA
21-40	Healing	1	CA/EnL ¹
41-60	Insight	2	CA
61-75	Detect Evil ²	2	CA
76-90	Presence	2	EnL
91-100	Purification	2	CA

¹ Priests devoted to the Healing Arts have healing powers that are drawn from either Casting Ability or Energy Level. These are covered in the appropriate section.

² Evil as defined by Priests is the enemy alignment. For Law it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented or whichever force is the greatest danger in the area. The Referee must determine that.

Basic Powers Descriptions

The following descriptions detail the basic spells all Priests use. Variations occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these descriptions.

BLESS

When a Priest blesses an individual he may grant an increase to a characteristic or give combat advantages for attack or defense. The amount of improvement to the OCV or DCV equals the Priest's EL+1. His advantage for blessing a characteristic equals EL+1*2. The duration of the Priest's blessing is EL+1 days. To bless a person the Priest must touch him and the person must be willing to accept.

If a Priest pays double the normal mana requirement, he can lay conditions on his blessing. This lets him limit it to uses that are in the interest of the faith. He may also pay double mana to double the duration. Per increase cost paid, the number of days the person is affected is doubled.

EXAMPLE - An EL4 Priest blesses a soldier with +10 Strength. This lasts five days and costs nine mana. If he pays eighteen, it lasts ten days. Twenty seven points gets him twenty days.

If he chooses to limit the blessing with conditions, he doubles the amount paid for the duration given. If he grants the blessing for twenty days (cost twenty seven) the total cost of the blessing is fifty four.

RANGE	Touch
DURATION	EL + 1 days
AFFECTS	OCV or DCV EL+1 ATTRIBUTE (EL+1)*2
BMC	1

DETECT EVIL

BMC - 2

The spell operates like Mana Reading. The Priest must be actively searching for Evil. When he is, he finds what is within his range and gets an indication of how strong the evil is. He continues to get such readings until the duration ends. Impassable obstacles block detection of this type.

EXAMPLE - A locked door counts as an impassable obstacle until it is unlocked. A forest does not unless there is some reason why it cannot be entered.

RANGE	(EL + 1) x2"
DURATION	EL+1 phases
BMC	2

HEALING

All factors are as for the Wizardry spell.

INSIGHT**BMC - 2**

To a limited extent the spell combines Shamanic Soul Sight with an Elf's ability to perceive the intent of others. Successful use gives the following information:

- 1) The basic attitude of the person.
- 2) The person's orientation, i.e. Law, Chaos, etc.
- 3) Whether the person has supernatural powers and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add twice his EL+1 to his Influence Chance in talking to this person if the person is not hostile.

RANGE	(EL+1)/3 (RD) <i>(If 0 touch is required)</i>
BMC	2

PRESENCE

Presence has two effects. First, it grants the Priest an increased chance to influence others **(EL+1)** and an increased DCV in physical combat **(EL+1)/3 (RU)**.

Second, successful use of presence can repel enemy aligned forces. The maximum MDV that can be affected equals **EL*3**. Those who cannot be affected ignore the spell. Others use their MDV to resist. The BL on the Magic Table equals **EL+(MEL/2) (RU)**.

Success means the target affected cannot approach within BL inches of the caster. If he is already within that range he must flee out of the radius. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

EXAMPLE - An MEL8/EL6 user of this spell affects a Demon. The Demon must stay at least 6 inches away from the Priest for the duration of this effect. If he was within 2 when the spell succeeded, he must retreat five hexes.

RANGE	EL + 1 <i>(a radius)</i>
DURATION	EL+MEL turns
MDV LIMIT	EL*3
BMC	2

PURIFICATION

Priestly Purification grants the advantages specified for the Wizard spell. It also repels supernatural forces hostile to the alignment. The rules specified for Presence apply. Forces that are too strong to be repelled are infuriated. They will go to great lengths to defile the blight and slay its creator.

RANGE	EL+1" <i>(A diameter with the caster created focus at its center)</i>
DURATION	2 turns <i>(EL factor applies as a power)</i>
BMC	2

Urigallu Magic

In most societies Urigallu are the masters of the temple. As the administrators and main celebrants of the faith their magic is dedicated to the greater rituals. As they are also masters of temple forces and church law, they wield powers to aid truth and administer law. They are the Master Shepherds who give faith and justice to their flock.

In the spell table below, spells are marked with an R or a C. Spells marked with an R are ritual spells. They require preparation and the proper environment. Spells with a C are castable using the normal rules for casting magic.

Urigallu Spell Table			
Roll	Spell	Cost	Type
1	Blessed Truth	2	C
2	Ceremony	8	R
3	Curse	6	R
4	Judgment	4	C
5	Command	3	C
6	Hidden Truth	5	C

BLESSED TRUTH

Unlike other Truth spells the person affected by this spell is completely aware. He is not compelled to speak truth. However, if he lies, he can be in BIG trouble.

There are two forms the Priest can use. The first, cast at normal cost, grants him a chance to tell when someone is lying. This chance equals: **WILL+ (EL x 5)**. If the roll succeeds or partials, the Priest is aware of the lie. If it fails, he believes the lie is true.

This spell can also be cast at TRIPLE normal cost. When this is done the Priest imposes a minor curse on the person. Whenever the person lies the curse strikes. This automatically occurs with any lie he tells.

The types of curses that can be tied to this spell are nervous twitches, boils, minor disease symptoms (vomiting, sneezing, etc) and other such things. In all cases, the curse ends when the spell ends and leaves no lasting damage.

Blessed Truth can only be cast in the second manner when the Priest is on ground purified for his alignment by Priestly magic.

RANGE	EL + 1"
DURATION	EL + 1 turns
BMC	2

CEREMONY

BMC - 8

Ceremony defines forms of ritual worship that a Priest engages in. Such rites require preparation of materials, purification and a prepared altar and/or sacred ground. The forms a ceremony can take are:

WORSHIP - Worship of the deity to give praise. Rites used vary from simple prayers to complex festivals.

PLACATION - Rites intended to appease the anger of the deity and renew the ties between the deity and the people.

DEDICATION - Services dedicating a person, place or thing to the service of the deity. These ceremonies are the holiest rites of the church. They are always performed with great care. Good examples are Marriage, Ordination of a Priest, Confirmation and Baptism.

HOLY OBSERVANCES - Major rituals celebrating high holy days and other periods of significance. These ceremonies always require

the services of other types of Priest in addition to the Urigallu.

FUNERALS - In a fantasy world, with evil spirits under every rock, giving the fallen a proper funeral is important. A single Priest does basic funeral rites. More complicated rituals, appropriate for heroes and the elite, require the aid of other types of Priests and elaborate preparations.

The relevance of ceremonies depends on the significance the Referee places on the supernatural and religion. In all cases, the effect of a given ceremony varies with the power of the Priest celebrating it. The base chance that a benefit is gained, if one is requested, equals **EL x 5**. The Referee determines the benefit granted. The factors of importance, each weighted from +20 to -20, in deciding what is done are:

How fitting is the request?

How frequently does the person who will benefit ask for aid from the Gods of that court?

Does the Priest perform the ritual correctly?

What environmental factors, if any, predispose the god to a friendly or unfriendly response?

Fittingness is a measure of the desires of the deity. Where the request asked is a function, interest or power of the deity, he or she is more likely to grant it. Where it runs counter to the deity's power, function or interest, the deity is likely NOT to grant the boon.

Frequency is a measure of how dependent the Character is on the divine. The more a deity is asked for aid by an individual the less likely he or she will grant the request.

If the Priest rolls SUCCESS on his spell roll, the full **EL x 5** benefit is gained. If the result is PARTIAL SUCCESS the benefit equals **EL+Rank**. If a FAILURE results the **EL** is subtracted from the chance of success.

For **environment**, the more sacred a place is to a deity the more likely the deity is to hear a request. The more it is opposed to the deity, the less likely it will respond.

EXAMPLE - Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priestesses of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation in the Temple of Inanna and beseech the goddess' aid. Jeina is a worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears she will be refused. The factors weigh out as follows:

FITTINGNESS - Granting aid against servants of Abaddon's court is fitting. (+10)

FREQUENCY - Jeina often asks for aid and can be petulant when the goddess withholds it. Her attitude and her tendency to lean on divine intervention make this factor a minus. (-20)

PERFORMANCE - The ritual is performed by a rank 5 Urigallu (MEL7/EL3). In this case, he achieves a Partial Success for a small plus. (+8)

ENVIRONMENT - The ceremony is performed in Inanna's most sacred temple. She is more likely to listen. (+20)

To determine the chance the request is granted, total the factors assigned. The result is the percentage chance that the deity bestows the benefit. In our example, this is an 18% chance of a boon being granted.

As Referee, you may modify the final chance determined as the campaign situation demands. The rule above is a guideline to give you an idea of the probability of success. You may modify it or include other factors.

EXAMPLE - Gods can be temperamental. To reflect this, a request roll that fails by more than 50 can result in angering the God. The effect of this can be anything from no further help for a substantial period of time to a bolt of lightning between the eyes. The response is varied by the nature of the God who is angered and the game situation at the time.

COMMAND

The Priest uses his power to force a person to perform an action. Unlike other spells of this nature, the victim has a choice. If he makes a Will roll, he may flee rather than obey. Targets who worship the God called on by the Priest have a +20 chance of the spell working on them and a -20 subtracted from their Will if they choose to resist.

EXAMPLE - Jonas is a Knight of Ashur. The Sangu Mah of Ashur orders him to kill a bound prisoner. He wishes to resist. The chance the spell succeeds is increased from 60 to 80 because of Jonas' faith. His Will, for the resistance roll, is decreased from 35 to 15. If he rolls 15 or less on D100 he can disobey. If not he must do it.

The commands possible with this spell are limited to things that can be performed immediately, i.e. with ten seconds of effort or less.

OPTION - The spell can be cast to have a greater effect. In this case it must be cast on purified ground and the target must be willing or restrained. When this is done, the casting cost is tripled and no Will roll is allowed to resist. Success places a Geas on the victim (see Permanent Magic).

RANGE	EL/3 (RD) (If the EL is zero the Priest must touch his target)
BMC	3

CURSE

Curses cast by Priests are generally meant to affect the victim in the afterlife. An example is Excommunication. It must be cast in a purified area on a formal altar.

Where a Priest desires a more immediate effect, he must cast this spell at double cost. If this is done, he can achieve any affect specified for Curses under Permanent Magic. The curse selected must be appropriate for the deity the priest serves.

EXAMPLE - A priest of Metatron would never curse someone with a death rite. The power is anathema to a God of Life.

BMC	6
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JUDGMENT

This spell is used in church trials. If it succeeds, the caster becomes aware of EVERY crime the person affected has committed against the God the Priest calls on. Cast at double cost it grants awareness for the God's entire court. Cast at triple cost the knowledge is gained for the entire alignment.

For this spell to operate, the victim must be willing OR unable to resist. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is commonly used, refusal to undergo it is an admission of guilt.

BMC	4
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HIDDEN TRUTH

BMC - 5

A Priest who casts this spell on himself can't be lied to easily. His chance to learn the unstated truth behind a statement equals **Em+(ELx5)** if the speaker makes an Influence roll to conceal the fact that he is hiding something. If the speaker does not succeed on this roll the Priest automatically learns the full truth. This spell does not place the Priest or any speaker in any kind of trance. Both are fully aware for the entire duration.

RANGE	EL+1" (<i>The minimum distance between the speaker and the Priest</i>)
DURATION	(EL+1)*5 minutes
BMC	5

Ashipu And Qadishtu Mah Magic

These Priests are the guardians of the faith. Their purpose is to heal the faithful and destroy enemies. Their magics center around advanced healing arts, exorcism, rites of banishment and powers of defense and attack. Against their god's enemies, they are a force to be feared. They are the Shield and Sword of the Faithful.

Ashipu/Qadishtu Mah Powers

The table below lists the powers available to Priests of this class. They are divided between Offensive Powers and Healing Arts. The section following the spell descriptions explains the relevance of this distinction.

Ashipu/Qadishtu Mah Spells		
Healing Powers		
Spell	Mana Cost	Source
Healing Hand	3	EnL
Dispel/Banish	3	CA
Regrowth	7	CA
Energy	6	CA/EnL
Negate Poison	4	CA
Negate Magic	6	CA
Exorcism	8	CA
Offensive Powers		
Spell	Mana Cost	Source
Repel Evil	2	EnL

Paralyze Enemy	3	CA
Purifying Lance	5	CA
Inner Revelation	5	CA/EnL
Absorption of Evil	8	CA
Dispersion	10	CA
Damnation	15	CA ¹
¹ This spell requires a complex ritual and other items to be used. It is not usable in adventuring.		

HEALING POWERS

DISPEL/BANISH

All factors are as listed for the spell of the same name in Powers & Perils. This spell may only be used on supernatural forces of the enemy alignment.

BMC	3
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ENERGY

This spell returns lost energy to others. If it is cast from the Casting Ability 2D6+ EL points return. Cast from the Energy Level 2D10+ EL points are returned with a minimum gain equal to the EL*2.

The spell has the use restrictions specified for Healing Hand when it is cast from the EnL. If it is being used from the Casting Ability, the Priest may heal himself but must obey all other restrictions. Damage suffered as a result of misuse of this spell is a number of points subtracted from the EnL of the Priest and his target.

RANGE	Touch
BMC	6

EXORCISM

BMC - 8

As specified for the Shamanic spell. If the possessing force serves an enemy of the Priest's god the Priest subtracts his EL in addition to any other modifiers.

BMC	8
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HEALING HAND

This spell is a special power of these classes. It heals **1D10+ EL** hit points on success. A partial success, using the rules for normal skills, heals **EL** hit points. Those affected by the spell are immune to infection for 48 hours. They also have the normal benefits to future Healing rolls, as specified for the Healing spell in Powers & Perils.

A Priest cannot use this spell on himself. It may only be used on those aligned with his alignment or those with no alignment. If it is attempted on persons who are tainted with evil, as viewed by the Priest's alignment, both the Priest and the person to be affected suffer damage equal to the number of hits that would have been healed.

RANGE	Touch
BMC	3

NEGATE MAGIC

BMC - 6

This spell operates against evil magic, as defined by the religion. It can negate a spell being cast if the Priest's Casting Speed is at least equal to his enemy. The effect, in this case, adds **(EL*2) + the Priest's MDV** to the enemy's roll for success. If Success does not result the spell is negated.

EXAMPLE - A Wizard casts Lightning at a Priest's bodyguard. The Priest (MDV20) responds with EL3 Negate Magic. He succeeds with this spell. This requires the Wizard to add 26 to his roll in addition to the MDV of the bodyguard.

RANGE	EL + 2"
BMC	6

NEGATE POISON

Success or Failure negates the affect of any Poison with a BL less than or equal to **(EL+1)*2**. If the BL is higher, Success must result for the poison to be negated. If it is, it has no further effect but any effects suffered to that point are retained. When Success is required, the Poison uses its BL as an MDV in resisting negation.

RANGE	Touch
BMC	4

REGROWTH

This spell is used to cure permanent physical damage. It may only be cast in a purified area. The basic cost is used when the spell is used to heal permanent losses to a Character's characteristics. Per success, a number of points equal to EL+1 are healed.

In campaigns where the Referee allows permanent, debilitating Injuries, i.e. lost arms, eyes, etc, this power can heal the damage. The Casting Cost is tripled. Each attempt to use the spell in this way takes one day per normal phase required to cast the spell. If the spell succeeds, the injury is cured if the Priest rolls **(EL+1)*10** or less on D100. Per additional successful attempt, if this roll fails, the chance doubles. If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell fails.

EXAMPLE - An EL3 spell is cast to regrow an arm. The Casting Cost is 33 (11 x 3). The Priest has a Casting Speed of 4. After nine days working this spell, there is a 40% chance the arm is regrown. If it is not, another nine days of effort yields an 80% chance.

RANGE	Touch
BMC	7

Offensive Powers

ABSORPTION OF EVIL

The Priest sets himself as a barrier against evil. All evil magic or beings that enter his radius are diminished. He absorbs their essence into himself to preserve others.

The number of mana or energy points the Priest can absorb in any one turn (four phases) equals **(EL+1)*2**. When this value is exceeded, he absorbs additional amounts each phase equal to **EL+1**.

All points absorbed at this level reduce his EnL by the amount absorbed. If his EnL reaches zero, he dies. Any that are absorbed beyond his limit are applied to the death chance set below.

The power remains in force for the Duration set below. It can't be dispelled. It affects any evil creature that enters its radius. The Priest must take something from all such creatures. IMPORTANT - In absorbing, active mana is taken before energy unless the target uses magic naturally. If the target is a normal wizard, the Priest must drain his Casting Ability before he attacks his EnL.

MAXIMUM DRAIN	EL+1 (<i>The most that can be taken from one individual</i>)
MINIMUM DRAIN	EL/2 (RU) (<i>The minimum that must be taken from each enemy</i>)
RANGE	EL+1"
BMC	8

NOTE - Instead of taking energy or mana, the Priest can inflict subdual damage. If he does no armor counts against the damage. However, the effect specified above is reduced by 50% (RD). In draining mana, mana being cast into a spell is drained before dormant mana in the Casting Ability.

DAMNATION

The rite of Damnation must be cast on a temple altar purified for the caster's faith. Unless the priest chooses to risk heresy, it may only be cast on a person who has been judged damned. The affect of the spell sends the victim's shackled, generally unconscious, body to the divinity the rite is cast for. Optionally, the victim can be slain at the end of the rite. In either case the result is his or her removal from the game unless the Referee wants to play out interaction with the Gods.

One week of purification is required before attempting this spell. Its sole intent is delivery of abomination onto the Gods. If the god who receives someone does not agree the person should be damned, the priest may have some trouble.

BMC	15
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DISPERSION

The spell is a potent blast used to eradicate the power of evil. It can be cast in combat and as a ritual. Combat casting affects the target's HPV and EnL equally. If either is reduced to zero or less the enemy dies. Apply the damage determined for the EL to both factors.

The cost to use the spell as a ritual is double normal. Used in this manner, it is an assault on all that is evil in the target. It can only be used to maximum affect on a person of the enemy alignment and must be cast on an altar purified for the priest's alignment. Supernatural forces thereof will at best be slain by the effort.

In this case the spell yields a chance to eradicate any evil influences on the person. This can be anything from being a life long member of the enemy to being the victim of an enemy curse.

The caster must have a sufficient MDV Limit to affect what he is attacking.

If he does, the damage done is his percentage chance of eradicating the evil completely. Should his effort fail to erase all evil, he may cast the spell again. If it succeeds, the new damage done is added to the previous damage to yield the final percentage chance.

RANGE	EL+1"
DAMAGE	(EL+1) D10
MDV LIMIT	(EL+1)*5
BMC	10

EXAMPLE ONE - An EL5 spell is cast by a priest of Inanna against a Heliophobic demon. He scores 31 hits with 6D10. That amount is subtracted from the demon's EnL and HPV. The physical damage kills it.

EXAMPLE TWO - A Korchi wizard (MDV22) is chained to Ashur's altar. An MEL12/EL7 Dispersion rite is cast. The MDV Limit is 40 so he can be affected. When the spell succeeds, the priest scores 42 points with 8D10. This yields a 42% chance that ALL evil influencing the wizard is dispersed. He loses anything considered to be evil by Ashur, starting with all knowledge of Chaos magic.

INNER REVELATION

This spell may only be applied to gain Priestly spell knowledge or Scholarly knowledge associated with the Priest's faith. The effect of this is as for the Knowledge spell in Powers & Perils.

When the caster has access to purified ground, and a subject who is willing or confined, he may use this spell to gain knowledge about them. Used in this way, the Casting Cost is tripled. If the spell succeeds, the Priest learns **EL x 20%** of what there is to know about the target. At EL5 and up, he learns all there is to know about that person's history. In addition, he can gain some knowledge of his goals, subconscious fears, etc. At EL10 and higher, he gains all of this and can learn something of past lives or other arcane knowledge. This is a potent spell in the hands of a skilled practioner.

BMC	5
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PARALYZE ENEMY

BMC - 3

The Priest must touch his enemy to use this power. If he does, and the enemy is of the enemy alignment, he is paralyzed by success. The applicable factors are as specified for Paralysis in Powers & Perils for details.

After casting the spell the Priest has a number of phases equal to his **EL+1** to touch the enemy. He must score a hit or better to do so. If the victim does not have a shield, a shield hit counts as a hit. The touch need not score damage to bring the affect of the spell into force. He must touch the person or something the person is wearing.

BMC	3
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PURIFYING LANCE

The effect of this spell is intensely variable. The Priest forms and casts a lance of his deity's power into the soul of his adversary. If the spell succeeds, a roll must be taken on the Combat Table using the **EL*2** as the attack line, i.e. EL2 is line +4, EL7 is line + 14. The Referee adjudicates its affect using the table below:

Hit Type	Effect Of Power
Deadly	Target killed, converted or taken by the god, depending on the god's nature.
Severe	Target suffers major damage, is dazed or is cursed.
Hit	Target takes minor damage or fights under tactical disadvantage for a while.
Shield Hit	The spell has little effect. Inflict subdual damage equal to the Priest's EL on his enemy.
Miss	As for a Shield Hit. If the roll exceeds the Priest's Hit Chance by more than 25 he suffers the subdual damage not his target.
RANGE	EL+1"
BMC	5

REPEL EVIL

The Priest has the power, when concentrating on doing so, to repel the enemy alignment. The enemy must be within range and have an MDV less than or equal to the MDV Limit. If either case is untrue, the spell has no effect. Use of this spell is obvious. While it is being employed the caster has radiance about him. The greater the EL, the greater the glow exhibited.

Persons repelled by the spell must flee from the Priest for a set number of phases. After this period ends, they can't enter his radius of effect while the spell is in force. Those whose MDV's are too high to be repelled add the EL to all attacks they attempt, magical or physical.

MDV Limit	(EL+1)*3
RANGE	EL (If the EL is zero the affect applies if the enemy tries to touch the Priest)
DURATION 1	(EL+1)*3 turns (Can recast without chance of failure. This increases the duration by 50% (RD))
DURATION 2	(EL+2)*2 phases (time enemy must flee)
BMC	2

Mashmashu Magic

Mashmashu are trained wizards who use their power for the good of the faithful. They learn their wizardry and gain advantages where the powers used are drawn from the essence of their chosen god. They are the Lance that drives through the heart of the faith's magical enemies. Their purpose is to vanquish evil magic for the good of all.

Magic, as done by the Mashmashu, is wizardry. They have the basic powers listed previously. In addition, they may learn any spell of their alignment and wizardry general skills. For those

spells that are drawn from the power of the God that the Mashmashu serves, the following rules apply:

- 1) The Priest casts the spell at one EL higher than his current EL at no additional cost, i.e. if a Priest has EL2 he casts the spell at EL3 paying the cost normal for EL2.
- 2) Casting Speed for all spells derived from the God is as specified for Natural Magic users (MEL+EL). If the Priest is a Natural Magic user or Priest, his casting speed is twice that normal for Natural Magic users, in this case only.
- 3) No abysmal failure is possible when using these spells UNLESS the Priest is in disfavor with his God.

God Spells

The spells derived from a given God's power can be derived from the attributes given in the Site Book of Perilous Lands. Final adjudication of which spells receive the benefits is left to your discretion. The example below, for Inanna, should give you an idea of how to go about making the decision.

EXAMPLE - The attributes of the Goddess Inanna are described as: INANNA - The Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, She who commands fear in men, She who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, The Warrior Queen.

Given this description, it can be seen that she is a powerful Goddess. Her main powers lie in Light and Life. She grants Mashmashu increased effect with Light Powers, Revivification and Resurrection. She may also grant a bonus for Might because of her position as a Goddess of Battle. At the Referee's discretion, favored servants could gain Luck in battle, increased Appearance, Eloquence and Empathy and enhanced abilities in Tracking when they are on a Quest. There are many possibilities with a Goddess of this power. As Referee, in this case, you may assign disadvantages in the winter or other problems based on the darker side of her nature.

Baru Magic

Baru priests divine the will of the gods for the good of the faith. They have great powers of Divination and magics that grant a degree of Prescience. They are the Eyes of the Faith, finding its path into eternity with their rites.

Baru Spells

Baru magics are not intended for combat. The purpose of this Priest is to divine the will of his gods and assist in seeing that it is done. They are mystics, not combat-oriented Priests such as the Ashipu and Mashmashu. Their spell knowledge reflects this fact.

Spell	Cost	Source
Awareness	1	EnL
Questing Sight	2	CA
Divination	3	CA

Knowledge	3	CA/EnL
Divine Vision	6	CA
Vision Trance	8	CA/EnL

AWARENESS

BMC - 1

Baru Priests receive training that, through meditation and other metaphysical skills, makes them one with the world around them. Mastering this is important to future prowess in the arts of divination.

To understand why this is important, realize that in many forms of divination the diviner responds to signs and portents that exhibit themselves in the world. This given, his ability to develop a feel for his environment is critical to success.

To use this talent the Priest must state that he is doing so. Per HOUR doing so, he expends **12-EL** energy points. When the power is used in this way, the Priest increases his Empathy by **(EL+1)*3**. He will also have a chance equal to this increase times two to detect ambushes and other surprises that can give detectable clues before they strike. This allows him to give warning or react to the threat.

EXAMPLE - A Priest has EL3. One hour of its use costs nine energy points. While affected Empathy is increased by 12 and he has a 24% chance of detecting surprises before they strike, i.e. he hears the twig snap under an ambusher's foot, he senses the minute crack in the ceiling that indicates a deadfall trap, etc.

Use of the power as specified above does not entail a casting cost. The wish to do so is sufficient. Regardless of EL, the minimum cost to attune oneself in this way is one energy point per hour.

This spell can also be cast from the EnL. When this is done the Priest places himself in a trance after stating what specific influence he is sensitizing himself to. The influence chosen must be a specific class of thing, i.e. mana, animate life, supernatural beings, etc.

While the spell remains in effect, the Priest is automatically aware of anything within his radius that fits in the class chosen. He will remain entranced for the minimum duration stated below. The maximum duration, in all cases, is ten times the minimum. Per minute, or less, the Priest remains in this trance he pays the casting cost for the spell.

IMPORTANT - As Referee, you may evolve other uses of this talent. Those above are basic applications. Others can be mastered as you feel they are appropriate. For a use form to fit within this spell it must be something that heightens the Priest's awareness through meditational practices. The possible uses of this are virtually endless.

RANGE	(EL+1)*3"
MINIMUM DURATION	EL+1 turns
BMC	1

DIVINATION

The parameters are as specified for the general wizardry spell. Priests using this spell may subtract their Awareness EL in addition to the normal EL modifier.

BMC	3
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DIVINE VISION

This spell is only used on purified ground, preferably in a temple with other Priests monitoring the affair. In casting the Baru Priest concentrates on a problem of importance and opens himself to the gods, hoping to gain a solution. It is used to determine the best means of placating an angry god, how to overcome deadly adversaries of the god and, otherwise, for reasons of major importance.

Use of the power frivolously can lead to the Priest's death. To determine the effect, determine the amount that the

Priest makes or misses his roll on the Magic Table by and consult the table below:

Vision Effect Table	
+50 and up	The god is open with his/her knowledge. The Priest gets a definite response and is likely to get help in achieving his goal
+21 - +49	The god gives the Priest a good response. He may, in the course of the mission, give the Priest signs to keep him from straying off his path.
-20 - +20	The god's answer is couched in riddles but, properly read, contains knowledge of benefit. The god gives no other aid.
-21 - -40	The god is miffed. If he is whimsical, he may mislead the Priest. If he is deadly, he may visit some disability or insanity on him.
-41 or less	The god is furious. Depending on his attributes, he/she misleads the Priest, gives him a permanent disability or strikes him dead. There is no restriction on the response.

NOTE - A positive value on the table above indicates a roll less than or equal to the number the Priest needs to roll. A negative value is a number greater than the roll.

BMC	6
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KNOWLEDGE

This is one of the most important powers of the Baru Priest. His expertise gain varies with how he uses the power. The following categories apply:

1) Used To Master Baru Skills

When the spell is used to increase the Priest's ability in Baru Magic, Meditation or Scholarly skills associated with Divination he gains **2D6+EL** expertise with each success.

2) Used For Other Priestly Knowledge

Gaining knowledge from other classes of the Priesthood the normal expertise **1D6+EL** is gained.

3) Used For Any Other Purpose

If the spell is used to gain knowledge outside of that in the sections above the expertise gain equals the **EL**. Except in dire emergencies, such use of their power is felt to be gauche by Baru Priests.

At your option, you may allow other uses of the power when the Priest reaches higher levels of mastery. Examples are use of Knowledge as a more precise means of Divination, use of Knowledge to give expertise to others (if this is allowed, only knowledge that fits in category three is ever given), etc. All other parameters for this spell, include the restriction on the frequency of use, are as specified in Powers & Perils.

BMC	3
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QUESTING SIGHT

Use of this power allows the Priest to discover the whereabouts of a specific person or thing. To use the spell the Priest must know the precise appearance of the target or he must have something that has been in contact with it in the last **EL+1** weeks. If either is the case, he can see the precise whereabouts of his target, i.e. its immediate surroundings, and learn how far away it is and in what direction it lies.

The Referee will tell the player distance and direction and describe the surroundings. The Player takes it from there. Should the Player choose to do so, he may cast this spell at up to FIVE times its normal casting cost. Each increase of 100% doubles the range yielded.

EXAMPLE - A Priest uses EL2 to find a soldier. His first attempt shows his target is outside of his range. He casts the spell at five times normal cost, increasing his detection range from nine miles to forty-five miles. He sees the man unconscious in the forest fifteen miles north.

RANGE	(EL+1) squared miles
BMC	2

VISION TRANCE

BMC - 8

This power is used only in serious instances when the Priest needs a precise view of the future for himself or some other individual.

The Priest's enters into a comatose trance state. While the trance lasts, he travels the future in spirit form. Per day in the future, ten minutes pass in the present. While in the future,

he sees what occurs for the person in question. The Referee gives this knowledge. It is up to the Player to determine a course of action based on the information gained.

DAYS FORWARD	(EL+1) x 2 <i>(The number of days into the future the Priest can travel before he must return)</i>
ENERGY LOSS	20-(EL+1) per day traveled
BMC	8

NOTE - Spells that give the ability to see future time can be disruptive in play because of the parallaxes they create, the pressure they place on the Referee and some Players tendency to use them as a crutch.

In the case of this spell, the encounters are seen. Roll them out so the Player knows. However whatever the vision of the future seen, the Referee is under no compulsion to stick to it or change it unless the Players take meaningful, realistic action to avert their fate. Keeping this in mind will help you Referee and will compel Players to continue to play their role. They must use the vision in play. It is not a free ticket.

Qadishtu And Kalu Magic

These Priests help other Priests perform their sacred duties. Through the power of music, dance and song, they enhance the effectiveness of their brothers. In addition to this function, they have unique powers that can be used to some effect. They are the Voice of the Faith who sing the beauty of the divine for all.

Basic Powers

The major rites of these Priests are used in association with others. The table below shows the spells available:

Qadishtu/Kalu Spells		
Spell	Mana Cost	Source
Spirit Blessing	2	CA/EnL
Blessed Sphere	3	CA
Ritual Music	5	CA
Punish/Satire	7	CA/EnL ¹
Sacred Bane	10	CA

¹ Only Sidh oriented or Druidic Bards cast this spell through their EnL. They draw it from within when they are dying, as a last curse, or when they are damaged through an improper breach of hospitality.

BLESSED SPHERE

The roll to affect enemies with this spell is taken each phase it remains in effect. It creates an area that is hostile to the enemy alignment. This affects all supernatural members of that alignment each phase it succeeds against them. It will also affect non-supernatural members to a lesser degree.

Supernatural members (those with a Contact Level) take Energy Loss and Damage. Other members of the alignment suffer Energy Loss only. While the spell remains in effect the Priest may not take ANY other action. His entire being is concentrated on his song.

RANGE	EL+1 (a radius)
DURATION	2 turns (EL factor applies as a power. Recast the mana with no chance of failure to continue) *
DAMAGE	EL/2 (RU) (Hit damage. This damage is only reduced by armor that is dedicated against Priestly magic)
ENERGY LOSS	EL+1 (energy points lost each time the target is affected)
BMC	3

* Each additional increment increase the time by the duration for the EL. The maximum number of times this can be done equals EL.

PUNISH/SATIRE

This spell is the most potent and rarely used ability of the class. The Priest must be trained as both a Musician and a Singer and, after casting, must succeed with both entertainment skills. (For a success to be recorded the Entertainment Table result, using the target's MDV/2 (RU) as the Audience Type modifier, must be a sixteen or less. The Priest must succeed with all three rolls.

The possible affects of this spell are infinite. To help handle this, follow the procedure below when it is used:

- 1) The Priest states the EXACT affect he wants AND what crime, known to the Priest, is his reason. (The fact that a target is known to be evil is insufficient. The Priest must personally know an evil action the target was definitely responsible for. It can't be cast otherwise.)
- 2) The Priest must define what conditions will lift the affect. If it can't be lifted through proper action, increase the target's effective MDV by five.
- 3) After the Priest delineates his spell the Referee determines the effectiveness required. If it does not achieve that number the spell fails.

Effectiveness is determined by adding the amount the spell succeeded by to the amount that the Entertainment skills succeeded by times five.

EXAMPLE - The Priest is MEL5/EL2. His spell roll is a 31 against an MDV of 10. He succeeds by 13. He is EL6 with Music and Singing. He rolls a 17 (effectively 16) and a 9 (effectively 8). He succeeds by zero and by eight for, 8 x 5, 40. His total effectiveness is 53.

This number determined, consult the table below. If the effect desired is greater than that allowed by the resulting effectiveness, the spell fails unless the Referee chooses to let it have diminished effect.

Punish/Satire Effects	
Effectiveness	Desired Results
0 to 10	Minor malady, inconvenient physical or mental problem, target is hardly impaired.
11 to 25	Non-fatal illness, slight physical or mental problem, target is slightly impaired.
26 to 50	Significant mental or physical problem, target is impaired.
51 to 80	Lingering illness, major mental or physical problem, target is severely impaired.
81 to 120	Fatal illness, disabling mental or physical problem, transmutation, target is completely impaired.
121 and up	Anything the Priest wishes.

This spell must be cast in the presence of the target. It may not be used unless the Priest has a **significant** reason for doing so. It is primarily used as a spell of last resort to punish those who need it or who may profit from a lesson. It has no effect on non-intelligent (INT rating for species 4 or less) creatures or supernatural forces (creatures with a Contact Level).

RANGE	EL+1"
BMC	7

RITUAL MUSIC

The spell enhances the affect of allied Priestly magic that is used within the affect area. The diameter of the area is **(EL+1)*2**. The modifier granted to the other Priest is **EL**. The spell may only be used to support other classes of Priests in performing ritual magic. It does not enhance Qadishtu/Kalu magic.

BMC	5
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SACRED BANE

This spell places a bane on the target that has the following affects:

- 1) The victim suffers damage as for the Blessed Sphere if he enters ground purified for or sacred to the Priest's alignment.
- 2) All members of the Priest's alignment add the bane's **EL+1** to damage scored on the target. *(This is affected by armor)*
- 3) All supernatural members of the Priest's alignment who encounter the victim attack with uncontrollable Battle Fury.

Once this spell succeeds a Negate Curse spell is required to remove it. It is dispelled with the death of the victim cursed with it and must be cast in a purified area.

RANGE	EL+1"
MDV LIMIT	(EL+1)*4 <i>(The maximum MDV the Priest can affect)</i>
BMC	10

SPIRIT BLESSING

BMC - 2

The spell has the effect of Healing Light for replacing energy lost to disease, poison or soul-draining attacks. The gain is divided evenly among all persons in the area. Any fraction resulting is rounded up.

If the target loses Energy as a result of an attack by a creature from the enemy alignment, he gains TWO energy points for every point of benefit received, i.e. if he gets four points of the effect he regains eight energy.

All parameters for range and effect are as specified in Powers & Perils for Healing Light. This spell NEVER grants any benefit to a member of the enemy alignment.

RANGE	EL+1" (a radius)
BMC	2

NOTE - If there is a great deal of noise reduce the range by 50% (RD). It must be heard clearly to have its affect.

Tariti (Allani) Magic

These Priestesses are important in many major rituals. In areas where they are dominant, they have the powers listed here and those of the Urigallu. This is especially true in L'p'nth and Clima. The powers of the Tariti (Allani) center around love, fertility and the emotions. They are the Soul of the Faith.

Basic Powers

Tariti (Allani) powers are subtle influences that affect the mind and soul. Where they apply to the areas of Love and Fertility, they have little bearing over the campaign. Therefore, the spells of this type are omitted.

Tariti (Allani) Magic		
Spell	Mana Cost	Source
Master Emotion	1	CA/EnL
Sublime Peace	2	CA/EnL
Inflict Emotion	3	CA
Destroy Emotion	5	CA
Soul Search	8	CA
Empathic Union	12	CA

DESTROY EMOTION

A person smitten by this is no longer able to experience the emotion the Priestess attacks. To use this spell the Priestess must touch the target. If she does, and the spell succeeds, the victim loses the emotion.

Once success occurs, the spell remains in effect until it is cured by a Negate Curse spell. Cast at three times normal cost, the spell eliminates only part of the chosen emotion, i.e. the emotion as it relates to a specific person, place or thing (love of a woman, hate for an enemy, etc).

BMC	5
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EMPATHIC UNION

The spell is cast to do many things. The Priestess must touch the person to be affected. Cast at half normal Mana Cost,

the spell enables her to sense the CURRENT emotions of her subject and get an impression of what is causing the emotions.

At normal cost she gains this knowledge and may use Master Emotion or Inflict Emotion to modify what she reads. When used with this spell the Emotion spell automatically succeeds. It may only be used to Influence the strongest emotion the target is feeling (*the Priestess may exclude feelings the target has for her IF she wishes*).

Cast at double cost this spell reads the emotional history of the person's recent past and can modify emotional memories (*all factors are as for Forgetfulness*).

At three times normal cost the Priestess unites with her subject. This yields perfect understanding of all that the person is and grants the same understanding of the Priestess. Both feel what the other is feeling as well as what they feel themselves. Neither is truly aware of themselves while they are affected.

After the Union, the Priestess retains perfect knowledge of the emotional foundation and personality of her partner. Her partner only retains flashes of insight about her.

This spell can be cast at five times cost to forge a permanent Empathic Bond between the Priestess and ONE other person. If this is done, both retain awareness of their individuality while gaining the ability to feel the emotions of their partner when they choose.

When one experiences extreme emotion, such as in combat, under torture, etc, the other takes a Will roll to keep those emotions from affecting them. If the roll is a success, they are not affected. A partial success means they are visibly affected and a failure forces them to react to the emotion as if it was happening to them.

IMPORTANT - This Union can be upgraded after it is established. In doing so, only the base cost need be paid. The EL can never be increased more than three times the original level. If it is first cast at EL2 the most it can ever be is EL6.

Emotional Union at this level is a permanent spiritual tie between two beings. Though they remain separate they are one. This grants the following benefits:

- 1) Either can track the other no matter how far apart they are.
- 2) If physical damage, energy loss or illness afflicts one, the other can minimize its effect by taking half the effect, minus the Union EL/2 (RD), on themselves.
- 3) The MDV of each is increased by half the MDV of the partner with the highest MDV when that partner is in range.
- 4) If either suffers an attack on their soul both suffer equally.

EXAMPLE - A Priestess (MDV15) and her husband (MDV20) are united. Both increase their MDV by 10 and may choose to take injury and pain from the other when they are near each other. If either is struck by a soul-draining creature, both are affected, i.e. a Lamia bites the husband taking 40 energy. He and his wife each lose 20 and are both subject to the Lamia's will (*though the Lamia may not be aware of this fact*).

These are the basic attributes of the spell. The last two forms must be cast on purified ground. Neither may be cast on an unwilling target. Both require a good deal of Ritual and specific environmental influences (referee discretion) to succeed. If an Abysmal Failure occurs in either case, the spell may never be tried on that target again. The less powerful forms are usable without these restrictions.

RANGE	EL squared" (The maximum distance a pair can be separated and use the full attributes. If the range is zero, they must touch)
DURATION Em Union	EL+3 squared minutes (the time required to form the bond)
DURATION Other	EL+1 squared minutes (the time the affect lasts)
MDV LIMIT	(EL+1)*4 (This limit applies when the target is not willing)
BMC	12

NOTE - There is no range limit to sensing what the partner is feeling or sensing where one partner is in relation to the other. They can always feel what the other feels and track if they wish to do so.

INFLECT EMOTION

BMC - 3

As for Master Emotion except the spell increases the degree to which the target is affected by the emotion. The Priestess may not cast it from her EnL. All other factors are the same.

EXAMPLE - A Climan Allani is enamored with a Salaqi sailor. She casts this spell to make him love her.

MDV LIMIT	(EL+1)*5
BMC	3

MASTER EMOTION

BMC - 1

Cast from the EnL this spell allows the Tariti to control her emotions. Using her Casting Ability, she lessens another person's response to an emotion. With success, the person affected ignores the emotion specified for the duration of the spell.

If a person is affected by a spell that forces extreme emotion on him this spell negates the effect. It operates as specified for Immunity. If her EL is greater the enemy spell is negated. If not, it is ignored for the duration of her spell. When her spell ends, the enemy spell resumes at a reduced EL.

When the spell is cast in this way it is always cast against the MDV of the spell. The person it is cast at is considered to have an MDV of zero for influencing the chance of success.

EXAMPLE - A person is affected by MEL7/EL5 (spell MDV 12) Silent Terror. A Tariti Priestess casts EL2 versus Terror. She succeeds. While the duration of her spell lasts, the person ignores his terror. When it ends the Silent Terror spell resumes at EL3.

RANGE	EL" (The range to the person to be affected)
DURATION	(EL+1) x 2 turns
BMC	1

SOUL SEARCH

This spell allows the Priestess to determine what the motivations and desires of the target are. This increases her Influence Chance with that person by **(EL+1)*5** and makes it difficult for him to dislike her or do her harm. To cast this spell, the Priestess must be within one hex of the person. If she is actually touching him her EL modifier is **EL*4**.

TIME	EL+1 turns (<i>time needed to complete the search</i>)
BMC	8

SUBLIME PEACE

BMC - 2

This is an enhanced version of the Peace spell. It is cast at a single person. Affected targets are incapable of hostile emotion and may not initiate combat. In addition, they have a heightened sensitivity to pleasant stimuli and cannot feel pain (*other than magical pain whose EL is higher than the EL of this spell*). It is an important spell, often used to aid Healers and perform sacred rites. To affect anyone with this spell the Priestess must touch him or her.

When the Tariti uses this spell on herself, twice the normal Casting Cost is subtracted from her EnL. Used in this way, the spell has the effect specified above on the Priestess and everyone within its radius of affect.

RANGE	EL" (<i>a radius. If zero it only affects the priestess and those who touch her</i>)
DURATION	EL+1 squared minutes
BMC	2

Supernatural Language Power (Optional)

Supernatural language is magically potent for the force it is derived from. At the Referee's discretion, a spell spoken in the tongue of the force its power is derived from has the following advantages:

A) Reduce casting cost by **20%** (RD).

EXAMPLE - A spell that costs 4 Mana Points still costs 4. A spell that costs 16 only costs 13 if the correct tongue is used.

B) Increase the **EL** by one.

EXAMPLE - If your current **EL** in Darkness is 3 you cast it, when speaking the Tongue of Darkness, at **EL4** paying the cost for EL3.

C) Any result of Abysmal Failure on the Magic Table has an additional FIVE subtracted from it. If Failure results the expertise point gains specified for Failure are received in the spell and in the language though Abysmal Failure still occurs.

D) Any expertise points gained for success with the spell are also gained in the caster's ability with the language also.

E) Any Summoning, Dispel/Banish or Exorcism spell attempted is rolled with 10 subtracted from the roll IF the Caster speaks the spell in the tongue of the force he attempts to summon or oppose.

EXAMPLE - If a Banishment rite is spoken to a Demon in the Tongue of Young Chaos subtract 10 from your roll.

F) The spells each supernatural language apply for are listed below. The advantage is gained when they are used by a trained magic-user in casting magic derived from the alignment.

SPELL LANGUAGES

Tongue Of:	Spells Effected
The Abyss	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence, Sound Sphere
Ahriman	Hell Powers, Storm Powers, Fascination, Compulsion, Seduction, Telepathic Powers, Transmutation
Ashur	Knowledge, Might, Telekinesis, Power Strike, Shield Powers, Truth, Negate Curse
Black Goddess	Purification, Summoning, Protection, Divination, Hell Powers
The Black Sands	Desert Powers, Smokeless Flame
The Blasted Soul	Leeching, Slime
Cernunnos	All Neutral Powers except Fist of Battle, Hand of Hecate, Amplify Damage
Darkness	Darkness Powers, Disintegration, Leeching Darkness, Entropy
Death	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
The Dead	Necromantic Powers, Lichcraft
The Desert	Hatred, Illusion Powers, Desert Powers, Shape Changing, Tongues, Smokeless Flame
Dvalinn	Permanent Magics, Endurance, Earth Powers
The Earth	Desert Powers, Earth Powers, Elemental Powers (Earth)
The Elder	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
Enki	Sea Powers, Water from Stone, Revelation, Painlessness, God's Eyes, Resurrection
Elder Water	Sweeten Water, Elemental Powers (Water), Knowledge
Elder Fire	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
Fiery Chaos	Earth Powers, Hell Powers, Fire Dart, Quarrels, Invulnerability, Petrify
Utgard Geror	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
Hecate	Purification, Summoning, Protection, Divination, Hand of Hecate, Mana Powers
Kotarl	Hatred, Psychic Hammer, Choking Moisture, Claws, Weaken, Withering Hand
The Kotothi	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death, Energy Web
Lawful Fire	Purification, Protection, Fire Powers, Storm Powers, Truth, Corpse Explosion
Light	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Revivification, Healing Light, Crop Protection
Lilith's Command	Fascination, Compulsion, Wounds, Paralysis, Shape Changing, Seduction, Unlife
Nergal	Disease, Plague, Insanity, Critical Strike, Hell Powers, Corruption, Decay
The Primal	All Balance Magic
The Seirim	Fist of Battle, Wisdom, Charisma, Amplify Damage
The Serpent	Fascination, Telepathic Powers
Shadow	All Shadow Magic
Shurikal	All Kotothi Shamanic Spells
The Sidh	All Sidh Magic, Wildness, Forgetfulness
Tonah	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
The Wind	Storm Powers, Travel Powers, Elemental Powers (Air), Aerial Powers
The Wood	Forest Powers, Forest Talk, Wood Wyrd, Life, Creation
Young Chaos	Hell Powers, Theft, Storm Powers, Decay, Corruption, Lycanthropy

NOTE – The languages do not cover some spells. You are free to add other languages if you wish. If a language is added, you should add creatures that speak it. No language should exist on its own unless you add dead languages that have magical power.

When a supernatural language is used, the Caster must successfully use the language and then the spell. If he has partial success with the language, he casts the spell at his normal EL. If he fails with the language the spell fails. The success roll is taken to see if an abysmal failure results.

Innate Magics

Innate Powers, Fanatical Powers, powers used by creatures and any form of innate ability that requires the casting of mana are used in obedience to the rules in this section.

Starting MEL

The starting **MEL** for these powers is determined by the Character's HIGHEST Maximum Ability in Intelligence, Will or Empathy. Consult the table below:

Starting MEL

Highest Characteristic	MEL	Highest Characteristic	MEL
1-15	0	71-85	4
16-35	1	86-95	5
36-55	2	96+up	6
56-70	3		

IMPORTANT — When the starting MEL is determined, record the experience points listed for that MEL on your record sheet. They are increased separately from points earned for another innate or learned ability.

Starting EL

The **EL** for these powers is a function of the Character's attributes. The normal rules for **EL** advancement do NOT apply. The **EL** increases as the characteristics do. Use the formula specified for Innate Powers in Book One unless another is specified.

EXCEPTION — Spells learned by a Natural Magician improve according to the normal rules.

Casting Speed

The casting speed for an innate power equals **MEL+EL**. No power may be used more than once a phase.

Casting Ability

The Casting Ability for innate magic equals **EnL**. Any mana he casts for his innate power is deducted from this value. Like all other Characters, if his EnL reaches zero he is dead.

EXCEPTION — The same rule applies for creatures with innate powers. If the creature is casting his or her magic they have a Casting Ability equal to their EnL that they cast from unless a different CA is specified for them.

EXAMPLE — A Character has innate Lightning Bolts. His Energy Level is 80. When he casts his bolt the number of points cast are subtracted from 80. The result is recorded in the Current EnL box on the record sheet. Continue to subtract from the Current EnL as long as energy remains.

Casting Cost

The BMC values specified in this book apply for Innate Magics also. Innate Magics are cast at the current **EL** of the Caster only. They may NOT vary the **EL** of the spell like a trained magic-user. If an Innate magic-user's **EnL** is not higher than the casting cost he cannot cast his power.

Natural Magicians

Natural Magicians fall into two classes; those that can cast mana without training and those that require training to tap their talent. The first type is termed an INNATE NATURAL. The second is a TRAINED NATURAL.

Innate Naturals

The Innate Natural has the ability to learn any spell he wishes. He casts these spells obeying the rules specified above. If he is trained he may continue to draw directly from his EnL or use mana points from his Casting Ability.

An untrained innate natural may attempt any affect he can imagine. This effort can be dangerous to him and anyone around him. Whenever it is used, the Referee will set a cost. The chance of a grievous error equals **20% - (MEL/2 (RD))**. If one occurs, the Referee will decide the result or roll on the Abysmal Failure table applying any result that results.

EXAMPLE - Travus Caldo is an Innate Natural Magician. Untrained his spells tap his EnL of 92. Trained, **MEL5**, Mana Level 12, he has a Casting Ability of 120. He may use either his Casting Ability or his EnL for any spell he knows. He decides he wants to move to the top of a mountain in a blink. The Referee charges him 14 energy. His chance of error is 20-(5/2) 18%.

IMPORTANT - Natural Magicians with a Casting Ability obey ALL normal EnL rules including the recuperation rate and the basic restrictions on Casting Ability.

EXAMPLE - If Travus is operating with an EnL of 73 his usable Casting Ability is 73 unless he has a magic item that allows him to exceed normal restrictions.

NOTE - In essence, the most that a trained Innate Natural can cast in one day equals **EnL*2** unless he has a tool that allows him to exceed that limitation.

Trained Naturals

Trained naturals are Characters that are Natural Magicians for certain types of magic IF they are trained. They may only draw power from Casting Ability. They may not directly tap their EnL. When trained their casting speed is MEL+EL. They gain no other Natural Magician benefits.

NOTE - The only way to be an Innate Natural Magician is to roll the Special Attribute - Natural Magician. Trained Naturals are Characters who roll Intellectual, Will or Empathic Power. Those with Intellectual power are trained naturals as Wizards. The others can be trained naturals for any magic path that uses the attribute as a prime requisite. A Shadow Weaver is an Innate Natural for Shadow magic. Other than some creatures, like Dragons, no other type of Natural Magician exists.

Naturals

Throughout these rules various types of characters are said to be "naturals" for various magic paths. The table that follows is a compendium of them. The talents listed are only gained on the Special Attribute table unless the Referee chooses to heavily

use the divine in his game and gives players a chance to earn such gifts.

MAGIC PATH	SPECIAL ATTRIBUTE
Wizardry	Natural Magician, Intellectual Power
Shaman	Supernatural Will
Most Priests	Supernatural Will
Kalu, Qadishtu	Supernatural Agility
Mashmashu	Intellectual Power
Chaos Witch	Supernatural Eloquence
Elder Witch	Empathic Power
Druid	Intellectual Power or Supernatural Will
Bard	Empathic Power
Sidh Magic	Empathic Power

AVATARS

Extremely rare mortals have the potential to be an avatar of a god or goddess. An avatar is a person whose appearance, nature and gifts are a reflection of a given deity once they blossom. They do not automatically start with the full powers of whatever avatar they can be. It is something they must earn in play by reflecting the nature of the deity and serving his or her will. EXAMPLE - Norbert the Demented is an MEL24 Great Mage. He is also a blossomed avatar of Labbiel. Reading the description of Labbiel one can easily see how Norbert earned the sobriquet Demented.

Magical Training and Innate Powers

When a person with an innate power, other than Innate Naturals, is trained as a magic-user, he continues to draw the force for his innate power from EnL. Only spells he specifically learns draw force from Casting Ability. Take care to remember this distinction and record your expenditures in the area where they apply.

MEL and EL

An Innate magic-user increases his **MEL** in the normal manner. His **EL** is a function of his characteristics. It increases ONLY as these values improve.

EXCEPTION - Natural Magicians obey the normal EL rules at all times. If they require training, they receive starting Expertise as specified for normal magic-users. If not starting Expertise equals **EnL*2**. If they do not require training, but are trained, they receive normal **starting Expertise PLUS EnL*2**.

EXAMPLE - Travus has a starting expertise of 200 for his training. His Energy Level is 92. As a trained Innate Natural he has 384 magic expertise points to allocate.

Success and Failure

When Innate Magic is cast the normal success and failure rules apply EXCEPT:

- A) The Caster receives no expertise unless he is a Natural Magician.
- B) He is not affected by Abysmal Failure unless he is a Natural Magician trained as a magic-user AND is drawing the power from his Casting Ability. (*If the force is drawn from his EnL Abysmal*

Failure does not apply. It is treated as a simple failure with no expertise gained).

Resistance

Entities with an Innate Magic power are less likely to be affected by their power. When that power is used to attack them **MDV** is doubled in defense.

EXCEPTION — Natural Magicians enjoy this resistance to magic in general. If they are an Innate Natural magician, their MDV equals **(Mana Level*2)+MEL**. If they are Trained Naturals increased resistance only applies if they are trained and only against magic they are Naturals in.

EXAMPLE — Abnaric Elgar is a trained natural. His MDV against any form of Wizardry is $(24*2)+28 = 76$. A Character has power in Cold. His **MDV** is doubled against Cold Powers.

If the spell is beneficial, i.e. incapable of doing harm, he is more likely to be effected. Subtract the increased **MDV** from the Caster's roll instead of adding it.

EXAMPLE — A Character has innate power in healing. A Shaman casts healing on him. He wishes to be affected. If his base **MDV** is 10 the Shaman subtracts twenty from his success roll instead of ten.

NOTE — Where a CHARACTER has this attribute, he decides whether to resist. In all other cases the entity automatically resists any spell that can harm and aids those that are beneficial. If neither extreme clearly applies the entity resists.

Any Abysmal Failure that occurs against a Character that has innate power in the spell used has the following affects:

A) The entity immediately regenerates **EL*2** energy and mana points (*Mana points are only regained if the entity has a Casting Ability*).

B) The spell rebounds and strikes the Caster at the **EL** at which it was cast.

EXAMPLE — A magic-user foolishly casts an **EL4** fireball at a Dragon. The result is Abysmal Failure. The Dragon regenerates 8 energy points and the **EL4** fireball hits the magic-user.

(Had the failure occurred against a trained magic-user with innate Fire Powers, he would have regenerated 8 energy points and 8 mana points).

All entities that are innately powerful in a SPECIFIC spell, or family of spells, have immunity to that power. Their level of immunity equals their **EL** in the power they possess.

EXCEPTION — If the talent the entity has is in a spell that can only be beneficial he will NOT have immunity.

EXAMPLE — The average Dragon has **EL8** in Fire Powers. Any fire spell cast at them, from **EL0** to **EL7**, does nothing. Spells of **EL8** and up have a greatly reduced effect. An **EL8** Fireball has **EL0** effect if it works at all.

NOTE — *Immunity does not apply to Natural Magicians. Certain creatures have stated immunities whether they are magic-users or not.*

General Note

In the course of play, you may discover that some factors of the Innate Magic system escaped explicit detailing. If this is the case, or if you discover some seeming ambiguity, utilize your discretion to create or modify the rules to a more usable form.

As a final note, the Referee must be cognizant of the immense power potential that lies in some of the stronger Innate Magics. To balance them somewhat, he may, at his own discretion, set limits on the Character's use of the power, modify his appearance to reflect the orientation of the power he has or otherwise place a compensating liability on him. In all cases, the Referee is the final arbiter of what Characters can do.

MAGICAL RESEARCH

In the course of play you may wish to alter or add spells. This section provides a means for players to do so. When a magic-user reaches a sufficient level of mastery of his path he is capable of magical research.

PERMUTATIONS

A magic-user may refuse permutations of existing powers when he reaches the Mage level (MEL15) in his given path. Each permutation allows him to alter one attribute of a given affect to something else. The precise nature of the change is up to his imagination and the Referee's sufferance.

EXAMPLE - Norbert the Demented decides to tinker with the Fireball spell. He wants delayed activation and an explosion of confetti in addition to the normal affect. That is two permutations. Each is researched separately.

REQUIREMENTS

The base time required to research a permutation equals the spell's **BMC squared** in days. Where the Referee feels it is appropriate the Player can be required to gather relevant tomes and/or materials to conduct the research.

The success chance for researching a permutation equals MEL*2. If the Player rolls this number or less he succeeds. If he gets a partial success, he automatically succeeds on his next effort. If he fails he must try again. The multiplier is increased by one with each additional effort.

TIME

Each permutation researched requires FOUR hours per day for the number of days required. All of the hours must be allocated within tree times the number of days needed (if the effort takes nine days, he must allocate 36 hours within 27 days). The character cannot spend more than twelve hours a day on research. If he allocates the number of hours needed before the number of days required ends, he finishes early.

EXAMPLE - Norbert researches both permutations spending four hours a day on each. He is MEL24. The success chance is 48%. His roll for delayed activation is 79 and for confetti is 50. He must redo the research with an MEL*3 chance for delayed activation. When he redoes it for confetti he succeeds automatically.

NEW MAGIC

When a character reaches Great Mage level (MEL21) he can research new magic. These are spells that are radical departures from existing magic or entirely new powers. There is no limit to what the Great Mage can contrive with this art.

REQUIREMENTS

All such research should require special material and/or important tomes. The base time required equals **BMC cubed** days. In formulating the spell the Player will state EXACTLY what he wants it to do, what deities the power comes from and any other factors he feels are appropriate. This given, the Referee assigns a BMC and tells him what materials he needs BEFORE he can begin his research. Only after he has those items can he begin working the days needed.

The success chance for new magic equals the character's **MEL*1**. It increased over time, with partial success or failure, as specified for permutations. If the research effort requires additional sessions the MEL for them is squared not cubed.

TIME

The time required is EIGHT hours per required day. If the spell research takes 27 days, the character must spend 216 hours on it.

EXAMPLE - Norbert is inspired. He decides to formulate the Divine Chorus spell. It draws on the might of Labbiel. The affect projects his amplified voice backed by a harmonic symphony of divine singers. For some creatures it will be ecstasy. Others will experience pain and take damage.

The Referee informs Norbert that the spell requires the Tome of Labbiel and a feather from an ahura. He assigns a BMC of 4 after Norbert gathers both. The research takes eight hours a day for 64 days. When it ends he has a 24% chance of success.

A Background

The sections that follow are an aid to the Referee. All descriptions are optional. They include a basic description of the alignments and other information to add flavor to your world.

The Alignments

An alignment system is used in these rules. If you do not care for alignment as a fantasy tool ignore it. If alignment is used, the following system applies.

The major alignments are Balance, Chaos, Law and the Elder. Within the Elder, there are four sub-groups. They are the Sidh, the Kotothi (Dark Elder), Elder and Shamanic Elder. Two minor groups not aligned with anyone, Shadow and Neutral, also exist.

A basic description of the concerns and proclivities of these groups is found in the sections below.

Balance

Balance is devoted to preserving existence. They cunningly, and violently, insure that no alignment overpowers its enemies by opposing the strong and aiding the weak. They are primarily concerned with maintaining balance between Law and Chaos. The intercession of their power led to the Convocation of the Gods

and the end of Armageddon. Their lord, Tehuti, is the strongest and eldest of the gods (in the opinion of Balance).

Chaos

Chaos is devoted, first, to the destruction of Law and, second, to the return of primeval nothingness. It aids those that serve these goals through their actions. It will battle those that oppose them. It preys on those that do neither.

Law

Law seeks the end of Chaos and Disorder. They work to build that which maintains or strengthens Law and strive to end things that strengthen the forces of Chaos. From a follower, Law will tend to demand and reward good actions, devotion to the goals above and practicing gentle emotions, i.e. love, mercy, generosity, etc.

Elder Forces

The Elder alignment is fragmented into four, more or less conflicting, groups. They are:

The Sidh — The eldest of the elder. The Sidh are dedicated to preserving what remains of their domain. Where possible, they seek to expand their hold at the expense of enemies. They will not do so if the effort is a major risk to what they have.

The Kotothi (Dark Elder) — The Kotothi are the children, and major creations of Kototh. They have a jealous hatred of most other races and are noted for greed, cruelty and ferocity.

Some of the Kotothi, i.e. the Daoine Sidhe, Baobhan Sith, etc. are forces that were seduced into the service of Kototh by a fatal hatred. This hatred, when applicable, colors the actions of these creatures.

In general, the Kotothi seek to prove their superiority through the destruction or humiliation of others, especially their enemies.

The Elder — These races are capricious. They can be friendly, extremely deadly or deliberately mischievous. All have a definite opinion of what belongs to them and how they should be treated. The way they treat those they encounter depends on the actions of that person or party in relation to these perceptions.

They tolerate nothing that assaults their rights or land. They can befriend those that show them honor and respect. They trick and mislead those who do neither or who show fear.

SHAMANIC ELDER — These forces are concerned with the preservation of wild, animate life. They are its patrons, friends and guardians. All are the deadly enemies of people who assault that which they protect. Except for this protective function, and Shaman contacts, they avoid contact with others.

SHADOW — These forces detest the purity of light and darkness. In their subtle way they seek to degrade both to the advantage of Shadow. All that matters is their advantage and the power it yields.

NEUTRAL — The Neutral alignment evolved from a minor schism across the alignments, fomented by Shamshiel and the Great Mage Abnaric Elgar (in becoming Cernunnos). The goals of those in the

group vary. All act in their own interest but, in general, seek to be a positive influence. They dislike Chaos and the Kotothi. In seeking their ends they aid or hinder whomever they must. As a general tendency they protect life, innocents and the young.

Alignment Conflicts

As is noted throughout the creature descriptions, and other places, a great deal of conflict exists between the various alignments. In all cases, these conflicts evolve from one or both of the following causes:

A) The alignments are diametric opposites in power, moral orientation and/or goals.

B) One or both of the alignments, historically, have inflicted, or caused the infliction of, major reverses on the other.

The major conflicts that exist, and that the Referee may use to color his game, are described below.

Law vs. Chaos

Both causes above apply. The alignments are diametrically opposed and Chaos is irreconcilably furious at the creation of Law to forestall their victory in Armageddon. No peace can exist between them. They will war until both are negated or one is destroyed.

Sidh vs. Kotothi

In the Golden Age, the Elder and Sidh Gods were prolific creators of beautiful creatures. This irked a jealous Kototh and, in spite, he created races to better the Sidh creations. When the Sidh ridiculed them as monstrosities, Kototh was furious. Dagda's refusal to give him Rhiannon added to his hate.

With the betrayal of the True World to Chaos, by Kototh, the Sidh's feelings of disdain and distaste became virulent hatred and disgust. To this day, nothing is more hated by a Troll than is an Elf; nothing is more disgusting to an Elf than a Troll. The hatred festers unabated. The Kotothi war on, and are warred on by, the Sidh.

Kotothi vs. Law

The Kotothi hatred of Law stems from its creation. Law was created from the sphere that Kototh coveted (the Sun). It was the price of his betrayal.

When they were born, the Gods of Law (especially Labbiel) fought Kototh and, defeating him, banned him from the heavens. With the Convocation, Balance might made they ban permanent. By so doing, Law deprived him of the fruits of his betrayal and earned his hatred. To serve Kototh, the Kotothi hate Law. In most cases, this hatred is combined with a measure of fear.

Shamanic Elder vs. Law and Chaos

The hatred of Shamanic forces stems from the efforts made by Law and Chaos forces to subvert and control things these forces protect. This opposition engenders a suspicion of Law and Chaos that allows no margin of error. Any imposition on the freedom of Shamanic forces is an attack and is repaid. As an alignment, they do not seek combat but they do revel in its arrival.

Elder vs. Kotothi

The Elder, especially dwarves, despise Kototh for his treachery, which led to the fragmentation of their world. They hate his children and creations for their foul disregard of elder rights and property. Dwarves are especially fanatical in this hatred when it comes to Goblins.

Neutral vs. Kotothi

A driving force that formed the Neutral alignment is, to Kotothi eyes, the greatest of all traitors. While he remains unpunished, and foments vile changes that return much of the "bile" destroyed in Armageddon, there can be no peace between these groups.

Court of Cernunnos vs. Courts of Lilith and Nergal

Cernunnos is a god of Life dedicated to reforming all the glory of true life. This can never be so while the Mistress of Unlife and the defilers of the Dead hold immense power. For the sake of all Life, he and his are their enemy.

The God Kototh

Throughout these rules, the God Kototh is mentioned. He is one of the major gods in the mythos. Kototh, the Great Serpent, plays a major role in the cosmology of these worlds. His historical actions were both a great aid, and terrible detriment, to the Elder.

Philosophically, Kototh can be viewed as combining the ambition, creative impulse and emotion of a Loki with the cunning unpredictability of Coyote (*A Native American trickster god*). Among the races that he fathered, in an endless quest to prove his supremacy, were serpent forms, Trolls, Trolld Folk, Goblins, Great Apes and the first Dragons. Of these, Dragons and Great Serpents are his true children. The others are creations that are secondarily related through their ruling gods.

The Sun-Shy

The majority of Elder races are nocturnal. The sun, a new creation in the history of this mythos, did not exist when they drew their first breath. They do not care for the harshness of its light and avoid it as much as possible.

In some cases, the light of the sun is fatal to them. They were not created for a world heated by such an "odious" creation and do not approve of its existence. (*In the Lower World, no Sun shines and all are happy in twilight*).

The Human Condition

The human race was born as a direct result of the conflict of the gods. They contain substance from all the forces of existence. The first "humans" were created by Chaos. As they grew, gods of Law and Balance saw the new evil as an opportunity. Working together, they broke the Chaos monopoly on the race and imbued it with their might also.

For this reason, mankind has a unique advantage over other races, vis-a-vis alignment, morality, etc. This advantage is Free Will. Man is the key to the maintenance, or destruction, of balance and is subject to the jealous hatred of many. Because of

the race's relative youth, others view it with disdain and/or condescending respect. Because of the mixture of forces that are its essential core others, especially Ifreet, despise it.

BASIC COSMOLOGY

No fantasy game is complete without covering the history of supernatural powers extant in the mythos. This section provides the basics of that Cosmology.

A LEGEND

In the time before form there existed a fertile spirit, a kind and loving force, a wife to the Wanderer, a giver of life. Her name was Danaan.

And as the infant time slowly crawled in the morass of formlessness, this spirit gave life to new spirits and she named them Dagda, Mathgen and Nuada.

The sons of Danaan were a strange breed. The clutches of formlessness stifled them. Danaan felt dreams of beauty in their minds, dreams of a new thing foreign to all that was. She found these thoughts a treasure and sought the aid of the Wanderer to give them life.

And the Wanderer was a lord of peace. He looked into the minds of his sons. He saw the beauty and knew the danger. As he pondered their visions, another spirit sensed something of interest was about to grow. He slithered to the Wanderer's side.

The Wanderer regarded the foul presence at his side and, sadly, realized its touch, its knowledge, would be needed if his loving wife were to be satisfied. At that price he abandoned all thought of progressing and departed, ready to wander anew. And before he flew, a new life came to Danaan and she was called Hecate.

Now the Eldest Serpent was enticed by the breadth of the things he felt in the Wanderer's mind. As Fate ordained, once enticed, his mind was not one to set loose the object of his desire. Subtly he wormed his way into the councils of Danaan's sons and became as one with them.

In the fullness of time the Cunning Serpent heightened the yearning of the children. Even Hecate, the pale young flower of Danaan's heart felt a stirring for the things her brothers dreamed.

The doting mother watched as her children waned with longing. In the absence of the Wanderer the Serpent came to her and told of a way to give life to her children's dreams. He spoke of a cold and violent spirit, a force who held the key to all they desired and left Danaan to consider his words.

And Danaan, above all things, was a mother. Even greater than love for the Wanderer was her devotion to the spirits she bore. For ages the Serpent's words burned in her heart, a brooding poison from which there was no escape. Gathering all her strength, she set out to face the foul spirit, the giant and demon Ymir.

The Serpent Kototh felt Danaan's decision. He smiled. Once she was well on her journey he took himself to the children and told them their mother was slave and captive of the evil Ymir. While Hecate set out to find the Wanderer the Sons of Danaan rode to battle on the heads of Kototh.

And Danaan found the frigid being whose name was Ymir. He was a vast creature, ancient and cold, a terrible force who felt her warmth and clasped it to him as a man deserts the snow for a warm woman's arms.

For an age Danaan was held in Ymir's cold embrace. She struggled but found all hope of escape beyond her. In time her four rescuers sallied forth, arriving at her side as her spirit twisted in the throes of childbirth.

Now Kototh was a wise spirit. Nothing had yet happened that was a surprise to the hoary serpent. As he saw Danaan's pain he knew the time was right to bring the dreams to life. Flinging the sons of Danaan toward Ymir he urged them to battle while he set himself as a beacon to hurry the Wanderer to their side.

And the sons used all of their might to lay the foul Ymir's hold on their mother and as their battle achieved frenzy its might gave birth to a new thing and it was called Light and Kototh beheld it with wonder and greed.

Ymir clasped Danaan to him with a hoary arm as he battled the Whelps of the Wanderer. As their strength began to fade their loving mother surrendered the last of her power to them to insure their survival. Furious at the departure of his warmth Ymir threw Danaan aside and strode forth to reclaim what she gave.

Now the three headed Lord of Doom felt the coming of the Wanderer and knew it was time to strike. Throwing all his ancient might at Ymir he drove him back until he stood over what remained of Danaan.

And the Wanderer came forth to the scene of battle with the fair daughter Hecate at his side and he saw his sons weakened and Danaan among the fallen. Rage exploded from his heart, newborn and steaming. Power, blinding and potent, filled his soul as he strode forth to slay the foul Ymir.

And Kototh saw the fruition of the dream and smiled and he slid away from the approaching Wanderer and gathered the children to his side. As the Master of Magics cast his might the Serpent prepared the children to act.

And so the battle progressed. Ymir fell to his knees before the might of the Wanderer's frenzy. As he knelt, nearly one with the pale spirit Danaan, the Cunning Serpent led the children forth and their strength was added to the Wanderer's arm and Ymir and Danaan were cast forth into a spinning vortex of dark and light and from that vortex came form.

And as form was given life it reached out to the formlessness and became one with it. Seeing the good that had been wrought, the Wanderer smiled. A moment later he felt a strangeness and knew Danaan was lost to him forever.

With sad eyes the Wanderer gathered the infant spirits of Danaan's demise to his breast and he called forth his sons. To Nuada he passed the sweetest jewel and he named her Brigit and to Dagda he gave the most radiant and she was named Rhiannon and to Mathgen, the youngest of the brothers, was given the last whose name was Luchta.

And he ordered the brothers to cling to the children of Ymir and keep them from his sight and taking his four children to his side he set forth and they began the work of creation in earnest.

And Kototh saw the gleaming world before him and his heart burned with lust for it and he slithered forward joining the All-Father and the Children of Danaan in the True World.

(Excerpt from the scroll of time, circa 1003 Rogh'sa)

Another Excerpt

And the gods looked upon the infant form and knew it was good and the Wanderer sat himself on the heights and did assign to each his place in the realm of form. Even unto the Serpent did he extend a place.

As the ages passed form grew and the work of the gods gave birth to many wonders and Kototh looked upon the creations of the others and he knew jealousy. He beheld the beauty of Rhiannon and he knew lust. In cunning he gave birth to the first race of things and called them Dragons. In lust he gave birth to Kotan and, in all faith, offered her to Dagda in place of Rhiannon.

Now Dagda was a noble god. His elder did place the sweet Rhiannon in his care and, moreover, he found the birth of love at the sight of her and so he declined the Serpent's offer.

And Kototh pressed his suit for he knew the child of Rhiannon would be a being of surpassing greatness and he yearned to have that child as much as he lusted to know the touch of the perfect goddess who would bear him.

And Dagda declined

Now Kototh knew anger. For an age he plotted his vengeance and gave birth to his court. With the completion of the vile Balor he again pressed his suit for Rhiannon with the might of his children and the power of the Firbolg at his side.

And Dagda declined and war was born

And now the Wanderer came forth and with Nuada unarmed and Balor caged did order the new child war to end. As Brigit's new daughter Morrigan screamed her rage peace came to the land and the combatants returned to the halls of friendship.

In the fullness of time Rhiannon gave birth to Lugh, ending much of Kototh's desire for her. And the Serpent slid forth with birthing gifts and he did offer to stand as fosterer of the child.

And Dagda declined.

(Scroll of time: ibid)

Legend Again

And the Nameless One saw the blight the gods gave birth to and he was not pleased and over the ages he welded the newly formed sons of his ilk together and plotted the eradication of the cancer form.

And valiantly the true sons of Entropy enticed the Eldest Serpent into partnership in their cause and together they gave birth to Armageddon and the power of the Nameless One roiled forth to shatter all that should not be.

Now among the Nameless Hosts were the leaders of a young thing named Chaos, beings that accepted form in order to destroy it. And they sat together, seven together, plotting the final blow as the might of Tehuti strode onto the battlefield.

For an age the valiant kings warred on the foul thing form. At last, the hoary Tehuti put an end to all war and did call a Convocation of Gods and the seven who were the Maskim considered their choice as their masters of the Elder Law rebelled against the interfering one.

And the Elder Law was savagely cast forth into the darkest Limbo and held there by Tehuti's might. Seeing his lords caged Choronzon rose from the abyss to fight anew and at his side the master of the Maskim Abaddon ordered a halt. When next the time came it would find Chaos prepared to slay the unwanted.

(Elder Tome of the Black Sea – A'Korchu)

Yet Another

With the birth of form shape came to the power who was the Sleeper in the Egg and he too was born and the totality of his might brought light to the skies and he looked around at the rolling world and was disturbed.

And with a mighty yawn the Sleeper set a throne upon the egg and placed both on the fulcrum of eternity and, smiling, he slept and the powers gently rocked his throne.

In the fullness of time Armageddon came to the planes and the throne rocked with each mighty battle until finally the Sleeper could bear it no longer. And gathering his might about him he did stride forth to see what caused the waves of violence that disturbed his rest.

And so Tehuti came to see the battles and he arrived as the hosts of Kototh, Elder Law and Chaos stood ready to shatter the Elder and he saw the evil this would cause and knew anger.

And with a snarling roar that shook the heavens he bellowed let there be Order and so the fire of Law was set alight in the heart of Nergal's vile jewel.

And the fire burned forth and the jewel became pure, a beacon of order and life, a sun. And Kototh saw the blinding brilliance of his jewel and he tightened his hold on the prize.

Now, trapped within the burning sphere sat Metatron and all the power of the new Law and Labbiel bowed smiling to his Lord and set out to gain release for his liege.

And with tricks and jests Labbiel did tempt the Serpent into allowing his exit and with scoffing humor did he enrage the Eldest One into loosening his hold and as Labbiel warred with the furious serpent Law burst forth and, as one, cast him from the heavens.

(Verses III – VII, the Book of Labbiel, 1713 Bhamotin)

NOTE – The preceding should give you some foundation of the divine history of the mythos. What follows are descriptions of the divinities and miscellaneous details of interest.

Morrigan has three manifestations, depending on her purpose. She appears as a beautiful noblewoman, a washerwoman or a hideous gigantic hag dripping blood from her pores and sword. She can also appear as a large, black raven.

MANANNAN **Contact Level – 5**

God of the Elder Seas, Patron of Sailors, bane of Tiamat, Lord of the Burning Spear, the lustful sailor.

Appears riding the back of a pair of dolphins carrying a trident that burns with eldritch flame. If summoned to the land he is ALWAYS hostile.

TITANIA **Contact Level – 5**

Guardian of the Fay Path, Queen of the Faery Sidh, the soul of twilight, Consort of Oberon, mistress of the glades, Queen of the mists, True Daughter of Nuada.

Manifests as a gorgeous faery woman six feet in height. Is dressed in a flowing gown and wears a diadem set with three radiant, flawless diamonds.

YNGVI **Contact Level – 3**

Maker of the Storm, Father of Lightning, Render of Silence, ruler of the rains, Patron of the Wind, the seeker of beauty.

Manifests as a young, muscular warrior with a blustery and boisterous nature. This god is more tractable when summoned by beautiful females.

THE CHILDREN OF RHIANNON

LUGH **Contact Level – 8**

Son of Dagda, Creator and God of the Sidh, Master of All Arts, the shining one, the blessed heir, the power of the sidh, the doting father and generous son.

Lugh commonly manifests as an elf child 14 to 17 years of age surrounded by an aura of power. Like his mother Rhiannon, the beauty of his full manifestation would slay mortals.

THE CHILDREN OF LUCHTA

CERNUNNOS – See Neutrality

FIGOL **Contact Level – 5**

Master of the Wild Wood, the eternal Forester, Patron of Druids, Master of Divination, Lord of Justice, the Runemaker, Enemy of traitors, twin brother of Cernunnos the Lifegiver.

Manifests as an ancient druid carrying a staff and a scarred branch with wilted leaves.

NUMA **Contact Level - ??**

The doomed Queen, Consort of Lugh, the Radiant Lady, Queen of Beauty, the Imprisoned Mistress, the Eternal Victim, daughter of Mathgen.

Numa was the first member of the Sidh to fade. All efforts to summon her have failed. (She is Queen of the Sidh Heaven which, as everyone knows, does not exist.)

GWYDION **Contact Level – 6**

Lord of Transmutation, shaper of existence, Lord of Cleverness and Guile, the clever prey, Prince of Elder Magics.

Even if summoned properly the god must be overcome before he will manifest. He changes shapes at will and flees. If he is caught he manifests as a laughing boy whose eyes radiate power.

THE GRANDCHILDREN OF LUCHTA

EPONA **Contact Level – 4**

Daughter of Figol, Handmaiden of Brigit, the Gentle Servant, Goddess of Fruit and Fertility, Beloved of Lugh, Guardian of Horses, Queen of the Sri E'poni

Appears as a gorgeous, nude woman on a Sri E'poni or as a Fay horse mare. On rare occasions appears as a servant woman carrying a basket of flowers. Her personality tends to be abrasive when speaking to mortals.

CRIEDNE **Contact Level – 3**

Son of Gwydion, Patron of the senses, Lord of the Brazier, god of cooking, patron of epicurean delights.

Manifests as a corpulent elf in a smeared apron.

DIANCECHT **Contact Level – 4**

Son of Gwydion, God of Healing, Master of the Soothing Arts, Patron of Herbalists
Manifests as an elven healer with an herb sack and sickle

ASTER **Contact Level – 4**

Daughter of Figol, Consort of Daenn, Queen of the Sidh, Daughter of the Wood, the star of the Sidh, Lady of Mystery, the silent Queen.

Manifests as a stately elf matron in robes of mourning. Unless you are capable of telepathy summoning her is pointless. She has vowed silence while Paitco Sith lives. She cannot be compelled to speak.

GREST GRANDCHILDREN OF LUCHTA

OGMA **Contact Level – 3**

Son of Criedne, Grandson of Mathgen, Master of Satires, God of Eloquence, the biting tongue, Troubadour of Dagda.

Manifests as a bard. He is a very short tempered artist.

THE CHILDREN OF NUMA

DAENN **Contact Level – 6**

The Hidden One, High King of the Sidh, Master of Concealment, Lord of the Secret Paths, Son of Lugh, Consort of Aster, the clever huntsman.

Daenn manifests in hunter's green with bow and sword. He is NEVER happy to be summoned.

OBERON **Contact Level – 6**

Son of Lugh, King of the Faerry Sidh, Consort of Titania, Master of the Sidh Arts, Ruler of the Knowe, Lord of the Mists, the eternal poet, calmer of the wild heart, Master of Rhetoric, bane of recalcitrant virgins.

Appears as a Faerry male about five feet tall wearing fine garments. When he chooses he appears as Puck, a mischievous prankster who adopts many guises.

PAYAN – See Neutrality. Payan was delivered of Numa as a result of Paitco Sith, her grandson, holding her captive and raping a child into her. The following prophecy, issued by Mimir's daughters the Norns, and confirmed by Morrigan and Mathgen, is relevant.

All Hail Numa's third son

All Hail the Heightener and the Power

The true son

He who is the fate of his sire

All hail Payan

Tremble at his name

THE CHILDREN OF ASTER

PAITCO SITH – See Kotothi

FINVARRA **Contact Level - 5**

King of the Elf Sidh, the silver warrior, Master of Sidh Magics, bane of Mallen Trow, Warrior in the Wood, Son of Daenn, Fosterling of Dagda, Consort of Morrigan, King of Swords.

Appears clad in silver elven chainmail carrying a wand and wearing an ornate sword at his hip. He is usually mounted when he appears.

THE CHILDREN OF MORRIGAN

MORAIN **Contact Level – 3**

Walker in the Mists, Mistress of the Final Song, the melancholy Queen, Illusion's Mistress, once Consort of Pwyll, sometimes Consort of Diancecht, daughter of Finvarra, Queen of Souls.

She manifests as a form in the mist. No living soul, except perhaps her blood, has seen her face in millennia.

ULL**Contact Level – 3**

The Supreme Archer, Lord of Speed, God of Sight, the unerring, Patron of Huntsmen.

Appears as an elf clad in fine robes and carrying a powerful bow.

DONEL**Contact Level – 4**

Prince of the Elf Sidh, Lord of Magics, the dark rider, patron and protector of champions, the brooding king, Son of Finvarra, Lord of War.

He manifests as a mounted young elf in black armor.

NOTE

The Sidh Gods are listed by family lineage because such relationships are relevant in their internal politics. All Sidh Gods who descend from Lugh detest Paitco Sith and are, to some extent, afraid of the prophecy pertaining to Payan.

For Mathgen's get the primary hate is Kotothi in general and Kototh in particular. The descendants of Nuada detest the Firbolg and Giants because of Nuada's loss at their hands. The most adamant in the hatred of Kototh is Morrigan.

THE DARK ELDER (The Kotothi)**KOTOTH****Contact Level - 11**

The Eldest Serpent, three-headed Lord of Doom, lord and father of races, the Jealous Spirit, God of Cunning and Wit, the lurking serpent, he who hungers for the sun, patron of theft, greed and trickery, Lord and Father of Dragons, Serpents and Worms, bane of birds, he whose jest is Death, Master of the Arcane, the midwife of form, receptacle of Dark Knowledge, quester after light, the Eldest Elder, Lord of Wild Growth and Choking Moisture, Partner in Chaos, walker in the three worlds, Reveler in Perversity.

Kototh's manifestations vary. In the Lower World he has his true form, a ten mile long three headed serpent. In the Middle World he is Atoth, a tall, thin wizard with the eyes of a serpent and three serpent rings. In the Upper World he is Otar, a single headed winged dragon some eight hundred feet long.

THE CHILDREN OF KOTOTH**KOTAN****Contact Level – 4**

Queen of the Daeta'Koti, Mistress of Black Might, the ambusher, Enemy of Dagda, daughter and mistress of Kototh, Seducer of Kotarl, Consort of Nebeth, the lusting Queen, Queen of the Kotothi Hells.

Kotan manifests as a beautiful woman with pale green skin. When hostile, or compelled, her true form, a triple headed Daeta'Koti, is exhibited. Her lust for, and hatred of, males, especially elves, is noteworthy. Any mortal man taken by her is used and destroyed.

ZURITI**Contact Level – 5**

The Eldest Dragon, true son of Kototh, Lord of the Elder Dragons, the hoarder, God of Eternal Hunger, the flame of Evil.

Manifests as an elder dragon more than 400 feet long.

MUSHRU - SEE LAW**KOTARL****Contact Level – 6**

The great deceiver, perverter of civilization, Master of Dark Knowledge, Lord and Enemy of Civilized Man, Patron and Reaver of Wizards, the Dark Sorcerer, slayer of Cernunnos.

Manifests as a wizard in black robes carrying an engraved staff that is twisted with bands of blackness.

NEBETH**Contact Level – 4**

The Great Serpent, King of the Great Serpents, Lord of Fascination and Slime, patron of the Dae'ta Koti and Dark Shamans.

Manifests as a great serpent nearly a mile in length.

LORDS OF THE CREATED

MALLEN TROW

Contact Level – 5

Lord of the Stones, God of Rock Trolls, King of Trolls, enemy of the wood, Eternal Nemesis of the Sidh.

Manifests as a gigantic troll in chainmail and cape armed with a spiked shield and battle axe. On the center spike of his shield is an elf skull. His cape is woven from faerry wings.

NOTE – The skull is that of Pwyll from before his rebirth.

LABOTH

Contact Level – 3

Lord of Worms, eater of the earth, the hunger without thought, he who waits, ambition's child, Son of Tiamat.

Manifests as an earth eater miles in length

GYWN AP NUDD

Contact Level – 4

Patron of the Hunt, God of the Goblins, Master of Deceit, the prince of liars, Lord of Ambition and Lust, the rapist, bane of dwarves.

He commonly appears as a shining prince in fine clothes. Unless his true form is forced on him, a gigantic goblin in armor, nothing he says can be believed.

MAB'AC'KOTA

Contact Level – 4

God of the Trolldfolk, patron of fishers, Lord of Torture, Perversity and Humiliation, reveler in pain, Patron of the Dance, master of Vengeance, jester to the Lord of Doom.

Appears as a large trolld male with a trident and net.

GARTUN

Contact Level – 3

Father of the Great Apes, acolyte of Nebeth, Lord of Paralysis, corrupter of beasts, Enemy of Man.

Appears as a gigantic ape with a knobbed club. He also wears a bandolier and belt of gold.

FUSINIAN

Contact Level – 2

King of the Spiders, Lord of Theft, the dependable assassin, servant of Kototh, the Doom Spider.

Manifests as a small man in leather wearing a score of daggers on his person or as a small spider.

PRINCES OF THE PALE

UTGARD GEROR

Contact Level – 7

Lord of the Mountain, Master of the Frozen Wastes, High Smith of Kototh, Lord of Wit, maker of the subtle thought, Master of Metals, Patron and Father of Giants, reaver of the arrogant, Brother of Kototh.

Manifests as a massive mountain giant carrying an immense hammer.

SHURIKAL

Contact Level – 5

Fosterling of Kototh, Master of Arcane Knowledge, the conqueror, he who revels in destruction, Patron of Barbarians, enemy of knowledge, Master of the Corrupt.

Appears as a large black warrior in waste lion skin carrying an ornate club with iron studs.

PAITCO SITH

Contact Level – 6

Lord of the Beguiled, Master and King of the Daoine Sidhe, Patron of blood seekers, the abducting son, Lord of Dark Magics, Patron of Evil Beasts, reveler in betrayal, the Corrupt Avenger, Nemesis of the Light.

Manifests as a fifteen year old elf prince in silver armor. He is never armed and always carries a staff of power.

OTTHINAR

Contact Level – 2

Creature of Perversity, Master of Permanent Ills, merchant of evil, the Golden Slayer, Son of Kotarl, lover and son of Kotan.

Otthinar resists manifesting. If he is compelled to do so he appears as a small statue of a three-headed dragon. He must be forced out of this form before a word is spoken if the summoner wishes to be safe from his power.

ANGUELINE**Contact Level – 3**

Queen of the Baobhan Sith, Flayer of Hags, Slave of Paitco Sith, Goddess of Seduction, mistress of the tainted earth, the defiler, whore of the three-headed lord.

Manifests as a stunning Baobhan Sith in a diaphanous green gown.

**THE GREY ELDER
GODS OF THE ELEMENTS****DOMIEL****Contact Level – 7**

Prince of Majesty, Lord of Fear and Trembling, God of the Elements, father of the elemental spirits, Patron of True Existence, Master of Cold, Father of Fire and Frost, lord of the north.

Manifests as an armored king with burning eyes. Looking into his eyes strikes fear into most mortals. He will only deal with those who withstand his gaze.

EARTH**GAEA****Contact Level – 7**

The ancient earth, Mistress of Prosperity, Consort of Goibniu, Patroness of Just Vengeance, the essence of fertility, Goddess of Wealth, Mistress of Life, Nemesis of Tiamat.

Manifests as a voluptuous mother with immense breasts, one of which is always uncovered to suckle the earth.

GOIBNIU**Contact Level – 6**

Lord of the Smiths, God of Brewing, Creator of the Dwarves, master of the mountain, High King of the Wild Earth, Shield Brother of Domiel, enemy of man, Keeper of Hidden Treasures, Master of the Secret Paths, Lord of the Gnomes, father of Dvalinn, Consort of Gaea.

Manifests as a crotchety old dwarf warrior drinking a flagon of ale. Always ready for battle.

DVALINN**Contact Level – 5**

Patron of Artisans, King of the Dwarves, God of Metalcraft, the ultimate craftsman, Lord of Stubbornness, the Runemaster, Son of Gaea and Goibniu.

Manifests as a dwarf craftsman dirty from the forge.

FIRE**GIRRA****Contact Level – 5**

The ever burning one, Master of Elemental Fire, feeder on impurity, the Wrathful One, Son of Domiel.

Manifests as a giant composed of lava and flame.

KEIRAN**Contact Level – 3**

King of the Fire Lords, warrior in flame, the honest guardsman, Keeper of the Hoard.

See Fire Lords. His height is 18 feet.

AIR**BEN NEZ****Contact Level – 4**

King of the Air, Lord of the Wind, master of predatory birds, Father of the Hawk, patron of the hunt, the falcon of Domiel.

Manifests as a giant hawk.

URIELA**Contact Level – 4**

Queen of the Sylphs, Mistress of the Storm, rider on the winds, Patron of Birds, the cooling beauty, the Curious Lady.

See Sylphs. Appearance is 280.

WATER**ZU****Contact Level – 7**

The Immortal Serpent, Brother and enemy of Tiamat, Kototh and Utgard Geror, God of Elemental Waters, quester after knowledge, patron of Domiel, adviser of Mimir, Lord of the Flood, Guardian of Pure Waters, thief of the immortal tome, Lord of Capricious Wit, the prankster.

See water serpents and imagine one three miles long.

MANAKEL **Contact Level – 4**

The playful hunter, Lord of Aquatic Animals, Patron of the Dolphin, guardian of man at sea, Lord of the Friendly Current, enemy of monsters, the bringer of joy, Servant and friend of Zu. Appears as a large sea otter with sapphire eyes and a ready smile.

THE COURT OF DIONYSIUS

DIONYSIUS **Contact Level – 6**

Lord of Vegetation, the roarer, maker of warm moisture, Patron of Civilization, Lord of Pleasures, Master of the Wilds of the Mind, God of Illusion and Masquerade, maker of vengeful horrors, the bull horned lord, Master of Eternal Life.

Manifests as a noble lord with fine garments bedecked with jewels. Two bull horns sprout from his head.

BACCHUS **Contact Level – 4**

God of Wine, tempter to abandon, God of the Maenads, God of Inspiration and Ecstasy, the besotted, Son of Dionysius.

Appears as a rotund man swilling wine and smiling happily.

CERES **Contact Level – 5**

Queen of the Fertile Field, Goddess of Agriculture, mistress of the seasons, Mother of Taritu and Astarte, Consort of Dionysius, the fertile wife, Patron of Farmers.

Appears as a farmwife carrying a bushel of wheat in a cornucopia.

BES **Contact Level – 4**

Protector of Dwarves, Guardian and Master of Sleep, author of kindly dreams, God of Music and Hilarity, Protector of men from evil spirits and dangerous beasts, Quieter of the Wild Thought, soother of pains, the midwife.

Manifests as a rotund beardless dwarf dressed in a loincloth. Always preceded by music and laughter.

PAN **Contact Level – 3**

Patron of Fertility, King of the Satyrs, master of the beguiling flute, Lord of the Goat, child of the forest, Son of Dionysius.

Appears as six foot tall satyr with golden pan flute.

THE COURT OF ODIN

ODIN **Contact Level – 8**

The All-Father, Lord of the Wolf, Patron of Scavengers, Master of Elder Magics, the Far traveler, God of Inspiration, he who makes beasts of men, bringer of frenzy, master of the Wild Hunt, Father of the Oak, Reaver of the Sidh, Lord of the Heroic Dead, King of the Aesir, the Wanderer.

Appears as a grey-robed old man with one eye. Often accompanied by a pair of ravens and/or mounted on an eight legged steed.

NOTE – Hatred of the Sidh, especially Lugh, stems from the fall of Hecate in Armageddon. Since she regained freedom it has dimmed.

FRIGG **Contact Level – 3**

Consort of Odin, Patron of Dutiful Wives, Protector of the Freehold, Mistress of Birth, the fertile Queen.

Appears as a noble wife wearing an iron tiara.

THOR **Contact Level – 6**

The Thunderer, patron of fishermen, Lord of Battle, God of Strength, Protector of Soldiers, the valiant son, God of the Storm, Champion of the Aesir, Bane of Utgard Geror.

Manifests as a red haired warrior in armor carrying Mjornir, his hammer. Noted for his belligerence and violent temper.

LOKI **Contact Level – 5**

Fosterling of Odin, God of Fire, Lord of Ambition, master of the eldritch arts, Lord of Charisma, Father of Monsters, son of Utgard Geror, Nemesis of Thor.

Manifests as a sharp-tongued courtier wearing rings of power.

TYR**Contact Level – 5**

God of Courage and Wisdom, Master of Battle, fosterer of the wolf, brother of giants, Master of Daring, giver of valor, Lord of Warfare and Guardian of Peace, Champion of the Elder Path, Patron of Justice.

Manifests as a warrior with a missing left hand. Wears the torque of a king and carries a mace.

MIMIR**Contact Level – 7**

The thinking one, Warden of Knowledge, father of sweet water, Patron of the Asrai, Lord of the Water Spirits, dweller at the heart of the world, Keeper of the Eternal Secret, the eye-keeper, he who exacts payment, Lord of the Eternal Well, he who knows all, Patron and Mentor of Zu.

Does not manifest. To contact him you must travel to his realm. There are no shortcuts.

FREY**Contact Level – 6**

Lord of the Vanir, God of the Fertile Earth, master of the sky, Patron of the Bereaved, Sword of Life, protector of the just, the noble king and faithful widower.

Manifests as a King in a chariot drawn by eight golden horses.

NOTE- Before Armageddon Frey had a sister and wife named Freya. She is one of the Forgotten Gods.

THE GODS OF LAW

Law's deities are of two basic types. The first are gods who came into being with Tehuti's creation of the sun. They are the pure essence of the alignment. The second is made up of deities who joined Law in the battles of Armageddon and remained after the Convocation.

Though Metatron is the recognized Overlord of them all, the two groups are distinct. Each controls its own forces and has its own goals.

THE COURT OF LAW**METATRON****Contact Level – 10**

Father of Ahuras, lord of the hierarchs, spokesman of the host, chancellor of the heavens, Lord of Covenants, sustainer of man, the Liberator and Scribe, man's intermediary in the Heavens, the Eternal Judge, Lord of Order, Supreme Lord of Life, master of death, the pillar that is purity, Patron of the Enlightened.

Manifests as a pillar of flame of varying height and intensity. Rarely, appears as a royal scribe.

SABBATHIEL**Contact Level – 8**

Lord of Repentance, Righteousness and Sanctification, soldier of the sun, Viceroy of Metatron, master of the heavens, Prince of Light, giver of patience, Marshal of the Host, patron of soldiers, God of Government, the loyal master, midnight warrior, Champion of the Law, Lord of the Morning.

Manifests as a perfect ahura with a flaming sword. (Effectively a fusion of Mithras and the Christian archangel Michael).

GAVREEL**Contact Level – 6**

The Anunciator, bane of Nergal, Lord of Resurrection, God of Mercy, master of divine vengeance, Lord of the Blessed, giver of revelations, Lord of Justice, Reaver of Witches, God of War, protector from insanity, the reconciler, Spokesman of Metatron.

Beautiful Ahura carrying a horn. Appearance is normally stern as each word he speaks is a thing of omen. Equivalent to the Christian archangel Gabriel.

NOTE – His word caused the banishing of the Seirim. Some residual animosity may exist.

LABBIEL**Contact Level – 6**

Healer of the Land, regent of the sun, overseer of the evening winds, God of Prayer, Lord of Love and Joy, Master of the Healing Arts, Lord of Science, Prince of Knowledge, bane of Kototh in the heavens, the Scoffing and Jesting Lord, reviler of evil, Patron of Laughter.

His manifestation is entirely capricious and often whimsical. It is not impossible for the unwary to succeed in summoning him and be unaware of his presence.

NOTE – Sabbathiel, Gavreel and Labbiel are the Great Ahuras. In most cases they run the court.

ENKI**Contact Level – 7**

God of the Waters, Lord of Immortal Wisdom, turner of the flood, Lord of Magical Knowledge, instructor in the arts of survival, patron of man, deliverer from demons, Father and Councillor of the Gods, the Dead and Undying Lord.

Only his voice answers any summons. He cannot be compelled to manifest physically.

INANNA**Contact Level – 6**

The Star of Lamentation, Courtesan of the Gods, patron of priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, lady of many charms, She who commands fear in Men, She who brings to life and sends to death, Mourner in the Winter, the questing goddess, the Warrior Queen, Lady of the Host, Beloved of Taritu.

Manifests as an armed warrior maiden carrying a glowing spear. Often arrives in a chariot pulled by the god Mushru.

SERVANTS OF ASHUR**VAHAGN****Contact Level – 5**

Son of Ashur and Allatu, God of Fire and Lightning, the realm warrior, Champion of Order, Lord of Might, patron of adventurous deeds, God of Invincible Power, the eternal warrior, bane of Ahriman, the Merciless Son.

Manifests as a blond warrior with eyes of light wearing silver and gold chainmail.

SERVANTS OF ENKI**YAVISHTA****Contact Level – 4**

The Divine Blacksmith, artisan of the gods, Lord of Terrestrial Fire, teacher of the mechanical arts, Lord of Pleasure, Armorer of the Gods.

Manifests as a silver-haired man wearing an armorer's apron full of tools.

CEDALION**Contact Level – 3**

Lord of the Forge, servant and apprentice of Yavishta, the divine dwarf and eternal artisan, Master of Metalcraft, seeker of perfection, Son of Bes.

Appears as a dwarf armorer sweating from his labors. Attracted by things that near perfection.

SERVANTS OF INANNA**TARITU****Contact Level - 4**

The Dying Goddess, shield maiden and beloved of Inanna, mistress of Adonis, Lady of the Chase, patron of the flowering field, she who tempts stone to cry, the stalking beauty, Ambassador to the Neutral Courts, Daughter of Ceres, Goddess of Unselfish Loves.

Unbelievably gorgeous warrior carrying a spear and a glowing purplish shield. At her side are one or more reddish wolves that aid in the chase.

MUSHRU**Contact Level – 4**

Father of the Mushrussu, Son and Enemy of Kototh, Lord of the Ravaging Flame, keeper of the sacred tongue, Guardian of the House of Inanna, patron of the good.

See Mushrussu then imagine something at least eight times as powerful.

ADONIS**Contact Level – 3**

Son of Inanna, Lover of Taritu, the perfect jewel, God of Virility, Lord of Masculine Beauty, the prince reborn.

His manifestation is a threat to overwhelm anyone who is attracted by the beauty of a man.

NOTE – Ashur was Warlord of the Vanir before Armageddon. With the fall of his king, Enki, the betrayal of Allatu and the onset of Law, he passed the title to his son Frey and led those of his host who would follow into the service of Law. Including the damned and forgotten, his children are (from oldest to youngest): the twins Frey and Freya and Vahagn. The twins Inanna and Allatu are his grandchildren. The twins Taritu and Astarte are his great grandchildren.

CHAOS

The Maskim

Seven paramount gods rule Chaos, though not all of them rule their own court. They are, in order of importance:

- | | |
|--------------|-----------------|
| 1) Abaddon * | 5) Nergal |
| 2) Ahriman * | 6) Aeshma Daeva |
| 3) Choronzon | 7) Lilith |
| 4) Sammael * | |

* Indicates the gods who rule one of the three courts of Chaos.

THE ELDER LAW

This phrase signifies the major lords of Entropy. Little is known of them though it is clear that before their imprisonment most, if not all, of their might was spent attempting to destroy form. They were extremely powerful and the existence of form was anathema to them.

Only one of these gods is recalled. Even he is only called the Nameless or “he whose name is forgotten out of need”. You may consider him the equal or near equal of Tehuti in power. There were thirteen Lords of Entropy. One of them was Ahriman. Some minor servitors of the Elder Law were Choronzon, Ba-en-kekon, Az and others.

THE COURT OF ABADDON

ABADDON

Contact Level – 9

Lord of Death and Destruction, the destroying angel of Armageddon, demon of the Abyss, Personification of Hell, Master of the Alal, Lord of the Abashita, Chainer of Sammael, servant of the Elder Law, Speaker of the Maskim.

Manifests as a faceless black figure in dark robes. He is often mounted like an Alal.

CHRONOZON

Contact Level – 6

Most High Lord of Chaos, Dweller in the Abyss, Lord and Essence of Terror, the cat of slime, fire of hatred, father of corruption, Stalking Panther of the Nameless.

Manifests as a gigantic feline dripping vile slime. A truly hideous sight.

NERGAL

Contact Level – 7

Marshal of the Maskim, Lion-headed Lord of Hell, God of the Dead, ruler of the summer sun, Master of Pestilence and Disease, God of War, patron of fever, Consort of Allatu, the Harvester, Lord of the Spear.

Manifests as an armored general with the head of a lion.

SERVANTS OF ABADDON

DUMA

Contact Level – 5

The Stillness of Death, Lord of Silence, Prince of Hell, minister of Abaddon, Marshal of the Alal, demon of Vindication.

Manifests as a thousand eyed man carrying a black rod that glows with power.

RAHAB

Contact Level – 6

The Personification of Death, Son of Abaddon, Champion of Destruction and Decay, Lord of Insolence, master of primordial waters, Bane of Life, slayer of all.

Manifests as death with sickle except wears iron gauntlets and eyes burn a fiery red. All who die feel his touch. He is death.

SERVANTS OF CHRONOZON

CHAOS

Contact Level – 4

The Beast, monster of Confusion and Disorder, Marshal of the Beasts of Chaos, servant of Chronozon, Defiler of all form.

The horror of his manifestation is indescribable. Insanity can result from summoning Chaos.

BA-EN-KEKON

Contact Level – 4

Lord of Silent Terror, the soul of Darkness, Champion of Entropy, Bane of All Existence, Marshal of the Kekoni, Slayer of the Light.

Appears as a cloud of darkness which extinguishes all light.

SERVANTS OF NERGAL

MURMUR **Contact Level – 6**

Duke of Hell, Lord of the Necromantic Arts, teacher and master of philosophies, the Griffin Rider, the jeweled lord, Minister of Nergal.

Manifests as a noble mounted on a griffin. Eyes are black coals that burn the soul of those who meet their gaze.

ALLATU **Contact Level - 5**

Queen of the Dead, Goddess of Hell, Consort of Nergal, Star of Damnation, the unforgiving Queen, patroness of Patricides, Bane of Families, Defiler of Taritu, Enemy and Sister of Inanna.

Appears as a glorious Queen riding a sedan chair carried by four Nergali. A beautiful and dangerous Goddess.

NAMTAR **Contact Level – 5**

Herald of Death, God of Disease, Lord of Pestilence, Master of Plague, the provider of death, he who crouches at Nergal's side, the destroyer of life.

Manifests as an ugly, twisted, winged hunchback of a demon. His entire essence is disease. Even his breath can lay the summoner low.

SERVANTS OF MURMUR

BARBATOS **Contact Level – 4**

Marshal of the Harab Serapel, Duke of Hell, Lord of Hidden Knowledge, master of tongues, Servant of Murmur, Patron of Evil Dreams, Master of Nightmares.

Appears as a large Harab Serapel or a thin scholar with the head of a raven.

NILGERANTHRIB **Contact Level – 3**

King of Liches, Master of the Vile, breeder of man, teacher of Lichcraft, Patron of Evil Ambition.

Manifests as a pale lich in a jet black robe.

THE COURT OF AHRIMAN

AHRIMAN **Contact Level – 10**

The Principle of Chaos, the Most Evil Mind, Father of Evil, patron of Death and Destruction, the universal enemy, Father of Aeshma Daeva, Lord of Az, adviser and Maskim Lord, Reaver of the Soulless, the self-created master, the fated king.

Manifests as a dark wizard with burning red eyes. His essence is thought and destruction.

AZ **Contact Level – 5**

Consort of Ahriman, Demon of Disorder, enemy of reason and life, the insatiable force who must be satiated, Lady of Greed, Queen of Disorderly Motion, mother of daivas, the Weapon and Doom of Ahriman.

Appears as a bestial, hideous woman who is always in motion and always consuming something.

AESHMA DAEVA **Contact Level – 7**

The Fiend of the Wounding Spear, Lord of the Daivas, the dragon rider, Lord of Lust and Lechery, God of Anger and Revenge, Child of Chaos, Master of the Storm, First Born of Ahriman, Marshal of the Daivas.

He normally manifests as a fierce, spear-armed daiva on dragon back. Rarely he will appear as a handsome man in armor (most often when summoned by a female).

MEPHISTOPHELES **Contact Level – 6**

He who loves not the Light, principle of the Negative, Lord of Liars and Self-Destruction, Sword of Temptation, collector of souls, stalker in the night, Lord of the Heliophobic Demons, Corrupter of Life, master of eternal torments, Prince of Rhetoric, Overseer of the Pit.

See Heliophobic Demon.

SETH **Contact Level – 6**

Lord of Darkness, Marshal of the Storm, King of the Desert, the essence of earthly Chaos, Warrior against the Sun, the power perverse, Champion of Contention and Revenge, God of the Scorpion, Patron of the Desert Lion, God of the Serpent Women.

Manifests as a black king in a jeweled loincloth carrying a mace. His crown is carved from a single black diamond.

ADRAMELECH **Contact Level – 5**

Enemy of Gods, the bearded peacock winged lion, Lord of Guile and Ambition, God of Malice and Mischief, King of Fire, the fiercest spirit, eater of children.

Manifests in the form specified above. He is angered if a child is not fed to him at once.

VIZRANUH **Contact Level – 5**

God of Nothingness, Eater of Souls, the personification of hunger, the Negation of Existence, the demon death, Lord and Father of Soul Daivas, Minister and Avenger of Ahriman.

See Soul Daivas.

LESSER SERVANTS OF AHRIMAN

MERESIN **Contact Level – 4**

Son of Aeshma Daeva, the boiling spirit, Marshal of the Aerial Powers, Lord of Thunder and Lightning, the meridian devil.

Appears as violent devil literally boiling from the heat of his own rage.

ASTAROTH **Contact Level – 3**

Queen of Lust and Perversity, Consort of Aeshma Daeva, the Shining Lady in Darkness, the doomed Queen, paramour of Allatu, Sister of Taritu.

Appears as a gorgeous woman robed in seductive black.

NOTE – When night comes to the place of her fall Astarte becomes Astaroth. When day returns she is again Astarte, a law goddess with the attributes below.

ASTARTE **Contact level – 3**

Goddess of Love, Patron of the Temple, Queen of Light, beacon of the devout, Sister of Taritu.

NOTE – Astarte was stolen in Armageddon and forced to be the consort of Aeshma Daeva. While Freya remains among the Forgotten, her schizophrenic identity must continue.

MASTEMA **Contact Level – 4**

Patron of Rapists, the embodiment of hatred, prince of evil, Lord of Hostility and Condemnation, the soul of rage, Patron of Injustice, the damning god, Defiler of the Innocent.

Appears as a barbarian warrior, berserk and lustful.

LYSSA **Contact Level – 3**

The Forgotten Mistress, Mother of Gods, Goddess of Mad Fury, Reaver of Man, Maker of the Inner Storm, tormentor of Astaroth, Mother of Aeshma Daeva.

Appears as a raving, all but rabid, woman in disheveled garments.

SLIDRANTH **Contact Level – 3**

Bandit on the Silver Road, the Leech, Lord of Leeching Darkness, tempter of the powerful, Lord of the Frozen Fires, Patron of Evil Ends, Sorcerer of the Darkness.

Manifests as a red-eyed form incased in impenetrable darkness.

THE COURT OF SAMMAEL

SAMMAEL **Contact Level – 7**

Lord of Chaos in the Air, Grand Vizier of the Lands of Woe, the Evil Prince, Sovereign of Sin, Master of Witches, demon of anger, Marshal of the marching hosts, the poison angel, God of Defiance, Lord of Rebellion, Patron of Treachery and Courage, the eloquent king, merchant of souls.

His manifestation is quite variable. It generally works to delude and/or bribe the summoner.

LUCIFER **Contact Level – 7**

Lord of Pandemonium, Emperor of the Lands of Woe, Prince of Demons, master of hell, Patron of Arrogance, Master of Ambition, Lord of the Fallen, son of the morning, the Light-

Bringer, Eternal enemy of Metatron and Sabbathiel, Master of Devils, God and Patron of Sin, Prince of rebels, the fallen son.

Manifests as a supremely handsome ahura. Must be forced to adopt his true form, a burned, disfigured devil.

NOTE – Recently returned from captivity in the outer planes. A victory for Chaos (though Sammael may not agree) with the secret aid of Balance.

THE LORDS OF HELL

BELZABOUL

Contact Level – 5

Chief of Demons, Prince of Devils, servant of Lucifer, Lord of the Flies, master of insects, God of Decay and Corruption, Lord of the Pseudothei, the Envious Spirit.

Manifests as a corpulent devil or a fly.

BELIAL

Contact Level – 5

The Great Deceiver, Lord of Deceit, God of Infamy, Patron of Evil and Sin, master of perversion, Child of Ahriman, Chancellor of Sammael, Grand Duke of Hell.

Manifests as a smiling courtier in fine robes. He is always ready to “help” the summoner.

MAMMON

Contact Level – 4

God of Greed, Lord of Wealth, Duke of Hell, giver of pain, Master of the Flayers, Supreme Judge of Hell.

He manifests as a devil wearing gold and jewels.

RHADAMANTHUS

Contact Level – 3

Lord of Tortures, Judge and Duke of Hell, Tormentor of the Damned, general of the hosts, the Flayer.

He manifests as a horse headed devil in chainmail.

BELPHEGOR

Contact Level – 3

God of Ingenious Invention, the inspiration of the damned, Master of Manipulation, Chamberlain of Pandemonium.

He manifests as a disheveled demon carrying a scroll and some tools.

THE GODDESS IN BLACK

Contact Level – 5

Queen of Black Magics, Patroness of Witchcraft, the terror of the tomb, Goddess of Ghosts and Edimmu, Watcher of the Gallows, mistress of untimely death, defiler of the kindly arts, Enemy of Love, Lady of suicides, Patron of Cannibals, Queen of Power.

She manifests as a dark figure robed in black and is often preceded by the stench of the tomb.

SIN

Contact Level – 4

Princess of Hell, misleader of man, Goddess of Evil, daughter and mistress of Sammael, Patron of the Deadly Seven, Patron of Human Sacrifice, the Evil Queen, Leader of Hell’s Hounds, the defiler of innocence, the Hell Witch.

She manifests as a voluptuous young girl and tries to seduce the summoner. Must be forced into her true form as a beastly demon.

NOTE – Sin and the Goddess in Black merged with Hecate to defile her. If you retain Hecate as a Chaos God, instead of Neutral, do not use either goddess.

LILITH

Contact Level – 6

Maskim Queen, the Night Hag, Mother of Man and Demons, the immortal enemy, Mistress of Vampiric Spirits, the screech owl, Enemy of Infants, Queen of Incubi and Succubi, Bride of Sammael, Mother of Sin, Goddess of the Immortal Evils, the kiss that ends all, the eater of life, Mistress of the Seven Dukes.

She manifests as a hideous hag, a screeching owl or a gorgeous woman, depending on her intent.

THE SUB-COURT OF LILITH

PRINCESS NAAMAH

Contact Level – 5

Mother of Demons, Daughter of Lilith, Seducer of Life, Princess of the Succubi, mother of Aeshma Daeva, Mistress of Lucifer and Sammael, Goddess of Unnatural Lust, the bloody mistress, the irresistible flower of Doom.

She manifests as the most beautiful woman the summoner can imagine. If she is not forced into succubi form all it lost.

LEMASHTU **Contact Level – 4**

Lord of the Seven Dukes, Master of the Akhkharu, Consort of Lilith, the blood-seeking Lord.

Manifests as an Akhkharu nine feet in height.

NOTE – The other Akhkharu who, with Lemashtu, form the seven dukes are CL3. They are – **ZARANA** – the Soul Shaker, **DRIANA PROBAN** – Perpetual Servant of Lilith, Courtier of Lust, **SANQUI** – the drinking Sword, **BLARAS** – the Black Count, **MELIN** – the Skulker, **and MARSLAN** – the Insatiable Stalker.

MOLOCH **Contact Level – 4**

Lord of the Incubi, Master of Damnation, quester in darkness, Patron of Perverse Evils, God of Human Sacrifice, Defiler of Infants, Lord of Black Knowledge.

He manifests corpulent and pale with blood dripping from his fangs. **MUST** be fed an infant when summoned.

SHEVOLD **Contact Level – 3**

Duchess of the Succubi, the irresistible, Seducer of the Gods, Bane of Adonis.

Manifests in the manner given for Princess Naamah.

TI'VAN **Contact Level – 3**

Consort of Moloch, lady in the shadows, Collector of Sacrifices, stealer of infants.

Manifests as a compelling matron.

SIER **Contact Level – 4**

Queen of the Lamia, Consort of the Seven Dukes, the bloody Duchess, drainer of man, the White Lady of Doom.

She manifests as a pale lady in a white shroud surrounded by cloying, sweet scented mist. Any male who risks summoning her is in danger.

MOU'LAN KRI'GAIR **Contact Level – 2**

Handmaiden of Lilith, the prophet of blood, intermediary of the Faithful, founder of the L'p'nth Mysteries.

Manifests as a Katai courtesan covered with blood.

NOTE – The Court of Sammael are primarily fallen Law gods, those damned by Law and their descendants.

THE COURT OF TIAMAT

TIAMAT **Contact Level – 7**

Sister of Kototh, Mother of Gods, the Eternal Sea, enemy of man, the Serpent Ocean, eater of the Land, Lady of Shipwrecks, Patron of Mer, harvester of sailors, reviler of the Moon, Mistress of the Heavens.

She manifests as a monstrous serpent miles in length. May not be summoned out of water unless the summoner is in the Upper World.

APSU **Contact Level – 4**

Consort of Tiamat, God of the Depths, Master of the rites of the sea, Lord of Subterranean Waters, Master of the Watery Dead, reaver of the skies and spinner of the waves.

Manifestation as for Poseidon without the trident.

KINGU **Contact Level – 4**

Son of Tiamat, Lord of the Myrmidons, Marshal of the Seas, the boat-breaker, God of Deadly Waters, the wave warrior, Destroyer of Man, Enemy of all mammals.

Manifests as a hideous merman with a trident.

TIELLA **Contact Level – 5**

Daughter of the Raging Seas, the Sea Hag, treasurer of Ocean, Consort of Kingu, mistress of monsters, Goddess of Powers, Lady of the Seas, Mistress of the Watery Realms, Keeper of the Watery Dead, collector of might and beauty.

She appears as a gorgeous undine. Must be forced into her true form, a revolting hag.

OANNES **Contact Level – 4**

Goddess of Mer, Queen of the Undines, the sea witch, consumer of the unwary, the treacherous consort, paramour of Manannan, Consort of Dagon.

Manifests as a stunning undine with a radiant crown.

NOTE – No deity of the water can be summoned out of its element. It is impossible.

DAGON **Contact Level – 3**

The jealous king, Warlord of Mer, Master of Battles, Enemy of Men, Consort of Oannes.

Manifests as a bearded merman carrying a barbed trident.

NOTE – Dagon is vexed with the licentiousness of Oannes and the Undines. Because of this is he is Manannan's enemy and rarely suffers any man to live. Fear of his reaction may be a reason why Undines are known to eat their lovers when they tire of them.

The Gods of Balance

TEHUTI **Contact Level - 14**

Supreme Master of Balance, the Eternal Sleeper, Spokesman of the Gods, keeper of the divine record, inventor of science, literature and wisdom, Lord of Invention, the measurer, Patron of Form and Existence, creator of the powers, Invincible Master of the Astral Paths, preserver of the dead, Lord of Time, Master of the Unalterable Laws, Judge of the combat of the Gods, Lord of the Sacred Words, the spirit of truth and Master of Eternity.

He does not manifest. The attempt to compel it would be suicide.

AHURA MAZDA **Contact level – 10**

Lord of Balance, Judge of Man, Lord of the Convocation, Commander of Truth, he to whom no thing can lie, the ruling mind, God of Thought, Champion of the Lesser, Warden of the Elder Law, far-seeing Lord of Might.

He manifests as a King on a glowing silver throne.

MANU **Contact Level – 10**

The personification of Fate, architect of Destiny, Master of the Eternal Triad (Manu, Zehanpuryu'h, Jehudiel), Author of the Tablets of Destiny, brother of Omael, shadow watcher, Overseer of the Neutral Courts.

See Zehani

ZEHANPURYU'H **Contact Level – 8**

Master of the Rites of Balance, dispenser of judgment, Weigher of the Balance, the Sword of Fate, Patron of Divination, the Eternal Master, True Son of Tehuti.

Manifestation is as for Manu except he carries a sword of Astral Might.

JEHUDIEL **Contact Level – 7**

Lord of the Celestial Spheres, recorder of the eternal planes, Lord of the Eternal Veil (impenetrable blackness separating the planes of the true world from all others), Herald of the Edicts of Fate, writer on the veil, Guardian of Existence.

Does not manifest. Efforts to summon him bring Zehanpuryu'h instead.

SOQED HOZI **Contact Level – 8**

Lord of the Merkabah, Prince of Astral Fire, the sword of Balance, Marshal of Balance, the Fist of Tehuti, Lieutenant of Time.

He manifests as a giant Merkabah with bow drawn and ready.

POTEH **Contact Level – 9**

Lord of Oblivion, Master of Forgetfulness, God of Forgotten Knowledge, collector of things lost, Reader of Fate, Lord of the Unknown, Knower of the Unknowable, the eternal void, Warden

of the Forgotten Well, dweller beyond the veil, Master of the Planes, Keeper of the Unalterable Law.

Poteh appears as a large robed man. He cannot be compelled to appear but may choose to do so. He may also choose to bring the summoner to him in his tower.

OMAEAL **Contact Level – 6**

Perpetuator of Life, multiplier of the species, Master of Fecundity, Weaver of Destiny, brother of Manu.

Manifest as a gentle old man in a farmer's robe.

SARAMEYA **Contact Level – 6**

Master of the Astral Winds, the eloquent gambler, protector of heroes, Messenger of Tehuti, Warden of the Stones, Lord of Boundaries and Limits, patron of animals, Lord of Fraud and Theft, God of Travelers and Commerce, watcher on the roadway, patron of shepherds, he who is swifter than thought, Patron of Spies and Assassins, partner of Poteh, Harvester of Ills.

His appearance is equivalent to the Greek god Hermes.

NEUTRALITY

THE GODS AND THEIR COURTS

Three major Gods rule. They are all ancient forces whose natures, to a degree, have changed with their alignment. They are Shamshiel, Hecate and Eblis. Together they form the Neutral Triad. The following delineates their nature and that of gods owing fealty to them.

NOTE – Many scholars believe this is a growing alignment. Metaphysicians say the elements, especially the Earth, are being swayed from current allegiances. Some other alignments are believed to be worried by the growth of the “upstarts”. Many deities of Chaos and the Dark Elder oppose this group.

ESSENTIAL NATURE – The Neutrals, for various reasons, act out of self-interest and in a generally defensive or protective manner. Today's friend can be tomorrow's enemy when dealing with many of them.

RELATIVE DIVINE STRENGTH – Should you wish to compare the power of the gods, square the Contact level. A CL3 is a 9. A CL7 is a 49.

THE COURT OF SHAMSHIEL

SHAMSHIEL **Contact Level – 7**

Lord of the Seirim, seducer of mankind, the disintegrating Master, Lord of Weaponcraft, Teacher of Finery and Cosmetics, the master warrior, Patron of War, protector of kings, Keeper of the Garden of Delights, the twelve winged Lord of Battle, Warlord of the Triad.

He manifests as an old warrior in grey armor or as a twelve-winged ahura with blazing eyes. Shamir or Forneus always precede his arrival.

MARINA **Contact Level – 4**

The Eternal Mother, patron of childbirth, Protector of the Helpless and the Innocent, the she-wolf, Queen and Patroness of Love, Consort of Gods and men, the salvation of the damned and shelter of the defiled, Consort of Niall, adopted sister of Taritu, the perfect flower.

She appears as a beautiful woman in a flowing sensuous dress. On the rare occasions when she appears as a silver wolf battle ensues always. Is among the most benevolent of the neutral deities.

NIALL **Contact Level – 2**

The Grey Wolf, patron of spies, protector of Shamans, Guardian of Virtues, the vengeful hunter, fosterling of the wolf, Consort of Marina.

Manifests as a grey wolf with burning silver eyes.

SHAMIR **Contact Level – 4**

The Black Twin, Patron of Warriors, the Disintegrator, Guardian of the Grey Paths, Champion of the Seirim, Bane of dark evils, Speaker of Truth, reaver in the night, patron of mercenaries, Lord of the Anakim, Son of Shamshiel.

He manifests as a large man in black armor bearing a black sword with pulsing white runes. It is said no mortal sees his face without being changed or slain.

MAOR **Contact Level – 1**

The eternal swordsman, Fosterling of Morrigan, student of Shamshiel, avenger of dishonor, Patron of Gamblers and Rakes.

Manifests as a warrior in leather armor. One hand holds a sword, the other a deck of cards.

THE SEIRIM **Contact Level – Varies (2-5)**

Teachers, Seducers and Lords of Various arts.

The Seirim, including Shamshiel, are fallen Ahuras. All are strong warriors with an interest in humanity, especially its women. All are masters of one or more skills in addition to their power as warriors. Exael and Forneus are the most powerful after Shamshiel. There are 400 members of the Seirim.

COURT OF HECATE

HECATE **Contact Level – 8**

Goddess of the Moon, mother and mistress of hellhounds, the Invincible Queen, Giver of riches, victory and wisdom, Queen of Magic and Sorcery, driver to insanity, Mistress of Poltergeists, the howler, Queen of the Triad, Patron and Nemesis of Wizards.

She manifests as an old woman with a frayed shawl or as a two-faced deity in regal robes. In the second case, the left side of her face is twisted and insane. The right is gorgeous and perfect. Eerie howling always precedes her arrival.

HECUBA **Contact Level – 4**

Queen of the Hellhounds, daughter of Hecate, champion of Vengeance, Protectress of Guardsmen, the tracker.

She manifests as a three headed hellhound. The faces are stern, rabid, and loving. The one that speaks says much about her feelings at the moment.

THE BROTHERS ROCHANA **Contact Level – 2**

The brothers are **KAPRIE (the elder)** and **LORAN (the younger)**. KAPRIE – the dutiful consort, Patron of Students, Master of Patience, arbiter and king, Scholar and Warrior. LORAN – Avenging Hound of the Moon, the forgotten one, Patron of Selfless Heroes.

Kaprie appears as a tired man in dusty clothes carrying a scroll and a bastard sword. Loran is dressed as a Kameri knight with a glowing great sword.

REYA **Contact Level – 2**

Courtesan of the Gods, Handmaiden of Hecate, Goddess of Beauty, the enticer, Patroness of Impossible Quests.

Appears as a perfect, voluptuous blond woman in iridescent silver.

KALINDA **Contact Level – 1**

Queen of the Moon's Faery, overseer of the Midge, daughter of Oberon, the moon blossom.

She manifests as a wingless faery. The vigor of her appearance, and power, varies with the phase of the moon.

COURT OF EBLIS

EBLIS **Contact Level – 7**

Father of the Jinn Races, warrior in the desert, enemy of man, Most High King, Lord of Smokeless Flame, Grand Marshal of the Hosts, Lord of the Wastes, Master of the Ifreet, King of the Triad, blood enemy of Seth.

He manifests as a gigantic Ifreet in fiery armor.

CASSIEL **Contact Level – 4**

Lord of the Jinn, dragon rider, bane of man, God of Solitude, Patron of Hermits, Son of Eblis, Master of the Sudden Thunder, warrior in the wind.

He manifests as a furious Ifreet mounted on a dragon.

JASSIEN EL' CASSIN**Contact Level – 3**

King of the Middle World Jinn, Master of Jherabad, Son of Cassiel, Marshal of the Ifreet, Lord of the Desert Wastes, reaver of scorpions.

Appears as a snarling Ifreet riding a whirlwind.

AI' JIRA**Contact Level – 2**

Queen of the Jinn, Mistress of Cassiel, defender and judge of the Jinn, Patron of the Capricious, keeper of the city, Patron of Courtesans and Entertainers.

Manifests as a large jinn woman wearing silk and jewels.

TY'ANA**Contact Level – 5**

Queen of the Peri, Lady of the Cooling Rains, mistress of the fertile wind, Guardian of the Righteous Path, Hidden Protectress of Man, Patroness of the Jinn, Consort of Eblis, keeper of the eternal gardens, Mother and enemy of Cassiel, Bane of evil in the desert.

A pleasant goddess who manifests as a gentle faced Peri carrying flowers and wearing them in her hair.

PERSIRA**Contact Level – 2**

Daughter of Ty'ana, Patroness of Travelers, Goddess of the Vines, Protectress of Tradesmen, defender of man in the desert, Princess of the Peri.

Her manifestation is like Ty'ana except she has grapes, not flowers.

THE COURT OF THE TRUE SIDH**PAYAN****Contact Level – 5**

King of the True Sidh, the ice warrior, Patron of the Dutiful, the high archer of the Knowe, Marshal of the Wild, Reaver of the Serpent, the avenging husband, brother and uncle of Finvarra, Warlord and apprentice of Hecate.

He manifests as an albino elf in black leather armor. Carries a jeweled elf sword and a lacquered black bow.

THE COURT OF CERNUNNOS**CERNUNNOS****Contact Level – 5**

Master of the Wheel of Life, Lord of Nature, the Horned One, God of the True Wood, Legate of the Triad, Lord of the Oak, Guardian of the Innocent, patron of animals, giver of virility, King of Power, the Undying One, Patron and Lord of Life, Keeper of the Hidden Realms, bane of Kototh.

He has three manifestations. In the Upper World he manifests as an old druid with empty power filled eye sockets and surrounded by a corona of silver power. In the Middle World he manifests as Herne or as a handsome man with silver streaks in his black hair.

NOTE – One of the Forgotten, his essence was scattered through existence (primarily to the Sidh Otherworld). A portion of it was within the great mage Abnaric Elgar. His might, and efforts, allowed Cernunnos to be reborn in fusion with Abnaric. At his height, Cernunnos had a CL of 8. Elgar's power sufficed to be a 3 on that scale. Thus, the new beginning of Cernunnos is a 5.

RO'BEALL**Contact Level – 4**

The Black Queen, blood mistress, Queen of Power, Patron of Loyalty, Protectress of the Devout, Consort of Cernunnos, the avenging star, the punisher, enemy of Kototh, daughter of Morain.

She manifests as a large, perfect Baobhan Sith dressed in a seductive black silk dress girded with silver and iron chains. Notably stern deity, especially to her servants.

MIRYAN**Contact Level – 3**

The White Lady and Lusting Queen, Mistress of the Silent Act, Protectress of Lovers, the sweet assassin, Teacher of the Erotic Arts, Consort of Cernunnos.

She manifests as a sidh-like beauty wearing translucent white silk girded with a jade dagger belt. In the sheath is a white handled dagger. In her hand, oft as not, is a braided whip.

LISAN **Contact Level – 2**

The Dark Flyer, guardian of the Lis, Speaker to the Sidh, the selfless Queen, Consort of Cernunnos, Sometimes Servant of Morrigan.

She appears as a faerry princess some four feet in height. Dressed in fine clothes and a black cape and often accompanied by 1D3 Lis.

MARLET **Contact Level – 1**

Protector and Queen of the Nar'morel, the warrior Queen, Consort of Cernunnos, the desert cat, Lady of Subtle Magics.

Manifests as a perfect Nar'morel female with a magic wand.

THE WHITE ONE (Patera) **Contact Level – 2**

The Avenger of Cernunnos, Master of Justice, Invincible King of the Nar'morel, Lord of War, Keeper of the Nar'morel Hell, Protector of Marlet.

Manifests as a perfect white Nar'morel armored in black leather. He never carries weapons.

ABAIR **Contact Level – 3**

The Twin in Red, Warder of the Forest Paths, Patron of the Righteous, protector of the gentle arts, bane of the evil dead, Prince of Power, the hound of justice, Son of Cernunnos and Marina.

Appears as either a warrior in flaming red armor or a simple forester. Few who see the first manifestation survive it.

ISIS **Contact Level – 2**

Queen of the Abnari, Blue Goddess of Healing, patron of children and lovers, the healing touch, the Star of Devotion, Consort of Kel, Lady of the Faithful.

Manifests as a blue woman with flowing black hair and a golden gown. A tiara of stars crowns her head.

BASSCARR **Contact Level – 2**

Eternal Messenger of Cernunnos, Champion of the Hidden Realms, guardian and avenger of the created, patron of merchants and Armorers, Consort of Sheena.

Manifests as a warrior in gold armor carrying a great sword.

SHEENA **Contact Level – 1**

Heart of the Hidden Realms, Patroness of passion and luxury, Protector of the Generous, the great spender, Consort of Basscarr.

She manifests as a beautiful woman in silver and jewels. Noted for her generosity. Her summoning ALWAYS attracts the attention of greater powers in the court.

TRAJAN **Contact Level – 2**

Patron of Lechers, Lord of the Neutral Heavens, the dreamer, Student of Cernunnos, Consort of Herela, God and Goddess of the Blessed.

Manifests as a young male wizard or a female sorceress. Both are beautiful. He/she is noted as a lustful being.

HERELA **Contact Level – 3**

Queen of Pain, Mistress of the Neutral Hells, Queen of the Trazire, the black assassin, Daughter of Cernunnos, Consort of Trajan, the stern lady.

She manifests as a handsome woman in black leather. Always has at least six bladed weapons from darts to swords.

MATA **Contact Level – 3**

Patron and Protectress of Widows, Patron of the Dutiful, Goddess of Herbs and Healing, Lady of the Horse, Guardian of the Matapone, Princess of the Matin, keeper of the natural laws, sometimes consort of Cernunnos, the Solitary Queen.

She manifests as a sad woman in a common gown carrying an herb basket.

NAIZIN **Contact Level – 1**

Daughter of Cernunnos, Servant of Mata, Lady of the Matin, Goddess of the Shiroona, the Star of Mercy, Patron of the Merciful.

She appears as a girl of 14 in a frilly, white gown. Always accompanied by 1D3 Shiroona. Her name when mortal was Katrin.

THE COURT OF LIFE

HERNE See Cernunnos

God of the Forest, the hunter, protector of animals, Guardian of Nature, weaver of dark and light, Lord of the Forrestals, the Just Avenger.

Manifests as a man in deerskin robes carrying a spear and wearing a stag's head.

ADUA Contact Level – 3

Patron of all loves, the essence of the feminine, Wife and Mistress of Herne, the solace of Mothers, Goddess of Women, bane and comfort of Man, Queen of Peace, Lady of the Flute.

Depending on her mood, Adua appears as a matron, a motherly elder woman or an erotic courtesan. She is a three part goddess whose being represents all the proper forms of woman and the feminine.

BAHRAM Contact Level – 3

Lord of Animals, Master of Shapes, patron of healers, Guardian of the Wild, Protector of the Helpless, God of Shamans, Overseer of the Vily.

Manifests in unpredictable forms. Any animal is possible. If hostile he is a beast of prey.

ANARA Contact Level – 2

Queen of the Vily, Goddess of the Anari, Protectress of the Wild, the silent archer, Patron of Lost Souls, the mediating avenger.

Manifests as a high Vily riding a gigantic tiger.

EILA (The Black One) Contact Level – 2

The Magician of Night, Lord of Pleasures, the silent slayer, Master of Games and Might.

Eila dwells in the Middle World. When summoned, he appears robed as a Kacili Emir if he is beneficent. If not, he is dressed as a Nar'morel and will make every effort to kill the summoner.

KEL Contact Level – 2

God of the Horse, Protector of the Morana, Son of Cernunnos, Arbiter to the Sidh, Consort of Isis, the unwilling wizard, Champion of Hopeless Odds, the self-effacing Master.

Commonly manifests as a winged Sri'Amora.

TAMELA Contact Level – 2

Lady of the Fauns, Keeper of Anduin, Goddess of Fertility, Protector of the Living Forest, Acolyte of Cernunnos in the wood.

Manifests as a pale faerry dressed in brown and green. In her hands are a forrestal's staff and a sickle.

NOTE – Forces of the Court of Life are part of the Court of Cernunnos. They are powers resident in the Middle World, in various places. Herne rules. Due to balance's unalterable laws, his Contact Level in the Middle World is restricted to THREE.

SHADOW

Mulabe Kejan Contact Level – 7

Lord of Shadow, Destroyer and Servant of Light. Enemy and Ally of the Greater Darkness, Walker in the Shadows, Lord of Infinite Shapes, Marshal of the Kiana'Shan, Master of Hidden Thoughts, Foeman of Eternity, Patron of Selfish Action, the soul of Willfulness.

Manifests as an elegantly dressed silver eyed man of shadow. Wears a diadem festooned with gems of light and darkness.

Lojan Ki Contact Level – 5

Consort of Mulabe Kejan, Mother and Guardian of Shadow, High Priestess of the Kejani, Tormentor of the Light, Abuser of Darkness, Queen of Pride, the merchant of power.

Manifests as a dark woman in an extremely revealing evening gown.

Kian Torna Contact Level – 4

Fiend of Souls, Enemy and Patron of Life, the ancient Shadow, Master of the Kiana, Lord of Leeching, Father and servant of Mulabe Kejan.

Manifests as an immense blob of pulsing shadow.