

Magic of Grey Lotus

Andrew Williams

July 24, 2004

Contents

Introduction	iv	Transference	10
Frequently Asked Questions	iv	Quickening	10
1 New Character Rules	1	4 Focal Magic	11
New Advantages	1	Alchemy	11
New Styles	2	Alchemical Skills	11
Swordsmanship	2	Alchemical Formulae	11
2 Disciplines	3	Alchemical Potions	13
Corpus Magic	3	Alchemical Ingredients	13
Summary	3	5 Kurr'd-ah Magic	16
Basic Abilities	3	6 Talents	17
Channeling	3	BladeMagery Powers	17
3 Greater Magics	4	Purchasing BladeMagery Powers	17
Metamagical Skills	4	Available Powers	17
Aura Bonding	4	Powers of Faith	17
Control	4	Siren's Voice Abilities	17
Extension	5	Siren Songs	18
Melding	5	7 The Magi	21
Penetration	5	8 Magical Items	22
Trigger	6	9 Magical Beasts	23
Velocity	6	A Sample Spells	24
Psychomancy and Necromancy	6	Draiocht	24
Learning Psychomancy	6	Ainmhite	24
Soul Division	7	Na Siogai	24
Soul Fragments	7	Tir	25
Losing and Healing Fragments	7	Piseóga	26
Penalties from Missing Fragments	7	Elementalism	26
Resonance and Soul Sharing	8	Air	26
Gaining Resonance	8	Earth	26
Effects of Resonance	8	Fire	27
Soul Corruption	9	Water	28
Gaining Corruption	9	B The Open Publication License v0.4	30
Effects of Corruption	9	Special Thanks	31
Healing Corruption	9		
Faerie Souls	9		
Animals and Psychomancy	10		
Psychomancy Powers	10		
Spell Permanency	10		
Bond Soul	10		

List of Tables

3.1	Extended Durations	5	3.3	Soul Recovery	8
3.2	Base Time Reduction	5			

Introduction

Stiff leather seating creaked as I settled back, the furniture old and worn, yet once lavish. My muscles still ached from the long journey, throbbing from the slight chill in the air. Somewhere, not too far off, I could hear my companions laughing and celebrating, content for the respite they had found at the end of our journey, despite the shocking appearance of our host.

The object of our quest settled across from me, nearly 3 yards away, resting comfortably on a pile of exotic furs. I could read nothing in his face, yet he almost radiated wisdom, knowledge... and a tired resignation. I had no idea how old this sage was, having heard only scattered rumors until now, even after laboriously tracing his existence to this odd, secluded locale. My fellow travellers had called me insane to seek a near mythical sage, for naught but a few grains of knowledge, but I was certain my persistence would be rewarding, my quill and paper ready to record any wisdom that might flow from the great Sisyphus.

The tired old sage raised his head, two hands folded together contemplatively. His voice rasped like old leaves across stone, old and tired as the rest of him, but clear and without doubt.

“You have come far, young one... and brought me many tales of your adventures. This is good. For this, I return my part of the Bargain... rest, food, and what knowledge I may give, should I see you worthy. What would you wish to know?”

“Magic,” I replied with a soft breath. “Tell me what you know of Magic.”

As a fantasy game, magic surrounds and fills the lives of characters in Grey Lotus. It is a constant source of mystery for the characters, yet it aids them almost daily. Despite this, the rules and spells given in the Rulebook were only the most basic, due to space limitations.

This supplement expands and clarifies the rules. It covers all things from advanced magical skills, to new spells, to new Disciplines for characters, and even details the powerful magics of the Kurr’d-ah and the forbidden powers of the Magi. This is the ultimate reference for players of magician characters.

previewing, not to actually be usable.

Why are the PDF files so huge? They weren’t, until I added images and color. I might try to pare it down sometime, but it’s not exactly my highest priority right now.

Some of these rules conflict with the basic game!

Yep. In all cases, use the rules provided here. These are clarifications and revisions to the basic rules in the core rulebook.

Frequently Asked Questions

What’s with all these things that say “gray0.7?”

You’re reading the HTML version. I don’t check to see if the formatting on that is decent, and I rarely try to fix anything. It’s provided as a convenience for

Chapter 1

New Character Rules

“Ah, yes... magic. Such an interesting beast, if I may say.” The sage chuckles, sounding like the crunching of feet on dry leaves. “I suppose we should start with its wielders.”

The sage straightened, fingers tapping idly at a rosewood desk. “Yes, well... really, any living thing can use magic, so some degree. Some are more suited to it, such as my young apprentice. Others must work harder, but all may access the power hidden within the Ether. Even one such as I.” He nodded upward, indicating the glowing ball of light at the ceiling. His eyes gleamed dully as he continued.

“But... some have been granted an unusual affinity to magic... or some subset thereof. Odd talents manifest within many, especially now in these trying times. The powers of humanity are, indeed, at their peak.”

A variety of new advantages and abilities are available to characters, relating to magic. New magic skills and magical powers themselves will be detailed later.

New Advantages

<u>Advantages</u>	<u>CP Cost</u>	<u>XP Cost</u>
Destiny	15	-
Faith of Gaia	10	20
Guardian Spirit	10	20
Inner Strength	10	-
Magi Blood	10	-
Siren's Voice	15	-
Spirit Tap	8	12

Destiny

CP Cost: 15

XP Cost: Cannot Buy.

Effect: The character is important to the cosmic workings of the universe in some way, and is somewhat protected from harm. This works in a similar manner to beings chosen by Gaia, and in fact, Fianna Fail can intuitively sense when an individual has a Destiny. Destiny is independent from Gaia or Fate, being something of a neutral power.

In game terms, the character may, once per month of game time, immediately refill their spent Gaia or Fate.

Faith of Gaia

CP Cost: 10

XP Cost: 20

Effect: Some Gaia-aware individuals place so much faith in the power of Gaia that they reach a type of communion with her. Though Gaia is not in any way able to think in a manner that mortals can understand, the Faithful have the ability to make their wishes known, and manipulate Gaia's favor to a limited degree.

The game effect of this is to allow characters to purchase Faith Powers, detailed in Chapter 6, **Talents**. They may also lend their favor to another, transferring a number of Gaia Points equal to their XR to another individual. The person receiving the Gaia Points must be a Gaia-aware individual, and they may not exceed their maximum Gaia.

Guardian Spirit

CP Cost: 10

XP Cost: 20

Effect: A powerful ethereal spirit has chosen to watch over the character, protecting them from harm. This manifests mainly as occasional hints given in dreams, but the spirit can defend the character from some spells, as well, slowing their approach or giving a tingling warning against their onset. The character ignores the penalty to Dodge spells with Origin components, and has a +3 to disbelieve Illusions.

Inner Strength

CP Cost: 10

XP Cost: Cannot Buy.

Effect: In moments of great stress(determined by the GM) the character may tap into an inner reserve of energy to aid them. By spending a Gaia Point, the character's Strength, Endurance, Dexterity, Reflexes, and Perception are raised by 1, and their TN to be Hit increases by 1. This lasts for a maximum of 3 Rounds, or until the stress has passed.

Magi Blood

CP Cost: 10

XP Cost: Cannot Buy.

Effect: The character's ancestry traces itself back to one of the Magi, giving them a greater understanding of Magi artifacts and magic. A character with Magi Blood can intuitively guess the general purpose of a Magi device, in a vague manner, and can sense Magi magical effects or influence by rolling a 5 or higher on a single die. In some cases, wards or other special conditions may prevent others from passing, but allow Magi-descended characters. The character also possesses the potential to learn Magi Magic, should they desire.

This Advantage may only be bought by Humans or Half-breeds.

Siren's Voice

CP Cost: 15

XP Cost: Cannot Buy.

Prerequisites: Siren's Voice

Effect: The character's voice is melodious and beautiful to the extreme, often seeming to carry a bit of magic in it. People with this ability have a much greater range of vocal abilities and sounds available to them, and with training can do things with sound that are clearly supernatural. This is a rare ability, and is usually only present in those with some hint of Faerie blood.

The character can alter their voice to a great degree, gaining a +1 to any social interactions using voice, from Charm to Intimidate. Also, they may purchase Siren Powers from Chapter 6, **Talents**. Characters purchasing Siren's Voice choose one 5 point Siren Song to start the game with, from page 18. They must still meet any prerequisites for the song.

Spirit Tap

CP Cost: 8

XP Cost: 12

Effect: The character has learned to voluntarily draw from their own life force when using magical abilities, either spells or innate abilities that draw upon the ether. When called upon to use Backlash, the character may instead spend an equal amount of Fatigue. The character may not split the cost of an ability or spell between Fatigue and Backlash, and they must declare their choice before making any Difficulty Rolls. For every 5 Fatigue taken this way, the character also takes a Light Wound. This Wound can escalate, if Wounds have already been taken, and requires the usual Endurance Roll.

New Styles

Swordsmanship

Ryantran BladeMastery

Point Cost:

15 (Ryantra)

10 (Ryantra, on top of BladeMastery)

School Bonus: None, other than access to BladeMastery Powers

Bonus Tech Points: +2

Background:

In an attempt to reconstruct advanced Techniques through magical effects, the Ryantrans have toiled to create this unique, dangerous style. It is taught to very few outside Ryantra, and is still growing, but is incredibly effective for the few who have learned it.

Special:

Ryantran BladeMastery may be bought 'on top of' Ryantran BladeMastery for 10 extra points. This is an exception to the rule of 'one School per Skill' presented in the Main Rulebook. Purchase and use of BladeMastery Powers is detailed in Chapter 6, **Talents**. It is not required to possess Mastery to learn BladeMastery, but many Powers will be unavailable without at least Mastery 1 or higher.

Featured Techniques:

- Anticipation I (Rank 6, 5 TP)
- Anticipation II (Rank 9, 12 TP)
- Bind (Rank 5, 3 TP)
- Compensation (Rank 7, 15 TP)
- Fancy Footwork (Rank 7, 15 TP)
- Fluid Motion (Rank 7, 8 TP)
- Flurry Attack (Rank 5, 5 TP)
- Focus (Rank 7, 4 TP)
- Hand Parry (Rank 8, 10 TP)
- Off Hand (Rank 5, 4 TP)
- Parry Feint (Rank 6, 4 TP)
- Spirit Strike (Rank 9, 12 TP)
- Steel Wall (Rank 7, 8 TP)

Restricted Techniques:

- Instinct Strike (Rank 3, 8 TP)
- Pierce Armor I (Rank 4, 5 TP)
- Pierce Armor II (Rank 7, 11 TP)
- Recovery (Rank 5, 5 TP)

Chapter 2

Disciplines

Corpus Magic

Summary

Corpus Magic is a highly-specialized art, focused on using magic to alter and enhance the body itself. This ability is fairly uncommon, but is most popular among warriors using melee weapons. Valta and Kolb both have schools dedicated to the study of Corpus Magic, and Solumas occasionally has an instructor as well.

Basic Abilities

Celeratis

Mutationis

Vitalis

Channeling

Chapter 3

Greater Magics

Metamagical Skills

Beyond the basic Focal Skills and Paths, more abstract abilities exist. These are related to the structure of magical theory itself, and thus apply to every Discipline the user knows, if the Discipline can gain any benefit from it. These abilities vary in difficulty, but most can be learned at any major magical institution, and dedicated magicians know at least a few of these skills.

Metamagical Skills are not purchased as normal Skills, but rather as special abilities with several levels of competency. The cost per level is given with each entry.

Aura Bonding

Purchase Cost: 15 XP for Rank 1.

Increase Cost: New Rating x 4

Description: Aura Bonding is a dangerous manner of increasing the duration of a spell beyond its natural limits. Unfortunately, it does this by linking the spell construct to the ether via the caster's life force, presenting a huge strain on his body.

The level of Aura Bonding the character possesses is the maximum Power Level of any spell they may cast utilizing Aura Bonding. The spell may last as long as the caster wishes, but his ability to withstand damage and stress is reduced.

The spell is cast as usual, though Duration and Maintain are rarely used. Also, the Cast Time is always equal to the Power Level x 2, measured in hours. After casting, the character's Fatigue is reduced by half the amount of Backlash taken(round up). In addition, for every 2 ranks of Power Level cast, rounding up, the character increases the Difficulty of one Wound Level by 1, starting with Light and working up to Over. Multiple Aura Bonded spells start at Light again each time.

The Wound Difficulty increase and Fatigue caused by Aura Bonded spells last for twice the length of time the spell is maintained. So a character who cast a Power Level 4 enchantment that lasted for 6 months, will have to wait 6 months after the spell is terminated to recover the Fatigue and lower their Wound Difficulty again. For this rea-

son, Aura Bonding is usually only maintained for either a number of days, or permanently. The minimum time that a penalty must last is one day, even if the spell was only maintained for minutes or hours.

Casting an Aura Bonded spell does not require the addition of Aura Bonding as a Focal Skill. It merely represents the maximum Power Level, and does not add to Scope or Complexity.

Dispelling an Aura Bonded spell is more difficult than dispelling a normal spell. Any attempted dispelling magics must succeed in three consecutive contests against the Aura Bonded spell, one each Round. This means that it takes a minimum of three Rounds to dispel an Aura Bonded spell.

Example: Anston casts an Aura Bonded enhancement spell on his Bow, and one on himself. The spell on his bow is Power Level 6, and causes him 13 Backlash once it is successfully cast. The Backlash recovers normally, but he now lowers his Fatigue by 7 points. Also, his Light Wound Difficulty is raised to 5, his Heavy Wound Difficulty is raised to 8, and his Severe Wound Difficulty is raised to 10, making it easier for all of those to overflow. The second spell is Power Level 1, and he only takes 1 Backlash. This still lowers his Fatigue by 1 more, and increases his Light Wound Difficulty to 6. After two days, he releases the second spell. Two days later(a total of 4 after casting), he recovers 1 Fatigue and his Light Wound Difficulty goes back down to 5. A week after casting the first spell, he dispels it. Now he must wait another week(for a total of 2) before he can recover the 7 Fatigue and return his Wound Difficulties to normal.

Control

Purchase Cost: 20 XP for Rank 1

Increase Cost: New Rating x 5

Description: The Control Skill acts as a Focal Skill in most respects, being an addition to a spell's algorithm. Adding Control increases the Complexity and Scope of a spell just like any other Focal Skill.

The level of Control required to be in the spell is equal to the spell's Power Level. Any lower amount is useless, so the caster's maximum Power Level when using Control is equal to his Control level.

Spells with Control as a component may have their elements altered on the fly by the caster, or redirected at will.

Obviously, this is only useful for spells with Duration or Maintain as a component. In effect, the the caster may dynamically apply the effects of the spell in however manner they choose, or even guide an attack spell with a Duration component, making an Attack every Round(though this requires a Simple Action and a gesture). Control can be used to selectively disable certain Effects or Alters in a spell, for example, although new Focal Skills cannot be introduced to an existing spell. New targets may be selected, however. If the number of targets selected would increase the difficulty of resisting a spell cast on an unwilling target, the target must reroll, but gains a +1 Bonus if they already successfully resisted.

Extension

Purchase Cost: 10 XP for Rank 1

Increase Cost: New Rating x 3

Description: This ability lets the character extend the duration of a spell by taking longer to cast the spell. The amount of time the spell can be extended depends on the extra time spent, and the level of Extension the user has.

When allocating levels of Extension to a spell, the caster must decide how many ranks are spent on increasing Duration and how many are spent to reduce the casting time. Each Rank of Extension spent on increasing the Duration has an associated minimum Duration with it, and a Base Cast Time. The Cast Time is the base units that are counted instead of Rounds for the normal Duration. The caster may increase the Difficulty to cast spells more quickly, but never go below the Base Cast Time.

Table 3.1: Extended Durations

Rank	Duration Increase	Minimum Duration	Base Cast Time
1	x4	1	12 Rounds
2	x8	3	6 Minutes
3	x12	5	15 Minutes
4	x16	7	60 Minutes
5	x24	9	6 Hours

Table 3.2: Base Time Reduction

Base Time	1	2	3	4	5	6	7	8	9
12 Round	11	10	9	8	7	6	5	4	3
6 Min.	5	5	4	4	3	3	2	1	-
15 Min.	14	12	10	8	6	4	2	-	-
60 Min.	50	45	40	30	20	10	-	-	-
6 Hours	5	4	3	2	1	-	-	-	-

Extension is used sparingly, despite the obvious benefits. Partially because a spellcaster may only have a number of Extended spells active equal to his Extension Skill level,

but mainly because the user of an Extended spell does not regain Backlash while the spell is active. External methods of regaining Backlash still work, but resting will not increase the user's available Backlash.

Example: Victor has Extension at Rank 5. he wants to cast a Power Level 6 spell and make it last a considerable time, so he puts a Duration of 5 in it and an Extension of 5. His Willpower is 4, so his normal duration would be 40 Rounds(Will x10, as he is an Elementalist). With a Duration of 5, he can only put up to 3 Ranks of his 5 in Extension toward increasing Duration. If he did so, his duration would increase to 40 x 12 Rounds, or 40 Minutes. But the spell would require at least 12 Minutes to cast, if he put the 2 remaining Ranks of Extension toward reducing time. It might be useful, but not incredibly so. Instead, he puts 2 Ranks toward increasing duration, making it (40 x 8 =) 320 Rounds, or a little under 27 minutes. The minimum Cast Time is 4 minutes, since he put 3 Ranks toward reducing the Base Time. If he would normally cast the spell in 2 Rounds, it would take him 8 minutes(2 x the Base Time)

Melding

Purchase Cost: 20 XP for Rank 1

Increase Cost: New Rating x 5

Description: Melding is one of the most difficult of the Metamagical Skills to master, but potentially the most useful. It represents a more complete mastery of the theory of magic, allowing the user to blend aspects of different Paths within the same Discipline. Melding Disciplines is still not possible, as a Discipline is a fundamental method of accessing and manipulating magical energies.

Melding is a powerful ability, as it allows the user to choose which Path every Focal Skill utilizes. They may, for example, make an attack spell with the AP of an Earth spell, using Alter from the Earth Path, and the Damage of an Effect from the Fire Path. This may also allow them to use different abilities not normally accessible by a Path, such as a Fire spell melded with Water to heal.

The problem with Melding is one of difficulty. When casting a Melded spell, the caster uses the lowest Skill available from between Melding and all the Paths used in the spell. A spellcaster with Melding 4, Fire 8, and Earth 7 casting Lava Sword will cast with Skill 4. If they possessed Melding 6, Fire 10, and Earth 1, they would use Skill 1. Melded spells are especially hard to manipulate.

For examples of Melded Spells, see the Sample Spells Appendix at the end of this book.

Penetration

Purchase Cost: 15 XP for Rank 1

Increase Cost: New Rating x 4

Description: This rarely used Focal Skill is difficult to learn and has a very specialized purpose. It effectively surrounds a spell in a sheath of ethereal energy, which attacks

any disruptions in the either while releasing the spell. Effectively, it can bypass Magic Resistance and allow a spell through unhindered.

Penetration must be added as another Focal Skill, increasing Complexity and Scope of a spell. Each level of Penetration in the spell reduces the effective Magic Resistance of the target by 1.

Trigger

Purchase Cost: 5 XP for Rank 1

Increase Cost: New Rating x 2

Description: Including this Focal Skill in a spell allows the caster to designate spell effects which occur only when a specified event happens. Unless the caster also includes an appropriate level of Divination, it can only be an event which would be observable by the caster if they were there. The spell operates literally, and cannot make a judgement call on whether or not to execute.

If an effect is to have a Duration, it must have a Duration component separate from the one allowing the spell to lay “dormant” until triggered. A single usage of Extension may apply to both Durations if used, at the caster’s option.

Sample triggers would be: a weapon that puts a spell on any enemy struck, a spell that makes a noise when any creature larger than a house cat enters the area of effect, an effect that is applied when a certain key word is spoken.

Velocity

Purchase Cost: 15 XP for Rank 1

Increase Cost: New Rating x 4

Description: Velocity is an extra Focal Skill, increasing the Complexity and the Scope of the spell to which it is added. The level of Velocity which must be added is equal to the level of Range or Area. Velocity must be added separately for Range and Area, if it is to affect both.

Velocity allows a spell to extend its effective Range or Area, assuming Duration or Maintain is a component, as well. The spell will reach the maximum Range within the first Round, and continue in the same direction at the same speed until the spell is discharged or reaches the end of its Duration. Attack spells which do not hit in the first Round automatically miss their targets, unless the target is unaware of the spell or the spell uses Origin. Spells with a Control component may still make an attack every Round at no penalty, bypassing this restriction.

If a spell uses Origin, it has a cumulative -2 to hit for every Round past the first to hit the target, assuming the target is moving, unless Control is being used as well.

Area spells utilizing Velocity have steadily increasing areas of effect, but the effect is much slower. The spell immediately expands to its normal area of effect in the first Round, and then expands each Round at half the previous Round’s expansion(rounding down), until it reaches a minimum of 1 yard per Phase.

Example: A spellcaster invokes a fire area effect on his enemies, with Velocity. His normal area of effect is an 8 yard radius. The first Round, the blast fills an 8 yard radius. The second Round, this increases by 4 yards(half of 8) to a 12 yard radius. Third Round, the circle has a radius of 14 yards(12 plus 2), and each Round afterward, expands by 1 yard per Round.

Psychomancy and Necromancy

Psychomancy is the next level of mastery above Aura Bonding, but rare is the magician that can master more than a few levels of this potent Discipline. Most often, the true masters of Psychomancy have spent almost all of their life studying it, though prodigies and exceptions do occur.

Psychomancy would more properly be called Necromancy, but that term has a negative connotation to most of the population, so most refer to it by the former name. It is still a Discipline monitored carefully for abuse by magicians and Faeries across the world, for it deals with the manipulation of the soul itself, putting it dangerously close to the darker magics. Rogue or abusive Psychomancers are some of the most deadly magicians on the planet once they reach the higher ranks of their chosen Discipline. Fortunately, this pits them against the more powerful forces of Order and Chaos both, since neither the Seelie or the Unseelie Courts want anyone with great power over mortal souls unchecked.

Learning Psychomancy

Purchase Cost: 25 XP for Rank 1

Increase Cost: New Rating x 10

Prerequisites: Magery at Level equal to New Rating

Most magicians learn Psychomancy after Aura Bonding, since Aura Bonding is actually a simpler form of this skill. When learning a Rank in Psychomancy after having learned the same Rank in Aura Bonding, the character can reduce the cost of their Psychomancy purchase by the cost of the Aura Bonding XP cost. Obviously, learning Psychomancy gives the ability to perform Aura Bonding at a Rank equal to the character’s Psychomancy Skill.

Example: Kathleen has Aura Bonding at Rank 3, and wishes to learn Psychomancy. Instead of paying 25 XP, she only pays 10 XP for Rank 1, since she already paid 15 for Aura Bonding. To raise Psychomancy to Rank 2, she pays 12 XP (20 XP for Psychomancy - 8 for Aura Bonding bought earlier) instead of the normal 20. However, when later she wishes to raise her Psychomancy to Rank 4, she must pay the full 40 XP, since she only has Aura Bonding at Rank 3. Once Psychomancy is at Rank 4, Kathleen acts as if she has Aura Bonding at Rank 4 as well, gaining it as part of her Psychomancy purchase. She cannot raise Psychomancy from Rank 5 to Rank 6, however, as her Magery is at Level 5.

Soul Division

Psychomancy is not fueled by Ether, at least not directly. Instead, the energy for the magic is provided by an actual soul, or a piece of one in many cases. This is obviously the reason that it is considered a very dangerous art.

Soul Fragments

For game purposes, the Soul can be considered to be divided into 10 portions, called Fragments by most Psychomancers. Regardless of what a Psychomancer can do with a Fragment, they may only handle a number of Fragments at one time equal to their Skill Rank in Psychomancy. This means that only a full master can truly work with an entire soul at one time.

Under normal conditions, a Soul Fragment must be given willingly. Either the Psychomancer uses their own Soul to provide the Fragments, or obtains the consent of another. The consent given must be obtained with the donor having full awareness of what they are offering, it cannot be a passing comment that was not meant. However, once consent has been given, the Psychomancer can draw as many Fragments as their Psychomancy Skill Rank at one time, regardless of how many the donor is willing to sacrifice. After one withdrawal, consent must be given again, although more experienced Psychomancers have ways around this.

Losing and Healing Fragments

The effects of losing Soul Fragments, even a few, can be debilitating, especially for the use of magic. If more than half of the soul remains, the missing Fragments are eventually replaced through a sort of natural spiritual regeneration. If less than half of the soul remains after a withdrawal, the being enters into a comatose state and no regeneration naturally occurs.

In place of waiting for regeneration to occur, a being missing one or more Fragments may have part of another being's Soul transferred into them. This is not as effective as having a native soul, but is less crippling than missing the Fragments completely. In time, the new Soul Fragments meld with the existing Fragments, and this process takes far less time than regenerating the Fragments from scratch. However, transferring a Soul can have side effects, see page 8.

Table 3.3, Soul Recovery, details the Penalties for missing Fragments or using foreign Fragments. It also states the time needed to regenerate a missing Fragment or to meld a foreign Fragment, starting with the time needed before Spirit Rolls can start, the Difficulty of the Roll, and how often the Roll can be made. The Difficulty of the Roll is lowered by 1 each time it is missed, until successful. When successful, that Fragment is regenerated or melded, and the next may be attempted at the stated time. All Effects are cumulative, except Wounds caused by comatose state, which are taken according to the shortest time. The columns for Melding or Foreign Soul Fragment Effects are for use when the character is missing that Fragment, but has had it replaced with a Foreign Fragment.

It should be noted that many seers believe that losing Soul Fragments multiple times can shorten a being's lifespan, while others think that it has an effect of making the soul harder.

Penalties from Missing Fragments

Wounds taken due to comatose condition are not actual Wounds, but represent the wasting of the body. They are considered Light Wounds, but each Light Wound beyond the first requires a Spirit Roll instead of an Endurance, with the standard steadily increasing Difficulty. Each Wound taken above Mortal also reduces a random Attribute by 1. If any Attribute ever goes below 0, the character dies. Should the character gain enough Soul Fragments to awaken from the coma, they must first heal any Over Wound Ranks before they truly awaken. Magical healing cannot be used, but mundane and medicinal healing can speed or aid recovery.

Reduction in Magery Levels can only take Magery to 0, not below. This does not affect Backlash gained from the extra Magery, but if a special ability requires a certain rank of Magery as a prerequisite, that special ability will not be available until the Magery is once again at the required Level. Likewise, any Penalties to an Attribute cannot take that Attribute below 0. Any Derived Attributes and Skill Rolls based off a reduced Attribute are also reduced.

If a character is in the process of regenerating a Fragment and has a foreign Fragment replace part of their soul, half of the time spent regenerating their own Fragment is put toward melding the new one. However, this cannot give them more than half the required time to meld the new Fragment.

Example: Kathleen sacrifices 4 Soul Fragments to aid a friend, leaving her feeling somewhat hollow inside. Looking at the table, her player finds that she now has a -1 Penalty to Initiative, Perception, Reflexes, Dexterity, and Strength. This actually lowers her Initiative by 3, because of the various Attribute Penalties. Also, her Fatigue is reduced by 5, and her Magery is reduced from Level 5 to Level 1. After 6 months, she makes a Spirit Roll, getting a 12... not enough to beat the Difficulty of 13. She's still missing 4 Fragments. After another month, she rolls against a Difficulty 12 and succeeds, regenerating one Soul Fragment. She regains 1 Level of Magery, 1 point of Dexterity, and 1 point of Strength.

Shortly after this, Kathleen is gifted with 2 Soul Fragments from a friend. Now, her Penalties change. She has a -1 Magery, -5 Fatigue, and -1 to Initiative from the Fragment she's still missing. She also has a further -1 Magery, -1 to Sensory Rolls, and -1 TN to be Hit from the two foreign Fragments. Instead of waiting 3 months, it is now only 2 months before she makes a Spirit Roll to meld a fragment. She succeeds, losing the -1 Penalty to TN to be Hit. Now in another month she can try to meld the other Fragment, and if successful, will only be missing 1 Fragment, which will take at least another month to regenerate.

Table 3.3: Soul Recovery

Fragments Missing	Effects(Missing)	Effects(Foreign)	Regeneration Time	Melding Time
1	-1 Magery, -5 to Fatigue, -1 to Initiative	-3 Fatigue	1 Month, Diff 8 /day	1 Week, Diff 8 /day
2	-1 Magery, -1 Perception	-1 Magery, -1 to Sensory Rolls	2 Months, Diff 10 /3 days	1 Month, Diff 10 /2 days
3	-1 Magery, -1 Reflexes	-1 TN to be Hit	3 Months, Diff 11 /week	2 Months, Diff 10 /week
4	-1 Magery, -1 Dexterity, -1 Strength	-1 Magery, -1 Strength	6 Months, Diff 13 /month	3 Months, Diff 13 /2 weeks
5	-1 Magery, -1 Endurance, -1 Willpower	-1 Magery, -1 Willpower	6 Months, Diff 15 /month	5 Months, Diff 14 /month
6	Comatose. Take a Wound every 3 months.	Comatose but stable.	Not possible.	1 Month, Diff 15 /week
7	Comatose. Take a Wound every month.	Comatose. Take a Wound every 2 months.	Not possible.	1 Month (auto-matic)
8	Comatose. Take a Wound every week.	Comatose. Take a Wound every 2 weeks.	Not possible.	1 Month (auto-matic)
9	Comatose. Take a Wound every 2 days.	Comatose. Take a Wound every week.	Not possible.	1 Month (auto-matic)
10	Death	Comatose. Take a Wound every 2 days.	Not possible.	1 Month (auto-matic)

Resonance and Soul Sharing

Sometimes when a person is given a Soul Fragment to help recover from a loss of their own, the existing Fragments form a special bond with the foreign Fragments upon melding, keeping an intangible connection with their donor even after the new owner has acclimated to them. Psychomancers call this phenomenon Resonance, and have learned how to cause it to occur, but not how to prevent it when unwanted. The common layman calls Resonance by its more descriptive name of Soul Sharing, for that is essentially what it is.

Gaining Resonance

When any foreign Fragment is successfully melded, the player must make a Spirit Roll opposed by the donor's Spirit Roll. The donor adds to their Roll the number of Fragments they donated to the person melding, while the one melding adds any Fragments they have inside that are not the donor's, even if some of those Fragments are from other donors and have yet to be melded.

If the donor wins the opposed Roll, the two souls are considered to be in Resonance. This is a permanent effect for most, as the only way Resonance can be broken is through advanced Psychomancy or the loss of more than 5 Fragments from either party.

Effects of Resonance

Two souls in Resonance share a certain bond, one that is at times hard for either to describe. It has been described

as the feeling that one gets when forgetting something, or being watched, without being able to place it precisely. A soul in Resonance with another can always tell when their Resonance partner is in mortal danger(defined as having received one or more Wounds of Mortal or greater), and often receive flashes of insight into the other's emotional state.

Either character may make an attempt to read the emotional state of the other on purpose. This will only give the strongest feelings at that point in time, but can prove problematic for some. To do this, the one attempting to read the emotions must make a Wisdom Roll versus a Difficulty of 18 minus the target's Spirit(it is easier to detect the emotions of a strong Spirit). They may add to their Wisdom Roll the number of Fragments they donated to the target. The target may try to shield their emotions by making a Willpower Roll, forcing the reader to make a second Wisdom Roll to oppose it. This takes concentration, and cannot be done at all times without distracting the one attempting to hide their emotions.

Some that share a significant portion of their souls can attempt to locate one another. The Difficulty for this is 20 minus the target's Spirit, and once again the one attempting to do the locating may add the number of shared Fragments to their Wisdom Roll. If successful, the target's direction and general impression of distance can be gleaned. The distance is imprecise, ranging from "very close" (a few yards away) to "a good distance" (leagues away) to "very far" (another continent), with various levels in between. In time, a good guess may be possible if this ability is used often.

When in physical contact with one another(bare skin),

two people in Resonance can exchange a number of Gaia or Fate equal to the number of Fragments they share. They can even do this if one is not Gaia or Fate aware, granting them a temporary Gaia or Fate point or two that does not regenerate. This can also be used to exceed the Gaia or Fate maximum temporarily.

If one person in Resonance dies, the other immediately suffers a number of Light Wounds equal to the Fragments shared. They must roll their Spirit instead of Endurance to resist increasing severity in the Wounds.

Example: Kathleen has given 5 Soul Fragments to Alexander in order to save his life. As expected with such a large donation, Kathleen and Alexander fall into Resonance. Kathleen may at any time attempt to guess the emotional state of Alexander by making a Wisdom Roll at Difficulty 15(18 - Alexander's Spirit of 3), and she adds 5 to the Roll. With her Wisdom of 4, this is not difficult to do, requiring a 6 or higher. Alexander only has a Wisdom of 2, but his Difficulty is only 14, and he also has a bonus of +5 to his Roll. If Kathleen wishes to detect the presence of Alexander, her Difficulty is 17, requiring her to Roll an 8 or higher. Alexander has a Difficulty of 16, but with his lower Wisdom can only succeed on a 9 or 10. If either dies, the other will immediately take a Light Wound, with four other Light Wounds that have an increasing chance to roll to the next Wound Level. The first will always be a Light Wound, the second must be resisted with a Spirit Roll versus 4, the third against a 5 Difficulty, the fourth versus 6, and the final Light Wound has a target of 7(assuming all others were passed, lower if otherwise).

Soul Corruption

Under normal conditions, the only reason to have Fragments transferred or worry about regeneration is when participating in Psychomancy. However, a phenomenon known as Soul Corruption or Soul Draining has been known for some time. During the Magi Wars this became more common, probably because of the damaging effect the Magi had on the fabric of the Ether. Since the Kurr'd-ah have a warping effect of their own on the nature of reality, Soul Corruption has become more common, especially in actively contested zones such as Valta or Kathma.

Gaining Corruption

No sure way exists to gain Corruption, aside from using certain Dark Magics or possible backlash from Psychomancy or Necromancy. The usual sources of Corruption are Magi artifacts or side effects of Kurr'd-ah magic. The difficulty in identifying the source of Corruption has made prevention almost impossible.

Unless one of the Dark Magics that automatically give Corruption is used, Soul Corruption should mostly be used as a story element, rather than something to cause problems randomly.

Effects of Corruption

Corruption gained by accident has a game effect similar to a like number of foreign Soul Fragments being in the person. In addition, the person will become increasingly erratic in their mannerisms, suffering lapses of whatever morals they may have and severe mood swings. If enough Corruption is gained to make the character comatose, then they instead lose any existing penalties and become ruled by their darker impulses, resembling an amoral individual. The more Fragments that are Corrupt, the darker and more sadistic the behavior. Necromancers dealing with undead almost always end up completely Corrupt no matter their intentions. Note that not all amoral or evil individuals are necessarily Soul Corrupt, but it is a tendency for very evil acts to turn the soul to Corruption. Also note that unless all 10 Fragments of a soul are Corrupted, the character will still have some redeeming qualities, and be capable of love, mercy, and other softer emotions.

Fragments that have been Corrupted are not usable for any type of Psychomancy, not even the darker magics. Drawing Fragments from an individual with Soul Corruption does not withdraw any Corrupt Fragments, instead taking the "pure" Fragments first, which could cause a partially Corrupt soul to turn completely Corrupt.

For every Corrupt Fragment, the maximum Gaia available to a Gaia aware individual is reduced by 1. Fate based characters do not have this penalty.

Note that any character that gains more than 5 Corruption is no longer suitable for play without special consent from the Game Master.

Healing Corruption

Corruption gained unintentionally, rather than through Dark Magics or a conscious choice, is normally healed as if the Corrupt Fragments were foreign Fragments. However, once a character has enough Corruption to reach the "Comatose" state, healing through natural means is no longer possible.

If the Fragments were Corrupted through evil acts, they do not naturally heal, but the character may attempt to atone and gain a chance to heal a Corrupt Fragment for every atoning deed. This is usually done before the 5 Fragment threshold to definable evil is reached, but some rare individuals choose the path to redemption even past that point.

It is also possible to transfer Soul Fragments over the Corrupt Fragments, replacing them with foreign Fragments. Under most conditions this is not useful, since it does not speed the healing process, and forcing a person past the 5 Fragment threshold to accept this aid can be difficult. It is not unheard of, however.

Faerie Souls

Faeries do not have mortal souls to manipulate in the same manner. They do have some manner of spirit that passes on when the body dies, but it is incompatible

with the soul of the mundane or alien species. Pure-blooded Faeries cannot intermingle their souls with other non-Faeries, or even be affected by Psychomancy from a mortal. Likewise, a Faerie Psychomancer cannot affect a mortal creature.

Halfbreeds are the exception to this rule. A Faerie halfbreed acts as a mortal in most respects, including the restriction on intermingling Faerie souls with their own, but may use Psychomancy to affect Faeries at a +4 Difficulty where applicable. Faerie Psychomancers have a similar +4 Difficulty to affect halfbreeds. A halfbreed still has some connection to Faerie, although their soul is technically that of a mortal.

Animals and Psychomancy

It is arguable by many whether or not animals have souls. Research suggests that animals do have a sort of spirit, an especially strong one in the case of magical beasts, but it is not a type of spirit that Psychomancers have been able to reliably tap into. For game purposes, animals are immune to the soul manipulation of Psychomancy.

Psychomancy Powers

The power of a soul is a potent thing, and may be used for quite a few tasks that would be difficult or impossible for normal magic to achieve. In most cases a Psychomancer who reaches the required prerequisite level of Skill will automatically be able to perform all the abilities that level of Skill allows, but some unusual powers may require an additional XP investment.

Spell Permanency

Skill Level: Power Level of Spell.

Fragments: Power Level of Spell.

Description: Using a bit of a soul, Psychomancers can grant permanence to any spell they cast. This requires a number of Fragments equal to the Power Level of the spell in order to keep it stable, but other than that restriction it simply requires the spell to be cast as normal. The Fragments must be readily available, either through the caster's soul, a willing donor, or some sort of storage medium.

The Psychomancer may also give permanence to another magician's spell, but that magician must put a Trigger component on the spell specifically to accept the foreign mage's Fragments. This is true even for spells that use Quickening (see page 10).

Bond Soul

Skill Level: 1

Fragments: 1 from each person.

Description: This relatively simple ritual requires two people willing to share a Fragment of their soul with one another to be present, at the same time. Performing the ritual takes a few seconds, but is usually accompanied by

a monologue or ceremony. The two participants wishing to share their souls trade 1 Fragment each, and must acclimate to the new Fragment as usual, but the ritual automatically forms a Resonance between the two. In addition, any tasks attempted using the Resonance special abilities gain a +2 to their Wisdom Roll. The participants may agree to share more than 1 Fragment, so long as both share the same number, and the Psychomancer performing the Bonding has a Psychomancy Skill greater than or equal to the number of Fragments traded.

This is sometimes used in very special or important marriage ceremonies, but is rare outside of some island communities. Most of the more civilized nations do not condone this usage of Psychomancy.

Transference

Skill Level: Number of Fragments

Fragments: Variable

Description: This is the most basic ability of Psychomancy, the ability to move Fragments from one being to another. The donor and acceptor of the soul must be willing, and the Psychomancer must be able to see or touch both targets. If both are within sight, the maximum range between either target and the Psychomancer is the magician's Psychomancy Skill in yards. Fragments drawn from a donor must immediately be placed into a container within range, or someone willing to accept the Fragments within range. No creature may have more than 10 Fragments within them. Any Fragments that cannot be placed do not disperse, but instead immediately return to their original donor, as that is the place they naturally belong.

The only exception to this rule is Corrupt Soul Fragments. Assuming the target is willing, uncorrupted Fragments may be placed over Corrupt Soul Fragments, and the Corrupt Fragments are destroyed.

Quickening

Chapter 4

Focal Magic

Among the most difficult to use of all magic types is Focal Magic. Not because of massive Backlash, but simply the complexity involved in ‘casting’ the spell, and the expense and effort required. Material foci are used in place of the caster’s own energy, resulting in an effect which is stored in an actual physical manifestation, such as a potion or rune.

Alchemy

Alchemy is the complicated process invented by the Magi for replicating Elementalism effects. Its use has spread across the world in the intervening years between the Magi Wars and the current time, resulting in numerous Alchemical Schools in Ryantra, Alden, Fellmar, Cass, Solumas, and Valta, plus hundreds of lone practitioners scattered across the globe.

Note to GM: Alchemy requires a large amount of book-keeping, and should not be used by players unless all are willing to do the required paperwork.

Alchemical Skills

Alchemy is divided into three Skills, each taught as a Combat Skill. Only one, Alchemical Procedure, is required for brewing potions, but most have Alchemical Theory as well. Learning an Alchemy Skill requires spending 8 CP for the first Rank at character creation, or 10 XP afterward, just like a Combat Skill.

Alchemical Theory

This skill is used to create new Formulae and, using proper materials(a laboratory), determine which components were used in a preexisting potion. It is based off of Mind times two.

Alchemical Procedure

Used during the actual mixing process, this is the actual usage of Alchemy, the knowledge and application of experimental procedure and safety. Based off of Intelligence + Mind.

Alchemical Composition

This skill is only used when gathering and refining Alchemical ingredients from raw materials. Based off Perception + Mind.

Alchemical Formulae

Creating a potion first requires a Formula. Alchemical Formulae are complicated procedures of precise steps, though the ingredients of the Formula are easily determined. The complex nature resembles a spell Algorithm, leading many to keep their formulae in a spellbook with any Algorithms they possess inside.

Creating Formulae

Players may create their own Formulae by using the Alchemical Theory skill. A laboratory is not required for the creation of a Formula, only a large amount of time and skill.

The player first creates the desired spell effect, keeping in mind that Range and Origin cannot affect the spell directly, though they may be used if the spell generates a secondary effect. A Fireball spell, for example, would presumably explode on impact, not needing Range. Directed Spells can be made with Alchemy, but their targets are hit by throwing the potion on them, not determined at cast time. Maintain may not be used in a Formula.

After constructing the Spell, the Difficulty is determined normally. The Cast Time is not important at this time. The Backlash does not factor in the user’s skill, but will be used to determine Danger Level later.

Once the Difficulty and Danger Level have been determined, the Alchemist must spend a number of days equal to the Scope of the spell perfecting the procedure. This assumes 8 hours a day spent on the Formula-to-be. At the end of this time, they may make an Alchemical Theory roll against the Difficulty.

At this time, the Formula Difficulty and Danger Level are determined. Formula Difficulty is equal to the Difficulty of the spell plus Scope. Danger Level is equal to the unmodified Backlash(Complexity). For every point by which the Difficulty was beaten, the player may lower Formula Difficulty or Danger Level by one. The Preparation Time is

always equal to the Complexity divided by the user's Alchemical Procedure Skill in hours.

Example: Victor wishes to recreate his Fiery Might spell into a potion. First, he removes the Maintain and ups the Duration to 6. The Focal Skills are now: Alter 1, Alter 2, Alter 6, Duration 6, Effect 3, Effect 4, Effect 5. The Complexity is 27 and the Scope is 7, while the Power Level is 6. this makes the Difficulty 16. Victor rolls his Alchemical Theory after 5 days of research, getting a result of 20. His MoS is 4. This means he can reduce 4 points worth of Difficulty or Danger Level. The Danger Level is already 27, which is very harsh, and the Formula Difficulty is 23(16 plus Scope of 7), so Victor chooses to lower the Formula Difficulty to 19. The final Formula has a Difficulty of 19 and a Danger Level of 27. The Preparation Time is 6 hours and 45 minutes with Victor's Alchemical Procedure of 4.

Using Formulae

To brew a potion, the character must first possess all ingredients for the potion's Focal Skills, in the correct amounts. They must also use the appropriate Base ingredient, with a number of Drams equal to the Power Level of the spell consumed. The character may multiply all these ingredients to make multiple potions at one time, at no penalty, provided they have all the needed ingredients.

The character must spend the Preparation Time required for the Formula before rolling against the Difficulty. The Preparation Time may be reduced to a 1 hour minimum, but the Difficulty and Danger Level increase by 1 for each hour the Preparation Time is reduced by.

After the proper amount of Preparation time is spent, the player rolls the character's Alchemical Procedure against the Formula Difficulty. Success means the potion or batch of potions was made correctly. Potions retain their potency for two weeks after creation, plus one week per MoS on the Difficulty roll.

If the Difficulty roll is failed, a mishap has occurred, and all ingredients used are ruined. The player rolls a single die, and subtracts the MoF from the roll. If the result is 4 or more, then no further problems occur other than the loss of ingredients. If the result is between 1 and 3, the character takes an amount of Damage equal to the Danger Level plus the MoF, subtracting his Alchemical Procedure Skill and his Perception from the total.

If the result of the roll is 0 or less, an explosion or other accident has happened. This applies a Damage to the immediate surroundings equal to the Danger Level plus MoF, in a radius equal to the Scope of the desired spell times the MoF in *feet*. Further away, for another radius of (Scope x MoF), the Damage is reduced to Danger Level plus MoF - (Power Level), reducing the Danger Level by the Power Level each time, until the Damage is less than zero. The character's Alchemical Procedure Skill reduces this Damage by the Skill Rank.

Example: Victor tries to make a Fiery Might potion. He tries a rush job, reducing Preparation time from 6 hours,

45 minutes to 3 hours, 45 minutes, which raises Difficulty and Danger Level to 22 and 30, respectively. Rolling poorly, he gets a 19 on his Alchemical Procedure Skill roll. Rolling for mishap, he rolls a 3. Subtracting his MoF of 3 nets a 0 result, or an explosion. Since the Scope is 7 and the Power Level is 6, everyone in a 7 yard radius (Scope of 7 times MoF 3 = 21 feet or 7 yards) takes Damage of 33 minus Victor's Alchemical Procedure Skill of 4, or 29. Everyone in a 7 yard radius from the edge of that area takes 23 Damage (29 minus Power Level 6), and finally, everyone in a 7 yard radius from the last area takes 17 Damage. This continues for Damage values of 11, and finally 5 as the last increment. In all, Victor's accident blasts an area 35 yards in radius, or about 70 yards wide... roughly three quarters of a football field!

Laboratories

Proper Laboratories can reduce the Difficulty and Danger Level of Alchemy. The exact modifiers vary, but the table below provides good guidelines.

Laboratory	Diff	Danger	Mishap Radius
Improvised	+3	+5	Normal
Portable Kit	0	0	Normal
Basic Lab	-1	-3	Halved
Well-Stocked	-3	-6	Halved
Private Tower	-5	-10	Size of room

Each Laboratory type is progressively harder to find and afford. In case the characters come up with imaginative ways of simulating a lab environment, descriptions are provided.

Improvised: The only things the alchemist has are the ingredients, a fire, some water, and some crude mixing equipment (a clay bowl and a stick, for example) and little else. These conditions are workable, but often contaminate the components.

Portable Kit: Available for roughly one gold or 20 silver, this small, somewhat heavy kit fits into a standard backpack with room to spare. It contains a small mortar and pestle, some combustible material for heat, and various specialized but inexpensive inert compounds for testing and ensuring purity of ingredients. This is likely what characters mixing potions in a hurry will use.

Basic Lab: A more complete version of the Portable Kit, with tables and a ready supply of sand and water, for example. Relatively cheap to build, given an available room (about 10-15 gold, depending on availability of materials), this is commonly used by professional magicians who occasionally use Alchemy, or rural Alchemists with no need or money for anything better.

Well-Stocked: Plenty of glassware and reinforced furniture, the Well-Stocked lab is expensive, running between 80-120 gold for the materials alone, and another 50 or so for reinforcing the room. Such a laboratory is only found in the abodes of wealthy magicians or nobility that has a personal Alchemist, or sometimes professional Alchemists.

Also found at the various institutes of learning that teach Alchemy.

Private Tower: Only used by reclusive magicians and master Alchemists performing advanced research, a Private Tower is very expensive to construct, and personalized for each magician. Costs can go well above one thousand gold.

Alchemical Potions

A 'potion' may be a powder or liquid, and may be activated in various fashions. Potions affecting the user are usually imbibed(drunk), for example healing potions or attribute enhancement. Attack potions, especially those with an area effect, react upon impact or contact with air, allowing them to be thrown. Some few may react to being spread upon a surface, such as potions to strengthen armor or weapons. The method of use is defined by the Formula, and cannot be changed during composition.

When using a potion that requires a MoS usually involves an attack, requiring a Thrown Weapons check. The MoS of the to-hit roll is used for attack 'spells' thrown this way. Other potions use either Endurance or Dexterity, at the Game Master's discretion.

Once made, potions have a finite lifespan, after which they are useless. This is the potion's 'Potency,' and is usually at least 2 weeks. The exact figure is determined by the Alchemical Procedure roll used to mix the potion(s). The Potency is 2 weeks plus 1 week per point of MoS.

Example: As above, Victor is creating a Fiery Might Potion. The Focal Skills are Alter 1, Alter 2, Alter 6, Duration 6, Effect 3, Effect 4, Effect 5. He requires 6 drams of Igneous Base for the Power Level 6 Fire Path, 9 drams of Chimera Essence for the three Alter skills, 6 drams of Alchemist's Gum for the Duration 6, and 12 drams of Purified Essence for the Effect. He is working in a Basic Lab, so the Difficulty is reduced to 18, and the Danger Level reduced to 24. He rolls a 21 on his Alchemical Procedure, for an MoS of 3, so the Potency is 2 plus 3, or 5 weeks. If anyone drinks the potion within 5 weeks, they will activate the Fiery Might spell on themselves.

Alchemical Ingredients

Before mixing any Formula, the character must possess the ingredients, which can be difficult and expensive to acquire. The most common method is by purchasing at an Apothecary, but the Alchemical Composition Skill may be used to refine ingredients from raw materials.

Each entry has several fields, explained in detail below. All prices are for drams($\frac{1}{8}$ of an ounce, using Apothecary measures).

Purchase Availability: The Availability used when looking for a merchant that sells the ingredient. See below for exact rules.

Forage Availability: The Difficulty used when searching for raw materials to refine the ingredient from

scratch. The amount of usable material is equal to 1d10 Drams plus MoS. May only be attempted once per day of travel, once per 3 days staying in the same area, with a maximum of 3 tries if not changing areas. This is a Survival Roll.

Refinement Difficulty: The Difficulty of the Alchemical Composition roll used to refine the ingredients. Failure ruins the available materials.

Purchase Price: The price per dram, if purchased.

Usage: What Focal/Path Skill the ingredient is used for. The number of drams used is equal to the level of the Focal Skill, or the Power Level of the spell for the Base materials.

Description: What the ingredient's texture and composition is.

When purchasing, the Purchase Availability is used as the Difficulty in a Streetwise check to find a merchant with the ingredient. The merchant will have 2d10 drams available, plus the MoS of the Streetwise check. The Difficulty is modified by the size of the town, using the table below.

Alchemical Component Availability Modifiers

Town Description	Difficulty Modifier
Village or smaller(< 1000)	+10
Small Town(1000+)	+8
Large Town(2000+)	+6
Small City(5000+)	+3
Large City(10000+)	+0
Metropolis(20000+)	-2
Near Alchemy School	-2

The Bases are particularly important, as every spell uses at least one of these. Melded spells use more than one, though the number of drams is the same.

Aqueous Base

Purchase Availability: 19

Forage Availability: 22

Refinement Difficulty: 20

Purchase Price: 3 silver

Usage: Water Path.

Description: Mostly water, boiled to purity, mixed with ground quartz and the entrails of certain waterborne creatures, and a bit of morning dew or mist. Liquid, translucent.

Igneous Base

Purchase Availability: 20

Forage Availability: 23

Refinement Difficulty: 21

Purchase Price: 4 silver

Usage: Fire Path.

Description: Brimstone, charcoal, a bit of sawdust, and certain rarer combustibles. Powder, brownish.

Terric Base

Purchase Availability: 15

Forage Availability: 19

Refinement Difficulty: 19

Purchase Price: 1 silver

Usage: Earth Path.

Description: Granite powder, sand, limestone, and a few other types of rock, mostly metamorphic. Powder, light tan.

Zephyrous Base

Purchase Availability: 22

Forage Availability: 22

Refinement Difficulty: 21

Purchase Price: 5 silver

Usage: Air Path.

Description: Condensed mist, shredded wings of certain insects, pollen from some flowers. A slightly yellowish paste.

Chimera Essence

Purchase Availability: 20

Forage Availability: 21

Refinement Difficulty: 22

Purchase Price: 4 silver

Usage: Alter.

Description: Crushed pupa of butterfly, pollen, several kinds of insects and bits of frog, plus a few roots. A thick, yellowish-brown paste.

Bottled Cloud

Purchase Availability: 20

Forage Availability: 21

Refinement Difficulty: 22

Purchase Price: 5 silver

Usage: Area.

Description: Ground nuts from some trees, bits of feather, and scales of certain types of fish, mixed with dust gathered from rafters. A deep grey powder.

Alchemist's Gum

Purchase Availability: 15

Forage Availability: 17

Refinement Difficulty: 17

Purchase Price: 5 copper

Usage: Duration.

Description: Sap from plants of varying sizes, tar, spider silk, and a bit of rock powder. A pliable, dough-like substance, brownish-orange in color.

Purified Essence

Purchase Availability: 15

Forage Availability: 18

Refinement Difficulty: 19

Purchase Price: 5 silver

Usage: Effect.

Description: Various exotic materials, such as the ground bones of rare beasts, blood from Faerie creatures or Abominations, water seeped through rare ores, and saturated in certain gasses. The exact formula has a large amount of variance, but results in a bluish powder.

Chameleon Syrup

Purchase Availability: 21

Forage Availability: 22

Refinement Difficulty: 21

Purchase Price: 8 silver

Usage: Illusion.

Description: Largely ground glass and water, with trace oils and the skin of chameleons or the juices of some insects. Refined, it results in a transparent sticky gel.

Distilled Time

Purchase Availability: 25

Forage Availability: 25

Refinement Difficulty: 23

Purchase Price: 12 silver

Usage: Origin.

Description: Seawater unsullied by man, white sand, some precious minerals and granite powder, mixed with the blood of a magical, long-lived beast. A dark brown viscous sludge.

Tuathan Salt

Purchase Availability: 24

Forage Availability: 25

Refinement Difficulty: 24

Purchase Price: 10 silver

Usage: Range.

Description: Several rare and precious minerals, often gemstones, crushed and mixed with dirt from Faerie territory, or some other Faerie material. A blue crystalline powder, very abrasive and somewhat toxic.

Binding Fluid

Purchase Availability: 20

Forage Availability: 21

Refinement Difficulty: 19

Purchase Price: 3 silver

Usage: Target.

Description: Blood and entrails of various animals, added to sticky resins and ground leaves of certain fairly rare plants. A mildly thick yellowish liquid, much like milk.

Harmony Crystals

Purchase Availability: 23

Forage Availability: 26

Refinement Difficulty: 25

Purchase Price: 20 silver

Usage: Control.

Description: These faintly greenish quartz-like crystals must be grown over a period of five or six days, salted with rare ores and mystical substances, along with carefully-prepared rituals.

Catalytic Solvent

Purchase Availability: 23

Forage Availability: 23

Refinement Difficulty: 25

Purchase Price: 15 silver

Usage: Melding.

Description: Acidic compounds, with parts of the four bases dissolved into it, along with a large amount of refined precious metals. Forms a thick syrup, which burns on contact, a dark blue in color.

Soporific Ichor

Purchase Availability: 25

Forage Availability: 24

Refinement Difficulty: 26

Purchase Price: 30 silver

Usage: Velocity.

Description: Mostly the blood of mystical creatures, combined with resin from old plants and carefully distilled in a day-long procedure. A brownish-yellow syrup, with the consistency of molasses.

Chapter 5

Kurr'd-ah Magic

Chapter 6

Talents

BladeMagery Powers

Unlike a Magic Discipline or Techniques, BladeMagery Powers often behave differently, with their own set of rules and different levels of power for even individual powers. BladeMagery is a very complicated blend of magical ability, discipline, and training, one that is difficult for most students to grasp.

Purchasing BladeMagery Powers

BladeMagery abilities are purchased almost exactly like Techniques or any other special ability. Either CP or XP can be used, with both costing the same. However, because not all the training involved is purely in swordplay, characters may not pay more than **half** the cost of a BladeMagery power with Technique Points earned through advancing their Swordsmanship Skill.

BladeMagery powers cannot be purchased just by meeting the prerequisites, unlike Techniques. Another BladeMage who knows the power must be found. Alternately, the character can pay double the XP cost to develop the power through trial and error.

Available Powers

Powers of Faith

Siren's Voice Abilities

These abilities are only available to characters with the Siren's Voice Advantage(see page 2). They cost the same amount in CP or XP, and may be bought at the GM's discretion. Usually, they may only be bought if a similar power is witnessed.

Chordal Voice

Cost: 3

Effect: More of a parlor trick than an actual power, this allows the character to speak in multiple voices at once. The maximum number of voices which can be used is equal to the character's Will times their (XR + 1). This is a prerequisite for many of the other powers.

CounterSong

Cost: 20

Prerequisites: Chordal Voice, Mimic

Effect: The character can interfere with spoken words or even incantations of spells, drowning them out with their own voice. This requires a roll of the character's Singing Skill verses either the target's Perception x 3(for spoken words) or beating the spellcaster's casting roll(for spells requiring incantations). The character does not know what the target is saying, and cannot choose to CounterSong after hearing the words. This power uses 2 Backlash per Round of CounterSong.

Lend Sound

Cost: 12

Prerequisites: Mimic, XR 1+

Effect: The character may expend 4 Backlash to give another(willing) person their voice, or a sound or voice they can mimic. The effect lasts for a number of hours equal to the Siren's XR times their Will, and may only be negated by the original Siren or another Lend Sound.

Mimic

Cost: 8

Effect: Any sound the character hears, even sounds not normally produceable by their throat, may be imitated. The mimicry is flawless, and does not need a roll to activate. This aids Disguise rolls based on voice by a varying amount, but usually +4 is a good adjustment for heavily voice-reliant rolls, and +1 for general purpose Disguise. Note that the character may be able to imitate a voice, but the dialect and languages of the imitated person are not necessarily available to them.

Selective Voice

Cost: 10

Prerequisites: Chordal Voice, Throw Voice, XR 1+

Effect: By using Throw Voice and their knowledge of sound, the character may now focus their effects of any Songs on creatures of their choice. A number of creatures up to the user's Will plus XR may be targeted, keeping the effects of a Song limited in scope. Note that some Songs

already have a broad generalization of this, such as “All allies” or similar. This will not allow the user to selectively use the Silence ability.

Silence

Cost: 15

Prerequisites: Chordal Voice, XR 2+

Effect: The character may muffle all sounds within an area around them, completely. This is not selective, and will muffle allies as well as enemies. The radius of the effect is equal to the user’s Will, in yards, and the user must expend 1 Backlash per Round the silence is maintained. The radius may be extended by the user’s Will again, multiple times, with the Backlash cost doubling each time the area of effect is widened. While silencing, the character may only perform one Simple Action per Round, or Move, but not both (aside from a step or two). They may not use an Active Defense, and lose one Parry, Block, and Dodge per Round, but otherwise have all Passive Defenses.

Sound Blast

Cost: 25

Prerequisites: Chordal Voice, Mimic, XR 5+

Effect: A focused wave of shrill noise, shattering fragile objects and damaging any within range. Base Range is equal to the character’s Endurance times XR. Base Damage is equal to the Willpower plus XR, and DM is equal to Spirit. The blast ignores Hardness up to a level equal to the character’s Wisdom, and has an AP equal to the character’s Willpower against any Armor, including AV from Cover, except for magical AV that has no penetration. Sound Blast costs 6 Backlash to use, and has a 2 Round preparation time, released on the 3rd Round. For each Phase this is shortened, 3 extra Backlash is used (i.e. an instantaneous Sound Blast uses 12 Backlash).

Steal Voice

Cost: 25

Prerequisites: Silence, Mimic, Throw Voice, XR 4+

Effect: The character may attempt to take another living being’s voice. No utterance of the victim will be heard, making incantations and normal communication impossible.

To steal a voice, the character makes an opposed Will Roll against the victim, with a -1 to the character’s roll for every yard between them and the victim. Success indicates that the voice is stolen for a number of hours equal to the character’s XR times Will, times their MoS. If the MoS is 0, the voice is stolen for a number of hours equal to the user’s Will.

Throw Voice

Cost: 10

Prerequisites: Chordal Voice

Effect: The character can relocate their voice completely, to a range equal to their Will times (XR + 1) in yards. This is a true relocation of their voice, regardless of any obstacles, though the target location must still be in Line of Sight. Any silencing effects in the target area will affect the voice.

Siren Songs

Those with Siren’s Voice can learn special Songs that use their abilities to the fullest, tapping into their mystical abilities. Siren Songs are fairly rare, and cannot be imitated merely by witnessing once, like the Siren Powers. Instead, they must be heard or experienced multiple times, or studied in either a mentor-student situation or through some other means such as books, though books on such a subject are rare to the extreme.

Using a Siren Song requires the character to be able to sing, obviously. Gagged or silenced characters cannot sing, nor can any singing character cast a spell that requires Incantations. Siren Songs normally affect a radius equal to the singer’s Singing + Willpower x 10 in yards. They may choose to reduce this by 10 yards per XR.

Song of Aversion

Cost: 10

Prerequisites: Chordal Voice, Mimic, Singing 4+, XR 2+

Effect: While singing, no person may enter the range of effect of this Song under normal circumstances. Under great stress, such as to escape from a battle or aid a friend, a person may make an opposed Willpower Roll against the Siren to enter the range of the Song. Anyone already within range of the Song when it is begun will feel mildly uncomfortable, but will not be required to leave.

No person may come within 5 yards of the Siren during the Song, nor can they make any hostile actions toward the Siren or those within 5 yards of the Siren. Someone attacking from this ‘safe area’ may be counterattacked for a period of 3 Rounds, then the effect returns until the Song stops or they make another hostile action.

While singing the Song of Aversion, the Siren may move at half speed, but may not make any complex actions or attacks. Singing the Song of Aversion requires 1 Backlash per minute (6 Rounds) of singing.

Song of Battle

Cost: 5

Prerequisites: None

Effect: While this Song is being sung, all allies of the Siren gain a +1 to Damage. At a cost of 1 Backlash per Round, an additional +1 to hit is added. The Siren does not gain this benefit.

Song of Death

Cost: 20

Prerequisites: Magery 1+, Singing 8+, Spirit Tap Advantage, Steal Voice, XR 6+

Effect: Possibly the rarest and most feared of the Siren Songs, the Song of Death saps the vitality of anyone within range that hears it. Each Round, the Siren makes a Spirit Roll. Each person hearing the Song must make a Willpower Roll against the result of the Siren's Spirit Roll. If failed, that person takes an amount of Damage equal to the Margin of Failure that Round. For this Damage, the character's Wound Threshold is calculated off their Willpower instead of Endurance. This can result in Wounds. Special Advantages such as Tough still boost the Wound Threshold, but Techniques like Iron Body and bonuses from Size do not.

Each Round singing the Song of Death costs the Siren 2 Backlash.

Song of Distraction

Cost: 5

Prerequisites: None

Effect: Anyone able to hear the Siren must make a Discipline Roll versus the singer's Singing Roll. A failure indicates that the character is unable to focus on the task at hand, and suffers a -1 on all actions and a -1 to Initiative. The Discipline Roll is only made once per encounter, regardless of how many times the Siren starts and stops singing.

Song of Horror

Cost: 15

Prerequisites: Chordal Voice, Mimic, Singing 5+, Spirit 3+, XR 2+

Effect: Anyone within range of this Song must roll Willpower against the Siren's Singing + Spirit. Success indicates that the person suffers no ill effects, other than an uncomfortable feeling about the Song, and remains unaffected for the duration of this encounter. Failure indicates that the first Round action is lost if this is the first time the Song has been heard this encounter, and for the duration of the Song afterward, the character suffers a -2 to Initiative and a -2 to all actions. Every interruption of the Song allows a reroll of the Willpower check when and if the Song is started again, but the character only loses their action once.

Failure by more than 5 points means the character will attempt to flee the presence of the Siren as fast as possible. This effect lasts as long as the character is within the range of the Song. The character may not attempt to re enter the range of the Song for 5 minutes(30 Rounds), and must make another Willpower check to successfully enter.

Song of Infatuation

Cost: 10

Prerequisites: Charisma 3+, Charm 3+, Singing 5+

Effect: One of the more subtle but notorious Songs available, the Song of Infatuation automatically makes anyone within range slightly more well-disposed toward the singer. This will not matter to those hostile to the Siren, but anyone else will find them charming, granting the Siren a +2 bonus to any Charm attempts done in the next hour, providing the Song was sung for at least 1 minute continuously.

In addition to the above effect, anyone, hostile or not, must make a Discipline Roll against a Difficulty of the Siren's Singing + Charm + Charisma + Spirit to attempt to harm the Siren while they are singing. A further, opposed Discipline versus Charm Roll may be made on a target of the Siren's choosing. If the target is not hostile and fails his or her Discipline Roll, that character is overcome with desire for the Siren. Differing sexual orientations grant the victim a +6 bonus to their Discipline Roll. The desire wears off over a period of hours, equal in number to the MoS + 1 that the Siren scored on the Charm Roll.

Song of Inspiration

Cost: 10

Prerequisites: Singing 6+, Spirit Tap Advantage, XR 1+

Effect: Any person within range of this Song feels refreshed and energetic, even when doing strenuous activities. As long as the Siren is singing, everyone nearby regains 1 Fatigue per Round. The Siren does not gain this benefit.

If the Siren chooses to spend 1 Backlash in a Round, any listeners may also recover 1 Backlash in addition to the Fatigue recovery.

Song of Pain

Cost: 15

Prerequisites: CounterSong, Singing 6+, Spirit 3+, XR 3+

Effect: This rare, mournful Song makes those nearby instinctively spasm and fight seizure, resulting in painful aches and a throbbing head. Everyone within range suffers a -2 to all rolls, a -1 to Initiative, and a -1 TN to be Hit. The Siren, as usual, is unaffected.

A character may attempt to ignore the pains for 1 Round by making an Endurance Roll against a Difficulty equal to the Siren's Singing + Spirit. Characters with Ignore Wound I gain a +1, and Ignore Wound II grants a +3 to the Endurance Roll.

The Siren must spend 1 Backlash per Round to sing this Song.

Song of Soothing

Cost: 10

Prerequisites: Chordal Voice, Mimic, Singing 6+, XR 2+

Effect: Aches and pains fade away in the presence of the Song of Soothing. Anyone within range while this Song

is active ignores the first Heavy Wound and the first Severe Wound for purposes of Wound Penalties. More than one Heavy or Severe Wound will still give Wound Penalties, negating the effect of this Song. This is one of the few Songs that will affect the Siren as well as other listeners.

Chapter 7

The Magi

I set aside yet another parchment, covered in shorthand notes and corrections, scribbled facts and conjectures, each of possibly vital import. My hands were cramped and tired, but had some life left. This was fortunate, as my brief respite was not to last long. Sisyphus waited patiently for me to pull another inkwell to me, refreshing my quill and readying myself to continue, his whispery voice floating from hidden mouth once again.

“No discussion of magical power would be complete without speaking of the infamous beings which nearly destroyed the world, so long ago. A select few humans proved the combined Faerie nations wrong about the potential of humanity, in creating a powerful new force of magic... one which altered their very beings, and could change the face of Gaia.”

He shifted, one arm turning a strangely-decorated blade over, showing the rue engraved at the base. “The Magi. One could almost say, they invented modern magical theory. The manipulation of the ether, matrices, algorithms... all were lesser experiments of these powerful... creatures. Their spells were beautiful, elegant constructs of force. But also terrible, for the true magics of the Magi did not channel the ether through themselves, but instead used something terrible... something that allied the world against them.”

Pausing, he regarded me with inhuman, cold eyes... somehow filled with a spark of grim seriousness. His voice whispered lower than usual, but echoed through the cavern despite the quiet. “The Essence of Life itself.”

The Magi were the undisputed masters of magical power on the planet, and have yet to be approached in the scope and power of their abilities, even by the Kurr’d-ah magicians.

Chapter 8

Magical Items

Chapter 9

Magical Beasts

Appendix A

Sample Spells

Each spell includes a list of Focal Skills, the Scope, Complexity, and Power Level. The normal Cast Time, Difficulty, and Base Backlash (before Skill is deducted from it) are also calculated. In most cases, a second number is in parentheses, indicated an alternative value for a reduced Cast Time. This is the “quick” version of the spell. Each spell also includes a basic description, and in some cases a few notes on variants.

Draiocht

Ainmwhite

Cat Eyes

Focal Skills: Alter 1, Duration 1, Maintain 1

<i>Complexity:</i> 3	<i>Cast Time:</i> 2(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 6(7)
<i>Power Level:</i> 1	<i>Backlash:</i> 4(5) - Skill

Effect: Allows the caster to see in the dark for a number of Rounds equal to their Will Scale x 2, and may be maintained at a cost equal to $\frac{2}{3}$ the original cost.

Dexterity of the Ferret

Focal Skills: Alter 1, Alter 1, Duration 1, Effect 2, Effect 2

<i>Complexity:</i> 7	<i>Cast Time:</i> 4(1)
<i>Scope:</i> 5	<i>Difficulty:</i> 12(15)
<i>Power Level:</i> 2	<i>Backlash:</i> 9(12) - Skill

Effect: Raises the caster's Dexterity Aptitude and TN to be Hit by their $\frac{WillScale}{2}$, for a number of Rounds equal to their Will Scale x 2.

Variants: Adding Target 1 allows the caster to give this enhancement to their allies, but raises Difficulty by 2 and Backlash, Scope, and Complexity by 1.

Lead the Pack

Focal Skills: Alter 1, Area 2, Duration 1, Effect 2, Maintain 1, Target 2

<i>Complexity:</i> 9	<i>Cast Time:</i> 4(1)
<i>Scope:</i> 6	<i>Difficulty:</i> 15(18)
<i>Power Level:</i> 2	<i>Backlash:</i> 11(14) - Skill

Effect: Adds $\frac{WillScale}{2}$ to the Base Movement of all allies within a radius of the caster's Path Skill + Wisdom Scale in yards. Lasts for Will Scale x 4 Rounds, and may be renewed at $\frac{2}{3}$ the original cost.

Na Siogai

Knit

Focal Skills: Effect 1, Maintain 1, Target 1

<i>Complexity:</i> 3	<i>Cast Time:</i> 2(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 6(7)
<i>Power Level:</i> 1	<i>Backlash:</i> 4(5) - Skill

Effect: Heals one Wound Level or Will Scale in Fatigue points for the target each Phase it is maintained. Maintaining costs $\frac{2}{3}$ the original cost.

Minor Heal

Focal Skills: Effect 1, Target 1

<i>Complexity:</i> 2	<i>Cast Time:</i> 2(1)
<i>Scope:</i> 2	<i>Difficulty:</i> 4(5)
<i>Power Level:</i> 1	<i>Backlash:</i> 3(4) - Skill

Effect: Heals one Wound Level or Will Scale in Fatigue points for the target.

Major Heal

Focal Skills: Effect 2, Target 1

<i>Complexity:</i> 3	<i>Cast Time:</i> 4(1)
<i>Scope:</i> 2	<i>Difficulty:</i> 5(8)
<i>Power Level:</i> 2	<i>Backlash:</i> 5(8) - Skill

Effect: Heals two Wound Levels of a single Wound or Will Scale x 3 in Fatigue points for the target.

Great Heal

Focal Skills: Effect 3, Target 1

Complexity: 4 *Cast Time:* 6(1)
Scope: 2 *Difficulty:* 6(11)
Power Level: 3 *Backlash:* 7(12) - Skill

Effect: Heals 4 Wound Levels of a single Wound or Will Scale x 6 in Fatigue points for the target.

Invisibility

Focal Skills: Alter 2, Duration 2, Target 1

Complexity: 5 *Cast Time:* 4(1)
Scope: 3 *Difficulty:* 8(11)
Power Level: 2 *Backlash:* 7(10) - Skill

Effect: Makes the target completely invisible for a number of Rounds equal to the caster's Will Scale x 4.

Variants: By dropping the Target Skill, the caster limits the spells use to themselves, but drops the Scope and Complexity by 1. This reduces the Difficulty by 2 and the Backlash by 1. Another common variant is the addition of Maintain for a longer effect, or Illusion to reduce the Complexity slightly.

Neutralize Poison

Focal Skills: Alter 2, Element 1, Target 1

Complexity: 4 *Cast Time:* 4(1)
Scope: 3 *Difficulty:* 7(10)
Power Level: 2 *Backlash:* 6(9) - Skill

Effect: Negates the effects of a poison in the target.

Variants: Many find it useful to add Range to this spell, as it merely adds 2 to the Difficulty and Backlash, but allows them to cure targets immediately.

Nondetection

Focal Skills: Alter 2, Alter 2, Duration 2, Target 1

Complexity: 7 *Cast Time:* 4(1)
Scope: 4 *Difficulty:* 11(14)
Power Level: 2 *Backlash:* 9(12) - Skill

Effect: Target becomes both invisible and silenced, making Stealth checks incredibly easy. The effect lasts for a number of Rounds equal to the caster's Will Scale x 4.

Silence

Focal Skills: Alter 2, Duration 2, Target 1

Complexity: 5 *Cast Time:* 4(1)
Scope: 3 *Difficulty:* 8(11)
Power Level: 2 *Backlash:* 7(10) - Skill

Effect: Mutes all sound from the target for a number of Rounds equal to the caster's Will Scale x 4, making them immune to detection from noise.

Variants: Adding a Range and increasing the Target allows the caster to mute an unwilling target, silencing warnings and preventing spells that require an incantation. Adding an Area and increasing the Target to 2 allows the caster to silence an area, and all of its occupants, useful for sneaking in a group of people. Maintain and Illusion are also common additions, for reasons similar to Invisibility.

Tir

Flame Spurt

Focal Skills: Effect 2, Element 2, Range 2

Complexity: 6 *Cast Time:* 4(1)
Scope: 3 *Difficulty:* 9(12)
Power Level: 2 *Backlash:* 8(11) - Skill

Effect: A quick, rolling jet of flame that bursts from the caster's palm. The Damage Base is 1.5 x Path Skill, the Multiplier is $\frac{WillScale}{2}$, and the Range is the caster's Wisdom Scale x 15 yards.

Guiding Wind

Focal Skills: Alter 1, Duration 1, Effect 3

Complexity: 5 *Cast Time:* 6(1)
Scope: 3 *Difficulty:* 8(13)
Power Level: 3 *Backlash:* 8(13) - Skill

Effect: Adds the caster's Will Scale to their To-Hit rolls when using Archery or Thrown Weapons, for a Duration equal to their Will Scale x 2.

Obscurement

Focal Skills: Alter 1, Area 1, Duration 1, Element 1

Complexity: 4 *Cast Time:* 2(1)
Scope: 4 *Difficulty:* 8(9)
Power Level: 1 *Backlash:* 5(6) - Skill

Effect: Summons a mist in the area surround the caster, with a radius equal to their Path Skill in yards, which lasts for their Will Scale x 2 Rounds.

Purify Water

Focal Skills: Alter 1, Area 2, Element 1

Complexity: 4 *Cast Time:* 4(1)
Scope: 3 *Difficulty:* 7(10)
Power Level: 2 *Backlash:* 6(9) - Skill

Effect: Removes any dangerous chemicals, diseases, or poisons from the water, covering an area equal to the caster's Path Skill + Wisdom Scale in yards.

Piseóga

Detect Magic

Focal Skills: Area 1, Divination 1, Duration 1

<i>Complexity:</i> 3	<i>Cast Time:</i> 2(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 6(7)
<i>Power Level:</i> 1	<i>Backlash:</i> 4(5) - Skill

Effect: Can determine the presence of any dormant or active magic within the caster's Path Skill in yards..

Ethereal Disruption

Focal Skills: Area 1, Effect 3, Duration 1.

<i>Complexity:</i> 5	<i>Cast Time:</i> 6(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 8(13)
<i>Power Level:</i> 3	<i>Backlash:</i> 8(13) - Skill

Effect: Creates a bubble of churning ether, invisible to the eye, but acting as an instant Counterspell to any magical effect within its radius, which is equal to the caster's Path Skill. The bubble lasts for a number of Rounds equal to the mage's Will Scale x 2. The spell is Power Level 3, giving 3 dice to resist any incoming spell, or to dispel existing effects.

Variants: Adding Range 1 and Origin 1 allows the caster to throw a crippling spell at other mages. This adds 2 to Complexity and Scope, raising the Difficulty to 12(17) and the Backlash to 10(15). Often, the Duration is dropped in this case, lowering the Difficulty by 2 and the Backlash by 1, but limiting this to a single dispel on the area, leaving it vulnerable to new spells.

Shield

Focal Skills: Alter 2, Duration 1, Effect 3

<i>Complexity:</i> 6	<i>Cast Time:</i> 6(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 9(14)
<i>Power Level:</i> 3	<i>Backlash:</i> 9(14) - Skill

Effect: Adds the caster's Will Scale to their AV, for their Will Scale x 2 Rounds.

Elementalism

Air

Flight

Focal Skills: Alter 2, Effect 2, Duration 2, Maintain 2

<i>Complexity:</i> 8	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 4	<i>Difficulty:</i> 10(12)
<i>Power Level:</i> 2	<i>Backlash:</i> 12(16) - Skill

Effect: Allows the caster to fly through the air, with a speed equal to his Will Scale. He may use the Jogging and

Running rules, with similar costs in penalties and Fatigue, but may not Sprint. The spell lasts for a number of Rounds equal to the caster's Will Scale x 2, and may be maintained at $\frac{2}{3}$ the original cost.

Lightning Bolt

Focal Skills: Alter 2, Effect 3, Range 2

<i>Complexity:</i> 7	<i>Cast Time:</i> 5(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 10(14)
<i>Power Level:</i> 3	<i>Backlash:</i> 10(18) - Skill

Effect: A powerful arc of electricity, laying low all but the most sturdy enemy. Damage Base is the caster's Path Skill x 4, and the DM is their Will Scale +0.5. The AP of the attack is 4/4/4, and it may be performed from up to Int Scale x 20 yards away.

Speed of Thought

Focal Skills: Alter 2, Effect 2, Duration 2, Target 1

<i>Complexity:</i> 7	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 4	<i>Difficulty:</i> 9(11)
<i>Power Level:</i> 2	<i>Backlash:</i> 11(15) - Skill

Effect: Raises the target's Initiative by the caster's $\frac{WillScale}{2} + 1$, for the caster's Will Scale x 2 Rounds.

Wind Shield

Focal Skills: Effect 2, Duration 2, Maintain 2

<i>Complexity:</i> 6	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 8(10)
<i>Power Level:</i> 2	<i>Backlash:</i> 9(13) - Skill

Effect: Gives the mage a non-penetratable AV of $\frac{WillScale}{2} + 1$ for a number of Rounds equal to 2 x Will Scale, which may be maintained at $\frac{2}{3}$ the original cost.

Earth

Gaia's Wrath

Focal Skills: Area 2, Alter 2, Effect 2, Range 2, Origin 1

<i>Complexity:</i> 9	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 5	<i>Difficulty:</i> 11(13)
<i>Power Level:</i> 2	<i>Backlash:</i> 14(18) - Skill

Effect: Stone spikes erupt beneath the targeted area, with no warning to the occupants. Any point within the caster's Int Scale x 20 in yards may be targeted, and the effects extend for a radius equal to their Path Skill + Int Scale. The spikes may not be Parried or Blocked, and Dodging is at a -2 penalty. The Damage Base is the caster's Path Skill x 2, and the DM is their $\frac{WillScale}{2}$ (round up) + 0.5. The AP of this attack is 1/1/10.

Quicksand

Focal Skills: Area 1, Alter 2, Duration 1, Effect 2, Range 2, Origin 1

<i>Complexity:</i> 9	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 6	<i>Difficulty:</i> 11(13)
<i>Power Level:</i> 2	<i>Backlash:</i> 15(19) - Skill

Effect: Turns the ground in the target area into a soupy mass. The caster makes a To-Hit roll for all creatures in the area of effect, a radius equal to their Path Skill in yards. The targets are at -2 to Dodge, and may not Block or Parry the spell. The Range of the spell is equal to the caster's Int Scale x 20 in yards. The targets are unable to move, though they may perform other actions and attacks, if they desire. Breaking free requires a Strength roll with a Difficulty equal to the caster's Path Skill x 2, + MoS versus that target x $(\frac{WillScale}{2} + 0.5)$.

Stoneskin

Focal Skills: Alter 1, Duration 2, Effect 2, Target 1

<i>Complexity:</i> 6	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 4	<i>Difficulty:</i> 8(10)
<i>Power Level:</i> 2	<i>Backlash:</i> 10(14) - Skill

Effect: Hardens the target's skin, granting a non-penetratable AV equal to the caster's Will Scale + 1. The protection lasts for a number of Rounds equal to the mage's Will Scale x 2.

Fire

Ambient Warmth

Focal Skills: Area 1, Duration 1, Effect 1, Maintain 1

<i>Complexity:</i> 4	<i>Cast Time:</i> 1
<i>Scope:</i> 4	<i>Difficulty:</i> 5
<i>Power Level:</i> 1	<i>Backlash:</i> 8 - Skill

Effect: Warms the air around the caster, protecting against cold weather. Warms in a radius equal to the caster's Path Skill in yards, and lasts his Will Scale in Rounds. May be maintained at the original cost.

Artful Dodger

Focal Skills: Alter 1, Alter 1, Duration 1, Effect 2, Effect 2, Maintain 1

<i>Complexity:</i> 8	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 6	<i>Difficulty:</i> 10(12)
<i>Power Level:</i> 2	<i>Backlash:</i> 14(18) - Skill

Effect: Enhances the caster's Reflexes and Dexterity by their $\frac{WillScale}{2} + 1$. The effect lasts for a number of Rounds equal to their Will Scale, and may be maintained at the original cost.

Eternal Warrior

Focal Skills: Alter 1, Duration 1, Effect 2, Maintain 1

<i>Complexity:</i> 5	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 4	<i>Difficulty:</i> 7(9)
<i>Power Level:</i> 2	<i>Backlash:</i> 9(13) - Skill

Effect: Regenerates an amount of Fatigue equal to the caster's Will Scale, per Phase. The regeneration lasts a number of Rounds equal to the caster's Will Scale, and may be maintained at the original cost.

Fabulous Fortune

Focal Skills: Duration 1, Effect 2, Maintain 1

<i>Complexity:</i> 4	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 6
<i>Power Level:</i> 2	<i>Backlash:</i> 7(11) - Skill

Effect: Grants the caster enhanced luck, in the form of a bonus equal to his $\frac{WillScale}{2} + 1$ to be applied to any actions dependent on luck, such as Gambling and, in some cases Awareness and Dodge rolls. The spell lasts his Will Scale in Rounds, and may be maintained at the original cost.

Fiery Might

Focal Skills: Alter 1, Duration 1, Effect 2, Effect 2, Maintain 1

<i>Complexity:</i> 7	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 5	<i>Difficulty:</i> 9(11)
<i>Power Level:</i> 2	<i>Backlash:</i> 12(16) - Skill

Effect: Creates an aura around the character that increases his combat ability. The effect grants a bonus to Hit equal to $\frac{WillScale}{2} + 1$ and a bonus to Base Damage equal to the caster's Will Scale +1. Optionally, instead of increasing Base Damage, they may add $\frac{WillScale+1}{6}$ to the Damage Multiplier, rounding down to the nearest $\frac{1}{2}$. The aura lasts the caster's Will Scale in Rounds. May be maintained at the original cost.

Fire Ball

Focal Skills: Alter 2, Area 1, Effect 2, Origin 1, Range 2

<i>Complexity:</i> 8	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 5	<i>Difficulty:</i> 10(12)
<i>Power Level:</i> 2	<i>Backlash:</i> 13(17) - Skill

Effect: The famous attack of any Fire Elementalist, consisting of an explosion of flame that appears without warning. The burst of fire affects an area in a radius equal to the caster's Path Skill in yards, and may appear anywhere within a number of yards equal to his Int Scale x 20. The attack may not be Blocked or Parried, and is at a -2 to Dodge.

The actual Damage has a Base Damage of the caster's (Path Skill x 2) + $\frac{WillScale}{2}$ (round down), a Damage Multiplier of his $\frac{WillScale}{2}$ (round up) + 1, and an AP of 3/4/5.

Fire Shield

Focal Skills: Alter 1, Duration 1, Effect 2, Effect 2, Maintain 1

<i>Complexity:</i> 7	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 5	<i>Difficulty:</i> 9(11)
<i>Power Level:</i> 2	<i>Backlash:</i> 12(16) - Skill

Effect: Raises the caster's TN to be Hit by an amount equal to $\frac{WillScale}{2} + 1$, and anyone attacking using a melee weapon takes Damage, with a Damage Base equal to the caster's Path Skill + $\frac{WillScale}{2}$ (round down), and a Damage Multiplier equal to $\frac{WillScale}{2}$ (round up) + 1. The flaming shield lasts a number of Rounds equal to the caster's Will Scale. May be maintained at the original cost.

Flame Dart

Focal Skills: Effect 1, Range 1

<i>Complexity:</i> 2	<i>Cast Time:</i> 1
<i>Scope:</i> 2	<i>Difficulty:</i> 3
<i>Power Level:</i> 1	<i>Backlash:</i> 4 - Skill

Effect: Shoots a small burst of flame. Damage Base is Path Skill + $\frac{WillScale}{2}$ (round down), DM is $\frac{WillScale}{3}$ (round up) + 1. Range is Int Scale x 5.

Flame Jet

Focal Skills: Alter 2, Effect 2, Range 2

<i>Complexity:</i> 6	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 8(10)
<i>Power Level:</i> 2	<i>Backlash:</i> 9(13) - Skill

Effect: A basic attack spell, consisting of a long stream of fire. Damage Base is 2x(Path Skill) + $\frac{WillScale}{2}$ (round down), DM is $\frac{WillScale}{2}$ (round up) + 1. AP 3/4/5. Range is Int Scale x 20.

Flare

Focal Skills: Duration 1, Effect 1, Range 1

<i>Complexity:</i> 3	<i>Cast Time:</i> 1
<i>Scope:</i> 3	<i>Difficulty:</i> 4
<i>Power Level:</i> 1	<i>Backlash:</i> 6 - Skill

Effect: A tiny jet of flame streaks to the desired point, up to the caster's Int Scale x 5 yards away, where it "pops" and holds position until the duration expires, lighting the area much like a torch. The flame lasts for a number of Rounds equal to the caster's Will Scale. Should it be used as an

attack, the Base Damage is Path Skill + $\frac{WillScale}{2}$ (round down), and the DM is $\frac{WillScale}{3}$ (round up) + 1.

Flickering Flame

Focal Skills: Duration 1, Effect 1, Maintain 1

<i>Complexity:</i> 3	<i>Cast Time:</i> 1
<i>Scope:</i> 3	<i>Difficulty:</i> 4
<i>Power Level:</i> 1	<i>Backlash:</i> 6 - Skill

Effect: Summons a small flame in the caster's palm. Suitable for illuminating an area like a torch, but can also be used to attack any enemy within melee range. Damage Base is Path Skill + $\frac{WillScale}{2}$ (round down), DM is $\frac{WillScale}{3}$ (round up) + 1. The flame lasts a number of Rounds equal to the caster's Will Scale, and may be maintained at the original cost of the casting.

Heartburn

Focal Skills: Alter 2, Effect 2, Origin 1, Range 2

<i>Complexity:</i> 7	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 4	<i>Difficulty:</i> 9(11)
<i>Power Level:</i> 2	<i>Backlash:</i> 11(15) - Skill

Effect: Causes the target to be burned from the inside. Damage Base is 2x(Path Skill) + $\frac{WillScale}{2}$ (round down), DM is $\frac{WillScale}{2}$ (round up) + 1. AP 3/4/5. Range is Int Scale x 20. This attack may not be Blocked or Parried, and is at -2 to Dodge.

Inferno Sphere

Focal Skills: Area 1, Duration 1, Effect 2, Maintain 1

<i>Complexity:</i> 5	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 4	<i>Difficulty:</i> 7(9)
<i>Power Level:</i> 2	<i>Backlash:</i> 9(13) - Skill

Effect: Surrounds the caster in a large "bubble" of flames, damaging any that come near. The radius is equal to the caster's Path Skill in yards, and lasts his Will Scale in Rounds. May be maintained at the original cost. Base Damage is (2 x Path Skill) + $\frac{WillScale}{2}$ (round down), and the Damage Multiplier is $\frac{WillScale}{2}$ (round up) + 1.

Water

Ice Lance

Focal Skills: Alter 2, Effect 2, Range 2

<i>Complexity:</i> 6	<i>Cast Time:</i> 3(1)
<i>Scope:</i> 3	<i>Difficulty:</i> 8(10)
<i>Power Level:</i> 2	<i>Backlash:</i> 9(13) - Skill

Effect: A sharp icicle forms in the caster's hand, which is then hurled toward the target. The spell has a Range of the caster's Int Scale x 20, and the Damage Base is their Path Skill x 2. The DM is the caster's $\frac{WillScale}{2} + 0.5$, and the AP of the lance is 5/4/3.

Rejuvenate

Focal Skills: Effect 2, Target 1

Complexity: 3

Cast Time: 3(1)

Scope: 2

Difficulty: 5(7)

Power Level: 2

Backlash: 5(9) - Skill

Effect: The target heals 2 Wound Levels.

Appendix B

The Open Publication License v0.4

OPEN PUBLICATION LICENSE Draft v0.4, 8 June 1999

I. REQUIREMENTS ON BOTH UNMODIFIED AND MODIFIED VERSIONS

The Open Publication works may be reproduced and distributed in whole or in part, in any medium physical or electronic, provided that the terms of this license are adhered to, and that this license or an incorporation of it by reference (with any options elected by the author(s) and/or publisher) is displayed in the reproduction.

Proper form for an incorporation by reference is as follows:

Copyright (c) *year*, by *author's name or designee*. This material may be distributed only subject to the terms and conditions set forth in the Open Publication License, vX.Y or later (the latest version is presently available at <http://www.opencontent.org/openpub/>).

The reference must be immediately followed with any options elected by the author(s) and/or publisher of the document (see section VI).

Commercial redistribution of Open Publication-licensed material is permitted.

Any publication in standard (paper) book form shall require the citation of the original publisher and author. The publisher and author's names shall appear on all outer surfaces of the book. On all outer surfaces of the book the original publisher's name shall be as large as the title of the work and cited as possessive with respect to the title.

II. COPYRIGHT

The copyright to each Open Publication is owned by its author(s) or designee.

III. SCOPE OF LICENSE

The following license terms apply to all Open Publication works, unless otherwise explicitly stated in the document.

Mere aggregation of Open Publication works or a portion of an Open Publication work with other works or programs on the same media shall not cause this license to apply to those other works. The aggregate work shall contain a notice specifying the inclusion of the Open Publication material and appropriate copyright notice.

SEVERABILITY. If any part of this license is found to be unenforceable in any jurisdiction, the remaining portions of the license remain in force.

NO WARRANTY. Open Publication works are licensed and provided "as is" without warranty of any kind, express or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose or a warranty of non-infringement.

IV. REQUIREMENTS ON MODIFIED WORKS

All modified versions of documents covered by this license, including translations, anthologies, compilations and partial documents, must meet the following requirements:

- 1) The modified version must be labeled as such.
- 2) The person making the modifications must be identified and the modifications dated.
- 3) Acknowledgement of the original author and publisher if applicable must be retained according to normal academic citation practices.
- 4) The location of the original unmodified document must be identified.
- 5) The original author's (or authors') name(s) may not be used to assert or imply endorsement of the resulting document without the original author's (or authors') permission.

V. GOOD-PRACTICE RECOMMENDATIONS

In addition to the requirements of this license, it is requested from and strongly recommended of redistributors that:

- 1) If you are distributing Open Publication works on hardcopy or CD-ROM, you provide email notification to the authors of your intent to redistribute at least thirty days before your manuscript or media freeze, to give the authors time to provide updated documents. This notification should describe modifications, if any, made to the document.

- 2) All substantive modifications (including deletions) be either clearly marked up in the document or else described in an attachment to the document.

Finally, while it is not mandatory under this license, it is considered good form to offer a free copy of any hardcopy and CD-ROM expression of an Open Publication-licensed work to its author(s).

VI. LICENSE OPTIONS

The author(s) and/or publisher of an Open Publication-licensed document may elect certain options by appending language to the reference to or copy of the license. These options are considered part of the license instance and must be included with the license (or its incorporation by reference) in derived works.

A. To prohibit distribution of substantively modified versions without the explicit permission of the author(s). "Substantive modification" is defined as a change to the semantic content of the document, and excludes mere changes in format or typographical corrections.

To accomplish this, add the phrase 'Distribution of substantively modified versions of this document is prohibited without the explicit permission of the copyright holder.' to the license reference or copy.

B. To prohibit any publication of this work or derivative works in whole or in part in standard (paper) book form for commercial purposes is prohibited unless prior permission is obtained from the copyright holder.

To accomplish this, add the phrase 'Distribution of the work or derivative of the work in any standard (paper) book form is prohibited unless prior permission is obtained from the copyright holder.' to the license reference or copy.

OPEN PUBLICATION POLICY APPENDIX:

(This is not considered part of the license.)

Open Publication works are available in source format via the Open Publication home page at <http://works.opencontent.org/>.

Open Publication authors who want to include their own license on Open Publication works may do so, as long as their terms are not more restrictive than the Open Publication license.

If you have questions about the Open Publication License, please contact TBD, and/or the Open Publication Authors' List at opal@opencontent.org, via email.

Special Thanks

Playtesters

B. Lee Adamson, Jr.

W. Allen Caswell - *“The wizard seems to be suffering from premature invocation...”*

James R. Farley II - *“Mind the trap step!... Made you look!”*

Debbie Hardee - *“If it’s cold iron, I can forge it into a weapon! I have Forgery!”*

Brian Pennington - *“I only put a little bit of urine in this batch.”*

Design Aid

Jay Eychaner - *For the Kurr’d-ah, the idea of the magic system, and countless other little details.*

My Playtesters - *For whining until I set down the rules, and not failing to complain about a problem.*

James R. Farley II - *Editing work, and helping with play balance issues.*

W. Allen Caswell, James R. Farley II - *For learning how to use the magic system even better than I.*