

PLUS MAGIC: THE EXILES and P.L.U.S (Players Labor-saving Utility System, 4th Edition, Revised) by Joseph Steven Coleman is copyright 1996 by Talewind Print and Production, All Rights reserved. For permission to distribute the basic P.L.U.S Rules and supplements through the net and on other BBS systems, please contact radiojoe@bigfoot.com

THE Exiles

Magicks of the Endworld

THE TIRED LANDS

These are the end times.

The scholars can tell of the rise and fall of a hundred Golden Ages, but the dark times between the pinnacles of civilization survived knowing the light would return.

The ancestors have left too little to believe there is even another millennium for their descendants on this sad world. The great seas have been reduced to a fraction of their once magnificent grandeur. The lush savannas of the highlands are nearly airless wastes.

The ribbon of seas that girdle the planet, The Thread, are plied by brave souls who challenge the viscous current of the narrow waterways to bring goods and knowledge to the world.

Along the edge of the waters, a thousand cities boast their own cultures and customs. They raise their young in

comparative wealth. Strict laws limit the outsiders permitted to live within the nation-states.

Beyond the waterways, life is hard.

In the slopes of the continental shelves the rich kewa moss feeds herds of creatures that will provide the meat, oils and hides for the world. It is a nomadic life as the herds destroy the kewa and move on.

Caravan societies travel the ancient trails from the seasonally fertile polar regions and the hunger nations along the thread.

And everywhere, everyone struggles between the richness of a life tied to the invisible energies of the planet, and the comfort and corruption of the hundreds of bandit societies.

You were not the most or least fortunate in the Endworld. You were born into the families of the Poor Lands. Between the trade with the nomadic

kewarin (shepherds), the caravans and the meager patches of vegetables and root crops that can be raised with the subterranean water, there is a grim calculation.

X amount of food will sustain X number of people, and no more.

It is a land where parents expect two of every five children to die before their fourth year, so the crop of children from authorized parents is always growing. At the age of 8 the children become acolyte under one of the six elemental affinities.

Every year the Star Priests announce the number of people who can be supported for the following year, and it falls on the young men and women to take the burden of the priest's decision. The Star Priests teach the six schools of magic and the value of contemplation and the peaceful mastery of power and self. The Star Priests prevent unauthorized pregnancies through their arts, and young love seldom takes route.

Boys and girls are educated in separate groups and strong taboos keep them apart. Both are taught domestic and military arts, and each has the opportunity to study the magics of his/her elemental affinity. But there are high tensions, short tempers and a demand for honor that causes many young people die by violence before the age of Exile. Regular festivals and ritualized magic practice can only release a small portion of the frustrations and anger generated by the way of life in the Poor Lands.

At seventeen years – the earliest Age of Exile – the first to leave are chosen. The young people who are volunteer to take on a six year exile are considered heroes. Those selected by lot for permanent banishment are considered little more than cowards. Sometimes an older member of the group - someone who

has lost spouse or family to the hard life - will volunteer for the Exile to make room for someone else to stay.

During the years of plenty, the adults create stones of their triad, which they will give to the new Exiles as tokens of love, home, and family. Even an orphan selected for Exile by lot can expect a few stones as an act of charity.

Your character is in Exile, and your first determination is to define what that means:

What is your elemental affinity and what spells have you learned? Do you have a single spell to work repeatedly, or have you studied to become a mage?

What weapons have you mastered and which have you simply dabbled in?

What is your expectation of the world?

How many brothers and sisters do you have?

What are your goals in your spells?

Was Exile voluntary or by lot?

Who is left behind?

Who gave you stones? How many did you make on your own? Why do you have so many – or so few?

Will you return to your family?

Where will you go?

Does anyone you know plan to leave with you?

You have choices.

The kewarin welcome any who come to help them tend herds of tesepe, huge lumbering descendants of sea whales.

There are small farms to the north where a few weeks labor can earn room, board and a few coins to carry you to your next destination.

Some are said to find permanent trades and homes in the cities along the threads.

The caravaneers will allow acolytes to accompany them between the Thread

and the poles, provided they earn their keep on the trail.

And in their hearts, most harbor some longing to find out if the tales of the traders and pirates of the Thread are true – the wealth, the adventures and the distant lands where families do not need to send their children into Exile.

Who is this person, and who can they become?

Do you know the other members of this party - are they brothers, sisters, cousins or from a distant clan of this same society?

THE BASIC MAGE

An apprentice mage will belong to either the Ethereal or Corporal Triad schools of Magick, and will have mastered three spells of that school's Grimoire, and three spells from the other Grimoires within the related Triad elements. Focus on a single School doesn't mean you can't use spells of the other School, it changes the cost of learning those spells.

THE FOUNDATIONS OF MAGIC

Spells are not a codex of fixed cantrips for easy memorization. No nature is automatically superior to any other – only in a temporary moment can any combinations of factors overpower another combination, and always with the sure knowledge that the turning of the great wheel demands that the reverse be true at some other time.

Kharma is a verb - it is always active, changing even as you read these words. What you do, what you have done and what will be done with you are all expressions of the universe whirling search for balance. In balance there is strength beyond the vessel - the gyroscope will stand against the force of gravity.

The magician must use his (or her) life, the life of the enemy, and the

changing ebb and flow of elemental aspects that surround each moment.

In other words, the same spell may not work the same way twice! With P.L.U.S., you make a clear statement of the elements you are putting into a spell, your reasons for choosing them and the effect you need the spell to have. Your Gamemaster will make a determination and you will be able to throw your dice with as many modifiers as the GM determines necessary and the result will be your success or failure with these elements, at this time, for this effect.

Failure may not mean your concept and elements were wrong, only that they were wrong at this time - it may succeed at another time.

THE TRIADS

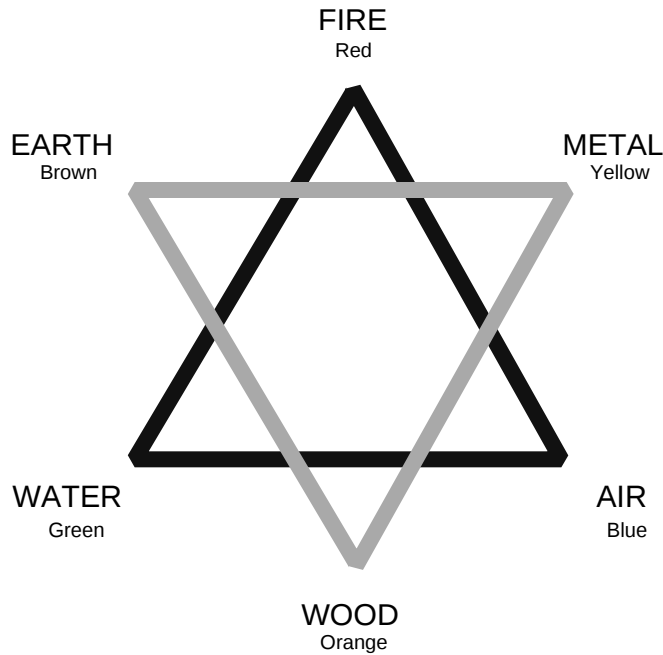
The Sages have known that the world is composed of six parts and that ever thing implies its opposite. In the mind and heart of a master, the six elements can be combined to change the moment or change the world.

There are six schools of magic, divided into two affinities, or triads - Corporeal (Metal, Wood, Earth) and Ethereal (Fire, Air and Water). To avoid backlash, you must cast a balanced spell, where your

forces to control are balanced by the opposite triad.

To avoid backlash, you should cast a balanced spell, where your forces to control are balanced by the opposite aspect, the element is replenished or will be replenished in a foreseen amount of time, and the caster is not being controlled by another spell.

Each of the elements has an aspect and a talisman, and a new magician begins training in the discipline of one element, then combines that element with the others for the effect with which magic will be used to change



Element	Aspects	Color
Fire	Aspects of reduction, consumption, creativity, and energy.	Red
Earth	Aspects of reality, foundations, relationship and construction.	Brown
Water	Aspects of change, physical bodies, movement and activity.	Green
Wood	Aspects of living, growing, adjusting and increase.	Orange
Air	Aspects of ethereal movement, thought, spirit and knowledge.	Blue
Metal	Aspects of strength, rigidity, invasion and containment.	Yellow

ASPECTS

Element	Affinity	Function	Positive Aspect	Negative Aspect
FIRE	Active	Strength	Creative Energy	Excess and waste
EARTH	Neutral	Strength	Foundation	Lack of Growth or change
WATER	Active	Movement	Flexibility	Lack of Strength
METAL	Passive	Resource	Strength	Stubborn or Inflexible
AIR	Passive	Movement	Spirit and Knowledge	Lack of Strength
WOOD	Neutral	Resource	Capacity for growth	Lack of Consistency

DIFFICULTIES

Spell difficulties follow the regular Target Number Difficulties in the main P.L.U.S Basic Rules. A failure to reach the target number means the spell was not cast. Fate Dice, Gamemasters Dice, Luck Dice, Toxic Rolls and all other dice manipulations apply to spells.

- A spell directed against self requires a Coordination roll to receive the benefit.
- A spell directed an inanimate object less than or equal to the player character's size has no penalty.

- For each 100% target size over the size of the player character, an additional -5 penalty is incurred.
- A spell directed against a plant has a -2 penalty.
- A spell directed against a non-intelligent animal has a -4 penalty.
- A spell directed against an intelligent animal has a -7 penalty.
- A spell directed against an intelligent being has a -10 penalty.

CASTING STONES

Spell require a combination of stones from six pools of dice. Each pool is obtained by distributing a number of "stones" (or tokens, or candies, or whatever your game will use) into the pools from the available points from your Effects management, as instructed by your Gamemaster. In most games, you receive one die for each point you roll. One half of your available magic dice must be devoted to the Grimoire which you study. You may distribute your other dice into the remaining five elements. You may then use these dice to cast the spells you have decided your character has studied.

When you cast a spell, you will roll the dice that represent the colors required for the spell. When the stones are spent, they are gone until you can replace them by whatever method.

In the world of Exiles the raw material of magic are stones - small constructs of thought and core material according to the abilities of the magician or the person creating the stone for a magician. In addition to the stones created by the

magician himself or herself, stones may be granted to the magician gifts by family, teachers, friends, well wishers or as payment for services rendered.

Stone begin as a physical artifact - a stone or chosen item corresponding to the color and talisman of the basic element. Through meditation and sacrifice, the stone is layered with mana. Stones can be generated by anyone in this world. A common stone can be created by a non-magician under the supervision of a trained magician, and one such stone can be produced every month.

An acolyte magician may produce a single stone of a single element every week through hours of meditation and the weaving of mystic energies around the physical kernel of the element. In game terms each stone represents 6 points of potential magic power. Meditations of a few hours per day while traveling are sufficient to produce such a stone average stone, which may be used by its creator or given away. During multiple stone creation, 2d6 Strength per stone is

lost (which is recovered at the rate of 1d3 per day). A magician may create two stones in one week this way, but of his/her primary element.

A master wizard may organize a crew of men and women who will produce a single stone per month, but with several hundred individuals, a steady supply of stones can be amassed. This storehouse of magic stones make the wizard stronger and create a store of inducements to get lesser magicians perform tasks in exchange for the casting stones. The wizard provides a variety of rewards to the stone-makers if the quality of the line of stones is to be maintained. Stones produce under duress or by slaves are always of poor quality.

To cast a spell, a magician takes the stones of the proper elements, choose in the exact proportions indicated in the grimoire, They are held together as the magician mentally forms the desire of the spell. The spell is cast through a roll on the skill of the magician in that skill. Spells may be Easy, Moderate or Hard to cast. After a spell is cast the stones are reduced to small black seed-like bits - those stones are gone. All such seeds of past stones, except for Fire stones, may be used to create a new stone. Reuse of a spent stone to create a new one delivers a bonus of +1 to the quality of the stone. Discovery of several of these leavings can be taken as a sign of a magic battle and the debris of the losers.

QUALITY OF STONES

Stones are of varying quality. The quality of each stone can be determined by the Gamemaster with a roll of 1d6.

On a 1 or a 2 the stone is of poor quality and reduces the effectiveness of any spell in which it is used by half.

On rolls of 3, 4 or 5, the stone is standard and can be used in a spell without a penalty.

A roll of 6 indicates the stone is the perfect element to use in a spell and will double the result of any spell in which it is used.

The quality of the stone is unknown to the player unless they can get the stone assessed by a Mage, by payment or by barter.

STOLEN STONES

Stones are subject to the emotional and mystic energy and are sensitive to the state of the parties in the exchange. A stone stolen from a magician carries with it a taint that may cause it to corrupt the spell in which it is used. When the stone is used in a spell, the gamemaster will roll a number of dice equal to the number thrown by the magician to cast the spell. Every '1' represents a 1d6 penalty on the caster's roll. If the penalty rolls are greater than the total thrown by the magician, the spell is turned from the target and onto the magician, who takes spells damage.

BUILDING A MAGICIAN

The gamemaster determines the level of the game and will tell you the number of dice to roll to create your Magick pool. You may permanently burn Luck Dice at a rate of 2 Luck Dice for 1d6 roll to increase the Magick Pool. A roll of 1 is considered wasted and not counted. If 3 or more dice in the creation of a Magick pool have the same number, 1d6 bonus may be rolled and added to the pool.

You have two uses for the total of the magic pool; 1) you have that much mana and 2) you have the same number of stones to distribute.

A starting magician must declare his or her primary grimoire or school of study, identified by one school of the six elements. They may choose or depend on a random roll of 1d6:

- | | |
|-----------|-----------|
| 1 - Fire | 2 - Metal |
| 3 - Water | 4 - Earth |
| 5 - Air | 6 - Wood |

This element will determine your primary affinity of Corporeal and Ethereal. A minimum of one half of the starting stones must be placed in your elemental school. Other dice can be distributed to other elements at the player's pleasure. You may only choose spells for which you have adequate dice.

Prior to the start of game play, the new magicians the spells for they are qualified to cast. It is assumed the new character has been trained sufficiently to cast any of the spells for which dice have been allocated. You may choose only a few elements and build up a lot of stones to cast those spells repeatedly, or you may choose a wide variety of elements (provided one half of your stones are in the element of your school) and be able several spells, but none of them very often.

Every time you cast a spell, that number of stones are burned, and the same number of magic points are lost. Magick points are recovered at the rate of 1d3 per week if you are active (beyond simple traveling or daily movement to and from work), and 1d6 if your week has been restful.

It is possible to recover Magick points even while losing Strength in the creation of new stones.

It is possible to have Magick points and no stones to cast.

Spells are not a codex of fixed cantrips for easy memorization. No

nature is automatically superior to any other – only in a temporary moment can any combinations of factors overpower another combination, and always with the sure knowledge that the turning of the great wheel demands that the reverse be true at some other time.

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The magician must use his (or her) life, the life of the enemy, and the changing ebb and flow of elemental aspects that surround each moment.

In other words, the same spell may not work the same way twice! With P.L.U.S., you make a clear statement of the elements you are putting into a spell, your reasons for choosing them and the effect you need the spell to have. Your gamemaster will make a determination and you will be able to throw your dice with as many modifiers as the GM determines necessary and the result will be your success or failure with these elements, at this time, or for this specific effect..

Failure may not mean your concept and elements were wrong, only that they were wrong at this time - it may succeed at another time.

You may throw multiples of the spell, which increases the damage or effect, but it will drain your magic must faster.

You may throw Luck dice with a spell, within the regular limitation of no more than one half of Luck used in any one gaming session.

Toxic rolls mean the spell will turn against the caster or the party.

Grimoires

Casting a spell requires the sacrifice of the stones of the elements required for the spell. Dice are rolled to establish the success and effectiveness for a spell, and may be rolled in multiples of the proportion

tin increase the effect. Inclusion of poor or exceptional quality stones may be included in the spell and their effect will be applied against the result of the dice.

The Acolyte's Spells (1:1)

Acolyte Levels	Fire	Metal	Water	Wood	Air	Eath
Eath	Solid	Encase	Animate	Return	Seize	Entomb
Air	Knowing	Cloud	Convey	Hedge	Float	
Wood	Rage	Share	Move	Heal		
Water	Scald	Force	Reshape			
Metal	Edge	Cage				
Fire	Inferno					

- ☐ Balanced Spells
- ☐ Unbalanced Spells
- ☐ Ethereal Schools
- ☐ Corporeal Schools

AIR GRIMORIE

Stone Color: Blue, White, Crystals, Glass

Aspects: Thought, knowledge, inspiration, emotion.

Talismans: Perfumes, incense, aromatic unguents, etc.

ACOLYTE LEVEL - 2 STONE SPELLS

Cloud (1 Metal, 1 Air - Balanced - Easy) Creates a cloud of needles, each of which inflicts 1 point of damage. To discover the number of needles to hit on a successful casting, reroll the same number of dice as were used to create the spell - 1 hit for each point rolled. Cannot penetrate Encase. Can be stopped by Hedgerow.

Convey (1 Water, 1 Air - Unbalanced - Easy) Can convey information from one mind to another, but the information cannot pass to or from the Mage. 1 word may be passed for each point rolled, or 1 image may be passed for every 7 points rolled. Convey may be blocked by Move.

Float (2 Air - Unbalanced - Hard) Levitates the target. The limit of size of the object to be moved is the Constitution equal to the number of point sin the successful roll. The object can remain levitated for the number of seconds equal to the number of points rolled. May be countered with Return.

Hedgerow (1 Wood, 1 Air - Balanced - Moderate) Creates an immediate shield of roots and plants. These growths remain after creation and have an absorption value for damage equal to the number of points in the roll. Effective against Cloud and physical attacks.

Knowing (1 Fire, 1 Air - Unbalanced - Hard) Passes information from the mind of the mage to another, or receives information from the mind of another. The Mage may sent one word for every point of the roll, or one image for every 7 points of the roll. From one mind to another without passing through the mage, use Convey. May be blocked with Seize.

Seize (1 Air, 1 Earth, Balanced - Moderate) Causes an object in motion to be held motionless for 1 second for every point of the successful roll. May be countered with Move or released by the Will of the mage.

EARTH GRIMOIRE

Stone Color: Brown, natural stones

Aspects: reality, foundations, relationship and construction.

Talismans: stone, soil, gemstones, ceramics, etc.

ACOLYTE LEVEL - 2 STONE SPELLS

Animate (1 Water, 1 Earth - Balanced - Moderate) Causes a physical, unliving object to move according to the imagination of the mage, within restrictions of normal physical. Can be opposed by Return.

Encase (1 Metal, 1 Earth - Unbalanced - Easy) Creates a plate metal level fluid metal coating around the mage or the target for 5 seconds for every point rolled. Is impervious to all Metal component spells. Can be dissolved by the Will of the Mage. Can be countered by Move, which causes the metal to flow away from the target.

Entomb (2 Earth - Unbalanced - Hard) Causes the earth to open beneath the target and reseal over the target when it falls. The strength of the spell is equal to the number of points rolled. Entombed targets do not have access to air or oxygen unless freed within the same number of seconds as points rolled to create the spell. May be countered with Return.

Return (1 Wood, 1 Earth - Unbalanced - Hard) Can remove transformation to organic or inorganic targets. With organic targets it will reveal the effects of Reshape. For inorganic target it returns the object to its shape and condition prior to the casting of the spell, equal to the number of minutes equal to the number of points rolled.

Seize (1 Air, 1 Earth, Balanced - Moderate) Causes an object in motion to be held motionless for 1 second for every point of the successful roll. May be countered with Move or released by the Will of the mage.

Solid (1 Fire, 1 Earth - Balanced - Moderate) Causes liquid or gas to become solid at the current temperature. Will hold the topic immobile for each point rolled.

FIRE GRIMOIRE

Stone Color: Red

Aspects: reduction, consumption, creativity, and energy.

Talismans: candles, fire starters, fire opals, lamps, light, etc.

ACOLYTE LEVEL - 2 STONE SPELLS

Edge (1 Fire, 1 Metal - Balanced - Easy) Creates a Class VIII damage cutting blade along the outer edge of the mage's dominant hand. Doubling the spell will create edges along both hands, but use of two weapons is restricted to standard Advantage rolls. Edge cannot penetrate Encase.

Inferno (2 Fire - Unbalanced - Hard) Creates a Class IX fireball with full damage every 15 seconds for every 15 points rolled or every fraction of 15 points. Can be countered with Convey.

Knowing (1 Fire, 1 Air - Unbalanced - Hard) Passes information from the mind of the mage to another, or receives information from the mind of another. The Mage may send one word for every point of the roll, or one image for every 7 points of the roll. From one mind to another without passing through the mage, use Convey. May be blocked with Seize.

Rage (1 Fire, 1 Wood - Balanced - Moderate) A fireball with Class VI damage, it burns for 1 second for each point rolls and inflicts full damage for every 10 seconds or fraction of 10 seconds. A toxic roll turns the damage against the mage. May be countered with Move.

Scald (1 Fire, 1 Water - Unbalanced - Moderate) A cloud of boiling steam is directed against the target with Class VI damage for every 15 points of the roll.

Solid (1 Fire, 1 Earth - Balanced - Moderate) Causes liquid or gas to become solid at the current temperature. Will hold the topic immobile for each point rolled.

METAL GRIMOIRE

Stone Color: Yellow, Gray, Black

Aspects: strength, rigidity, invasion and containment.

Talismans: Jewelry (not gemstones), armor, blades, clockworks.

ACOLYTE LEVEL - 2 STONE SPELLS

Cage (2 Metal - Unbalanced - Hard) Creates a web of metal equal in strength to 2X the number of points in the roll and will hold for 5 minutes for each point of the roll. Can be dissolved by the Will of the mage or dissolved by Move.

Cloud (1 Metal, 1 Air - Balanced - Easy) Creates a cloud of needles, each of which inflicts 1 point of damage. To discover the number of needles to hit on a successful casting, reroll the same number of dice as were used to create the spell - 1 hit for each point rolled. Cannot penetrate Encase. Can be stopped by Hedgerow.

Edge (1 Fire, 1 Metal - Balanced - Easy) Creates a Class VIII damage cutting blade along the outer edge of the mage's dominant hand. Doubling the spell will create edges along both hands, but use of two weapons is restricted to standard Advantage rolls. Edge cannot penetrate Encase.

Encase (1 Metal, 1 Earth - Unbalanced - Easy) Creates a plate metal level fluid metal coating around the mage or the target for 5 seconds for every point rolled. Is impervious to all Metal component spells. Can be dissolved by the Will of the Mage. Can be countered by Move, which causes the metal to flow away from the target.

Force (1 Metal, 1 Water - Balanced - Moderate) Causes a force to be imposed against the target equal to the points rolled in the casting. Can be opposed by another Force spell. For continues for 1 second for each point rolled or stopped by the Will of the Mage.

Snare (1 Metal, 1 Wood - Unbalanced - Easy) Creates a trap to capture a limb of a target, usually the leg. Snare has a strength equal to the number of points in the roll until defeated by opposing strength, dissolved by the Will of the mage, or defeated by Move.

WATER GRIMORIE

Stone Colors: Green, Turquoise, Aquamarine

Aspects: change, physical bodies, movement and activity.

Talismans: potions, flasks, kegs, vials, fluids, animals, etc.

ACOLYTE LEVEL - 2 STONE SPELLS

Animate (1 Water, 1 Earth - Balanced - Moderate) Causes a physical, unliving object to move according to the imagination of the mage, within restrictions of normal physical Strength. Can be opposed by Return.

Convey (1 Water, 1 Air - Unbalanced - Easy) Can convey information from one mind to another, but the info cannot pass to or from the Mage. 1 word may be passed for each point rolled, or 1 image may be passed for every 7 points rolled. Convey may be blocked by Move.

Force (1 Metal, 1 Water - Balanced - Moderate) Causes a force to be imposed against the target equal to the points rolled in the casting. Can be opposed by another Force spell. For continues for 1 second for each point rolled or stopped by the Will of the Mage.

Move (1 Water, 1 Wood - Balanced - Hard) Can cause a physical thing or an energy (including thought) to be directed away from the intended target. A very high success on the roll will give the Mage control to re-direct the target to a new target.

Reshape (2 Water - Unbalanced - Hard) Can cause an organic target to be changed in shape, texture and color according to the imagination of the Mage. The size of the target is equal to the Constitution of the target vs. the number of points rolled. The reshaped target will retain the new shape for 1 minute of each point rolled. May be countered by Return.

Scald (1 Fire, 1 Water - Unbalanced - Moderate) A cloud of boiling steam is directed against the target with Class VI damage for every 15 points of the roll.

WOOD GRIMOIRE

Stone Color: Orange, Woodstone (petrified wood)
Aspects: living, growing, adjusting and increase.
Talismans: leaves, living plant, roots, carved staff, paper, etc.

ACOLYTE LEVEL - 2 STONE SPELLS

- Heal (2 Wood - Unbalanced - Easy) Restores lost Body at a rate equal to 1 point of Body to the Target for every 6 points of the successful roll. Only functional against organic targets. A penalty of 1d6 for every 2d6 rolled is levied against a mage attempting to cast heal on himself.
- Hedgerow (1 Wood, 1 Air - Balanced - Moderate) Creates an immediate shield of roots and plants. These growths remain after creation and have an absorption value for damage equal to the number of points in the roll. Effective against Cloud and physical attacks.
- Move (1 Water, 1 Wood - Balanced - Hard) Can cause a physical thing or an energy (including thought) to be directed away from the intended target. A very high success on the roll will give the Mage control to re-direct the target to a new target.
- Rage (1 Fire, 1 Wood - Balanced - Moderate) A fireball with Class VI damage, it burns for 1 second for each point rolls and inflicts full damage for every 10 seconds or fraction of 10 seconds. A toxic roll turns the damage against the mage. May be countered with Move.
- Return (1 Wood, 1 Earth - Unbalanced - Hard) Can remove transformation to organic or inorganic targets. With organic targets it will reveal the effects of Reshape. For inorganic target it returns the object to its shape and condition prior to the casting of the spell, equal to the number of minutes equal to the number of points rolled.
- Snare (1 Metal, 1 Wood - Unbalanced - Easy) Creates a trap to capture a limb of a target, usually the leg. Snare has a strength equal to the number of points in the roll until defeated by opposing strength, dissolved by the Will of the mage, or defeated by Move.

The Will of the Mage

A mage may dissolve a spell he/she has cast with a successful roll on Will. A toxic roll will turn the spell against the mage.

Spells by Name

ANIMATE (1 Water, 1 Earth - Balanced - Moderate) Causes a physical, unliving object to move according to the imagination of the mage, within restrictions of normal physical. Can be opposed by Return.

CLOUD (1 Metal, 1 Air - Balanced - Easy) Creates a cloud of needles, each of which inflicts 1 point of damage. To discover the number of needles to hit on a successful casting, reroll the same number of dice as were used to create the spell - 1 hit for each point rolled. Cannot penetrate Encase. Can be stopped by Hedgerow.

CONVEY (1 Water, 1 Air - Unbalanced - Easy) Can convey information from one mind to another, but the information cannot pass to or from the Mage. 1 word may be passed for each point rolled, or 1 image may be passed for every 7 points rolled. Convey may be blocked by Move.

EDGE (1 Fire, 1 Metal - Balanced - Easy) Creates a Class VIII damage cutting blade along the outer edge of the mage's dominant hand. Doubling the spell will create edges along both hands, but use of two weapons is restricted to standard Advantage rolls. Edge cannot penetrate Encase.

ENCASE (1 Metal, 1 Earth - Unbalanced - Easy) Creates a plate metal level fluid metal coating around the mage or the target for 5 seconds for every

point rolled. Is impervious to all Metal component spells. Can be dissolved by the Will of the Mage. Can be countered by Move, which causes the metal to flow away from the target.

FORCE (1 Metal, 1 Water - Balanced - Moderate) Causes a force to be imposed against the target equal to the points rolled in the casting. Can be opposed by another Force spell. For continues for 1 second for each point rolled or stopped by the Will of the Mage.

KNOWING (1 Fire, 1 Air - Unbalanced - Hard) Passes information from the mind of the mage to another, or receives information from the mind of another. The Mage may send one word for every point of the roll, or one image for every 7 points of the roll. From one mind to another without passing through the mage, use Convey. May be blocked with Seize.

MOVE (1 Water, 1 Wood - Balanced - Hard) Can cause a physical thing or an energy (including through) to be directed away from the intended target. A very high success on the roll will give the Mage control to re-direct the target to a new target.

RAGE (1 Fire, 1 Wood - Balanced - Moderate) A fireball with Class VI damage, it burns for 1 second for

each point rolls and inflicts full damage for every 10 seconds or fraction of 10 seconds. A toxic roll turns the damage against the mage. May be countered with Move.

RETURN (1 Wood, 1 Earth - Unbalanced - Hard) Can remove transformation to organic or inorganic targets. With organic targets it will reveal the effects of Reshape. For inorganic target it returns the object to its shape and condition prior to the casting of the spell, equal to the number of minutes equal to the number of points rolled.

SCALD (1 Fire, 1 Water - Unbalanced - Moderate) A cloud of boiling steam is directed against the target with Class VI damage for every 15 points of the roll.

SEIZE (1 Air, 1 Earth, Balanced - Moderate) Causes an object in motion to be held motionless for 1 second for every point of the successful roll. May be countered with Move or released by the Will of the mage.

SNARE (1 Metal, 1 Wood - Unbalanced - Easy) Creates a trap to capture a limb of a target, usually the leg. Snare has a strength equal to the number of points in the roll until defeated by opposing strength, dissolved by the Will of the mage, or defeated by Move.

SOLID (1 Fire, 1 Earth - Balanced - Moderate) Causes liquid or gas to become solid at the current temperature. Will hold the topic immobile for each point rolled.

Ingesting Stones

With some risk, an acolyte may gain the effect of stones within or outside the specific school to which he or she is affiliated. Ingestion of stones within the school can be done with no penalties. Ingestion of stones outside the school take 1d6 penalty for every 3 stones ingested.

Ingestion is exactly what it sounds like – you eat the stones to achieve an effect. Roll 3d6 to attempt the ingestion. After the first ingestion a roll on Strength is required to ingest three more stones. After the second, Strength with 1d6 penalty is required, and on the third attempt 2d6 penalties are required. No more than three ingestions can occur in any week of game time. 1d3 days later, a successful roll against Strength is required to survive the emergence of the debris, or damage is taken from the effect of the ingestion.

But you could try.

On a failed roll against ingestion, the acolyte suffers 2d6 damage to body on scale VI of the damage tables for Ethereal elements, and on scale VIII for Corporeal elements.

A toxic roll on an ingestion attempt gives the ingestor a permanent 2d3 loss of Body which cannot be recovered through normal recovery.

Ingestion of Three Stones	Fire	Metal	Water	Wood	Air	Eath
	Manic	Armor	Shapeshift	Rebuild	Step Out	Spy

Additional Spells

All ingestions are considered Hard.

MANIC (3 Fire - Ingested) Grants 3d6 bonus to rolls on physical actions, and 3d6 penalty to mental actions for 1 minute for each pip showing in a successful roll. At the end of the Manic period, the ingestor has a 2d6 penalty to all physical actions for one hour for every pip showing in the successful ingestion roll.

ARMOR (3 Metal - Ingested) Provides a 3d6 full body armor value for 1 minute for each pip showing in the successful role. At the end of the protected period, all damage taken by the ingestor is shifted two columns to the right for one hour for each pip showing in the success Armor roll.

SHAPESHIFT (3 Water - ingested) Give the ingestor 3d6 ability to change the physical body, but not mass, for 1 minute for every pip showing in the successful roll. Shapes are limited to physical and liquid forms. A successful roll on Will is required to regain the ingestor's original shape. If the ingestor fails to regain the original shape in three rolls, there is one attempt at 1d6 penalty, one attempt at 2d6 penalty and on the fifth failure it is assumed the ingestor has lost his/her original form. If the chosen form is not a living creature, the character has died. If the ingestor succeeds returning to the original shape, the character will be at 2d6 penalties to every physical action for 1 hour for each pip showing on the successful roll.

REBUILD (3 Wood - Ingested) Gives the ingestor 2d6 to restore a destroyed form, including a limb. One "rebuild action" roll is possible every five points or fraction of five points in the successful roll. On a successful rebuild action roll, the ingestor can recreate up to 1/2 his/her body mass. Rebuild can be cast on another or on one's self. All rebuild action rolls must take place within one hour of ingestion.

After the last rebuild action roll, the ingestor takes 2d6 penalty for all mental actions for 1 hour for each pip showing in the original successful Rebuild roll. If any rebuild action goes toxic, the recovery penalty hours are multiplied by the number of toxic rebuild actions. One toxic failure equals double the hours, two toxic failures equals three times the penalty hours, etc.

STEP OUT (3 Air - ingested) Give the ingestor the ability to step outside his/her physical body and travel the same distance as could be physically covered in the allowed time. The ingestor can stay out of the body for 1 minute for every pip showing in the successful Step Out roll. The ingestor can see and hear while out of body, but cannot be physically seen. If any action is attempted, it is under a penalty equal to the

number of dice used to attempt the task. Spells cast from the Step Out form cost double the number of stones normally required.

The ingestor must succeed on a roll against Will to reenter the original body. Toxic results for any attempt for actions while out of the body give 1d6 penalty to the Will roll required to re-enter the body for each toxic roll experienced, up to the full number of Will dice. Any attempt to enter another body can be countered by the target's successful roll against Will, even if the target is unaware of the attempt.

SPY (3 Earth - ingested) For 1 minute with every pip showing, the ingestor can use the earth and its product to see and hear with a circle equal to 1 yard for each pip showing. The focus must remain for one minute and may be changed with each minute. Use of Spy causes a 2d6 penalty on all rolls against the physical senses for 1d3 days following the ingestion.

Expansion 1: The Mage's spells (2:1)

Mage Levels	2 Fire	2 Metal	2 Water	2 Wood	2 Air	2 Eath
1 Eath	Brick	Ram	Sink	Nourish	History	3 Eath Berm
1 Air	Dats	Blade	Foam	Sgt	3 Air Vanib	Channe
1 Wood	Wedge	Splinter	Transit	3 Wood Resurect	Master	Base
1 Water	Rust	Wreck	3 Water Flow	Establis	Form Other	Ceramic
1 Metal	Sump	3 Metal Slave	Rupture	Ax	Mindwipe	Mine
1 Fire	3 Fire Volcano	Lava	Spell	Bonfire	Sear	Forge

All Three ~~One~~ Spells are Unbalanced

Expansion 2: The Master's Grimoire (1:1:1)

Expansion 3: The Wizards Grimoire (1:1:1:1)

Expansion 4: The Star Priest Grimoire (1:1:1:1:1)

P L U S

SIX MAGiCKS GRIMOIRE

4th Edition Enhanced

Use the basic Character Sheet in P.L.U.S 4th Edition or the P.L.U.S COMPANION for basic character notes.

PLAYER _____

CHARACTER _____

PRIMARY AFFINITY _____ TRIAD _____

DISTRIBUTION Magick Total : ____ FIRE METAL WATER EARTH AIR WOOD

SPELLS and EFFECTS FIRE METAL WATER EARTH AIR WOOD

1. _____
Effect: _____ Damage _____ Range _____
Notes: _____
2. _____
Effect: _____ Damage _____ Range _____
Notes: _____
3. _____
Effect: _____ Damage _____ Range _____
Notes: _____
4. _____
Effect: _____ Damage _____ Range _____
Notes: _____
5. _____
Effect: _____ Damage _____ Range _____
Notes: _____
6. _____
Effect: _____ Damage _____ Range _____
Notes: _____
7. _____
Effect: _____ Damage _____ Range _____
Notes: _____
8. _____
Effect: _____ Damage _____ Range _____
Notes: _____
9. _____
Effect: _____ Damage _____ Range _____
Notes: _____

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GAME MASTER'S NOTES

EXILES is one of five entry points to an RPG world. It is not the only way to enter the world, but it is the one I am working on now.

Magic is a tool. It is not the be-all and end-all of the world. If a man were to study for many years, he may be able to set aside his sword, but none of your opening characters will have had the luxury of sufficient time to learn that level of the arts.

Your players will be from a village off the main trade routes. Even with water, it is hard to grow crops to support large populations. In living memory, four nearby village have ceased to exist - the last families moved away for a better life elsewhere.

I hope you will make the world very personal to your players. Explain to them that it takes a hero to leave – many exiles have never returned, though a few have come back with relative riches or new stock for the local herds.

Treat the world as a low medieval level technology – even a waterwheel is a luxury. The player character's families come from occupations directly related to survival - farming, hunting, weaving, forging, repairing homes, and – in good times – building.

The study of magic gives a sense of mystery to life. There are forces in the world that are beyond your comprehension, but an acolyte or a mage can tap into those forces to make some miracle.

All of the player character's will have been given a basic education through one of the six schools of magic. Each school teaches literacy, the minimal medical skills to keep alive, food preparation, wilderness skills, a primary trade (something like smithing, food preservation, carpentry, masonry, animal care, farming, etc.) and the fundamentals of magic.

Each of the six school teaches the use of magic as a gift to be cherished – squandering mana is viewed much the same a child molesting.

Students are taught how to layer their personal mana onto stones and talismans. The more they do, the better they get.

The six schools are structured as six arms of an academy of magic called the White Star. The White Star is the combination of the six colors and their Priests can combine six elements into spells that are far beyond the understanding or comprehension of the player characters.

The players will be acolytes - basic training (about six years of school, a few years of training for magic, a few years training with their weapons).

It has been seven years since the last Exile – your players have gone through adolescence free from want or hunger. Everyone knows someone who has gone into Exile,. Their parents tell them stories of lost aunts and uncles, grandparents and promising magicians who have gone into the exile – it has become part of the long, boring litany of things to ignore

from... The Second Book of Anran

The Exile's Lament

That my Mother may eat, I left my home.
That my Father may sleep, I left my home.
That my Brother and my Sister may grow,
I left my home.

I am become one of many,
in the Company of Strangers
who seek the Road as their Home.

I will tell the stranger of what I leave behind.
I will find a My home in some new place
with a people I have never known.

That I may live, I left my home.

The Night of Exile

The Exiles will depart on the full moon and in the four days before the village will prepare for as much of a feast as their meager means will allow. Often the young people who will stay behind hunt for days to find game to provide the feast with meat and fowl that will not deplete the villages larders. Sometimes the people of the village will contribute stones to trade for a young tesepe, which will supply the feast and provide meat and hides for several months thereafter.

It is a custom for the Exiles and the members of the village to take a moment to say good by in a personal exchange of farewells. There is a brief ceremony under the direction of the Star Priests where the formal side of the good-bye can be satisfied, but the evening will have dozens of private walks and talks that continue far into the night.

It is customary for the Exiles to depart while the rest of the village feasts and celebrates. At dawn the Exiles have gone.

It is also a custom that the exiles walk until noon of their first day and make a camp for the long rest they need to recover from the Night of Exile and the beginning of their village. It is considered poor manners to discuss a destination before the first serious sleep beyond the village. At this camp the Exiles will set their course, often separating into smaller groups to pursue their dreams.