



UNOFFICIAL SPELL BOOK

1st Draft

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Mage Spells

Novice Spells

Mixed Element

Stranger's Bearing

STA cost: 5

Effect: Stranger's bearing lets you assume the appearance of someone else. This effect is only illusory and touching you will immediately reveal the insubstantial nature of the effect. You can assume any humanoid shape within roughly a 0.5m of your actual eight and within roughly 25kg of your actual weight. If impersonating a real individual, then your Spellcasting check acts as a Disguise check.

Range: Self

Duration: 1d6/2 hours

Defence: None

Moment's Loss

STA cost: 5

Effect: This spell removes a memory from the target's mind. This spell grants no insight into the target's mind, so the memory must be one that you know exists or be of an event personally witnessed by you. If the target is presented with something contradictory to the missing memory they can make a Deduction check to notice something wrong, with a bonus based on the severity (GM's discretion). The spell removes a short memory, only a few minutes' worth; which is regained after a few hours.

Range: 1m

Duration: 1d6 hours

Defence: Resist Magic, Magical Defences, Deduction (see above)

Llygaid Nos

STA cost: 5

Effect: Llygaid Nos channels a small amount of energy from each element, granting you supernatural senses. This spell allows you to 'see' sound, heat and vibrations in a small area around you, enabling you to function normally in complete darkness. Anything outside this area remains obscured to you, but if you touch a thin barrier or medium (e.g. a wooden wall, window or anything on a small body of water) you can get a rough impression of what's on or beyond it. The senses granted to you by this spell are very crude, making fine detail impossible.

Range: 3m radius

Duration: Active (2 STA)

Defence: Resist Magic, Magical Defences

Earth

Dal Gafael

STA cost: 4

Effect: Dal Gafael bind the target with shackles made of earth and stone. This grapples the target, using your Spellcasting total instead of Brawling. If maintained, this spell can then be used to pin the target, providing they don't succeed on their opposed Brawling check.

Range: 2m

Duration: 1d6 rounds/Active (2 STA)

Defence: Dodge or Magical Defence

Symud Pridd

STA cost: 3

Effect: Symud Pridd shifts and softens the earth on the ground in a small area. This creates a 2m radius of difficult terrain, causing a -2 to Dodge/Escape and Athletics checks. Anyone who happens to fall prone in this area must take a full action to stand up, rather than just a movement.

Range: 10m

Duration: 2d10 rounds

Defence: Athletics

Elgan's Etching

STA cost: 5

Effect: Elgan's Etching allows you to carve any design, message or symbol desired in into a stone or metal object instantly. This spell can affect a 2m by 2m area and can carve anything the caster chooses. Alternatively, this spell can be targeted at an item of equipment to cause 1d6 ablation damage to it.

Range: 8m

Duration: Immediate

Defence: Resist Magic, Magical Defences

Air

Silenced Echo

STA cost: 2

Effect: Silenced Echo muffles the sound in a small area around you. Anyone in a 2m radius can hear normally but no sound will penetrate the perimeter, in either direction.

Range: Self

Duration: Active (2 STA)

Defence: None

Merthyr

STA cost: 4

Effect: Merthyr causes the air around you to shimmer and blur, making you slightly harder to spot. This inflicts a -2 penalty on Awareness and Ranged attack checks against anyone in a 2m radius centered on the caster.

Range: Self

Duration: Active (2 STA)

Defence: None



Misplaced Murmur

STA cost: 2

Effect: Misplaced Murmur creates illusory noises at distance. You can produce any sound you wish emanating from a point within range. This sound can follow a natural pattern if left at the duration (e.g. footsteps, dog's barking) or can be controlled to produce complex noises if maintained (such as speech).

Range: 10m

Duration: 2d10 rounds/Active (2 STA)

Defence: None

Defence: Dodge, Block or Magical Defence

Fire

Blackened Wind

STA cost: 4

Effect: Blackened Wind vents a torrent of ashy smoke forward in a cone. This smoke causes targets in the cone that fail their defence check to start coughing and retching, **staggering** them for 1d6 rounds and causing **nausea**. The hot vapours also knock targets back 2m.

Range: 3m cone

Duration: Immediate

Scatter Blast

STA cost: 3

Effect: This spell causes a sudden blast of sparks, smoke and hot air around you. Scatter Blast causes 2d6 damage, has a 25% to set targets on **fire** and knocks the targets down.

Range: 2m radius

Duration: Immediate

Defence: Dodge, Block (shield) or Magical Defence

Anwedd Trwm

STA cost: 5

Effect: Anwedd Trwm causes an existing fire to dim and belch out an unnatural volume of thick, black smoke. This spell targets either an existing fire or a creature with the **fire** condition. In either case it causes thick obscuring smoke to billow forth into a 10m radius area, inflicting a -3 penalty to attacks and Awareness checks in the area. If targeting a creature on fire, it causes them to suffer from **nausea**, but extinguishes the flames.

Range: 10m

Duration: 1d10 rounds

Defence: None

Water

Dowsing

STA cost: 2

Effect: Dowsing allows you to locate a specific liquid within earshot. This spell makes a defined liquid (blood, wine, whiskey, spirits, specific potions) produce a jingling chime that only you can hear; this enables you to gradually pinpoint the source and locate it.

Range: Self

Duration: Active (1 STA)

Defence: None

Pêl Grym

STA cost: 4

Effect: Pêl Grym forms a spinning ball of water and hurls it at a target. This spell causes 4d6 non-lethal damage and knocks the target prone. The target must also make a DC: 15 Athletics check or drop any held items as the water rushes into them.

Range: 12m

Duration: Immediate

Defence: Dodge, Block or Magical Defence

Dwr Du

STA cost: 4

Effect: You incant this spell then spit, turning the saliva into a viscous poison. Dwr Du turns mundane saliva into a sticky poison. If this is ingested or is coated onto a weapon that wounds a target, they become **poisoned**. The fluid will evaporate when the spell ends, but the poisoned condition remains as normal.

Range: Self

Duration: 1d10 rounds

Defence: Endurance



Journeyman Spells

Mixed Element

Foreign Memory

STA cost: 10

Effect: Like Moment's Loss, Edit Memory allows you to add a short memory to the mind of a target. Particularly outlandish memories allow the target to make a Deduction check in addition to the Resist Magic defence, with a bonus based on exactly how unlikely these memories are. Memories added this way can be no longer than roughly 5 minutes long but can have 'occurred' any length of time in the past. With time, the subject may eventually notice these false memories, but they otherwise last like any other memory.

Range: 2m

Duration: Immediate

Defence: Resist Magic, Magical Defences, Deduction (see above)

Cam Syth

STA cost: 10

Effect: Cam Syth instantly teleports a target to another place you can see, provided the reference point is a solid object (a target cannot be moved into empty air). Targeting the spell requires finesse and can go quite horribly wrong; this requires a Spellcasting check at DC: 16. If you fail this roll then the target's destination is determined by using the scatter rules in the combat chapter, with a -1 on the check for every 50m range. If this would result in the target appearing in a solid object such as a wall then it takes 1d6 damage per point of fumble, unresisted by armour; if the target in this case is an object, it's destroyed.

A carried object is defended by its owner's Resist Magic.

Range: 2m

Duration: Immediate

Defence: Resist Magic

Veddah's Charge

STA cost: 8

Effect: Veddah's Charge opens a channel, drawing energy from the Primal Chaos and injecting more power into a spell that's already in effect. This spell can only be used on an existing spell. If the target spell was cast by a different mage then it's resisted by their Spellcasting check. Veddah's Charge causes the target spell to re-roll its duration and add it on to its remaining time. Power Flow may be cast when another spell is being maintained and if a spell targeted by Veddah's Charge has a duration of Active, then it lasts 1d6 rounds on its own. A spell can only be affected by Veddah's Charge once.

Range: 2m

Duration: Immediate

Defence: None, Spellcasting (see above)

Earth

Meddalu

STA cost: 12

Effect: Meddalu softens stone and earth, enabling it to be moulded, shaped and moved out of the way if necessary. This spell affects a 3m volume of stone or earth, including dressed stone or artificial structures. The stone's SP falls to 7 (the equivalent of a thatch roof) and can be pushed, pulled and moulded by hand without difficulty. If maintained for 5 rounds, the stone affected will start to naturally fall, as a thick fluid. This spell can also be used on metal arms and armour, affecting everything carried by one target and causes them to suffer 1d6 ablation on each strike received (or dealt in the case of weapons).

Range: 2m

Duration: Active (4 STA)

Defence: None, Magical Defences (targeting a creature)

Kraga's Carapace

STA cost: 9

Effect: A spell favoured by a particularly blunt Skelliger mage, this spell coats you in a roughly articulated shell of solid stone. Kraga's Carapace grant you bonus SP equal to the number of points rolled over the DC: 15 Spellcasting check. The unwieldy nature of this armour means that the caster has +3 EV for the duration and halves his or her SPD.

Range: Self

Duration: 2d10 rounds

Defence: None

Elgan's Riposte

STA cost: 15

Effect: Another spell by the talented Elgan of Verden, Elgan's Riposte sends a magnetic wave outwards from you, pushing back any metal objects within the area affected. All targets within the radius can make a Weapon skill test against your Spellcasting or become disarmed. Weapons and unattended metal objects disarmed in this way are thrown backwards 3d6 meters and any targets wearing mostly metal armour, or those that have succeeded their Weapon Skill check are pushed backwards 5m. Weapons flung this way may do damage if striking targets, at the GMs discretion. If a target pushed hits an obstacle, they take ramming damage.

Range: 2m radius

Duration: Immediate

Defence: Magical Defences, Weapon Skill (see description)

Air

Hawyr Naid

STA cost: 8

Effect: Hawyr Naid launches the target upwards into the sky on a jet of wind, holding them aloft if maintained. You can control this upwards movement to arc forwards (or to either side) a number of meters equal to half the height. If maintained, a target will remain airborne and can slowly drift 1m a round in a direction of your choosing. At the end of the spell you can choose to quickly but gently lower the target or to simply drop them, dealing ramming damage. The height that this spell can lift a target is equal to double the number of points rolled above their Defence check (or 10 if you're targeting yourself). This total is also the number of BODY points the spell can lift if targeting another creature (you can always lift yourself).

Range: 2m

Duration: Immediate, Active (4 STA)

Defence: Dodge or Magical Defences



Daranu

STA cost: 10

Effect: Daranu instantly destroys a small sphere of air, causing an incredibly loud thunder clap. Anyone in a 2m radius of the effect makes an Endurance check against the casters Spellcasting roll or becomes deafened and is knocked prone. Targets must also make a Stun save at -1 per 5 points rolled over their Defence.

Range: 10m

Duration: Immediate

Defence: Endurance, Magical Defences

Miasma

STA cost: 15

Effect: This spell creates a noxious cloud of yellow-green vapours in the target area. Anyone caught in a 10m radius must make an Endurance check against your Spellcasting roll or suffer from **nausea**. These vapours are also flammable and any open flames in the area will cause the whole cloud to explode, dealing 3d6 damage with a 25% to light the targets on **fire**.

Range: 10m

Duration: Immediate

Defence: Endurance, Magical Defences

Fire

Rhwyrstr Tân

STA cost: 15

Effect: This spell creates a 2m by 6m wall of white-hot flames. Anything next to the wall takes 2d6 damage a round with a 25% chance to be set on **fire**. Anything moving through the wall is immediately set on fire and takes 5d6 damage.

Range: 20m

Duration: 3d10 rounds

Defence: Dodge, Magical Defences

Corff Cartref

STA cost: 12

Effect: Corff Cartref causes the target's skin to assume the dull glow of heated metal, rendering them and their equipment immune to flames. This spell not only grants an immunity to fire, but also has a 50% chance to set anything touching the target (except for their own equipment) on fire. If targeted by a fire spell or invocation, the hostile magic must beat your Spellcasting roll to have any effect.

Range: 10m

Duration: 2d10 rounds

Defence: Resist Magic, Magical Defences

Thola's Blinding Beacon

STA cost: 13

Effect: Developed by an enterprising elven mage, this spell causes an incredibly bright cone of light to violently flash from your outstretched hand. Anyone facing the light must make an Endurance check against your Spellcasting roll or be rendered blind for the duration. This beam can be maintained and 'swept' around, targeting multiple creatures. Anyone in the cone for more than 1 round has a 25% chance to be set on **fire**, this increases by 25% for each round they spend in the cone.

Range: 10m cone

Duration: Active (4 STA)

Defence: Dodge, Magical Defences

Water

Rhwyrstr Iâ

STA cost: 15

Effect: Rhwyrstr Iâ creates a 2m by 3m wall of ice with 15 SP. Anyone touching the wall is immediately overcome with frost, causing 25% to **Freeze** them. Any target sharing the space of the wall when it's created (and fails the Dodge check) is trapped within it and takes 2d6 damage to their STA a round; they are also **Frozen** and immobilized until they succeed on a Physique check against your Spellcasting roll.

Range: 20m

Duration: Until it melts or is destroyed

Defence: Dodge, Magical Defences

Mind's Eye Ichor

STA cost: 15

Effect: Developed by a renowned alchemist, this spell snaking oily rainbow fluid at a target. This mist causes sudden and dramatic **Hallucinations** in the target as well as causing them to become **Intoxicated** when it contacts the skin.

Range: 10m

Duration: 1d10 rounds

Defence: Dodge, Magical Defences

Glaw Troellog

STA cost: 13

Effect: Glaw Troellog creates a hovering 2m radius sphere of water that envelopes targets within it. This sphere can be directed to move a number of meters equal to your Spellcasting skill value per turn but will collapse if moved beyond the range of the spell. Any targets caught within the sphere are considered **Pinned** and are carried along with it. Each turn they must make an Athletics check to escape the orb (against your Spellcasting roll) or suffer from **Suffocation**. The sphere can hold roughly 5 human-sized targets at once. The sphere can be rammed against a surface, destroying it and causing ramming damage to the target's STA that are trapped within at the point of impact.

Range: 10m radius

Duration: Active (4 STA)

Defence: Dodge, Magical Defences



Master Spells

Mixed Element

Don Feddwl

STA cost: 20

Effect: Don Feddwl allows you to hear all the surface thoughts and emotions of those around you as gentle whispers and colours. Emotions are simpler, and you can easily discern between individuals and what they're feeling. Multiple thoughts can overwhelm you, however, and a Deduction check may be necessary to pinpoint specific thoughts in a crowd.

Range: 20m radius

Duration: Active (6 STA)

Defence: Resist Magic, Magical Defences

Earth

Obelisk

STA cost: 25

Effect: This spell pulls a tremendous pillar of stone from the ground around you. This giant structure can be up to 50m high and 200m across, with caverns and tunnels throughout as you direct. Anyone caught in this process will be knocked prone and pummelled by falling debris and shifting earth, dealing 5d6 damage. Depending on the design of the Obelisk they may also fall a significant distance, taking ramming damage as appropriate. This spell is likely to destroy almost any structure it's cast in.

Range: Self (see above)

Duration: Permanent

Defence: Dodge, Magical Defences

Air

Amser Eira

STA cost: 25

Effect: Amser Eira calls forth a sudden and terrible blizzard. This weather phenomena causes almost white out conditions within minutes, causing a -3 penalty to Awareness, Attack and Defence checks in the area. This storm also creates a supernatural level of cold, causing Snow & Ice conditions (pg 165) and reduces STA by half in creatures without a source of heat. You may designate a number of targets immune to these effects equal to half of your Spellcasting skill total.

Range: 30m radius

Duration: Active (6 STA)

Defence: Endurance, Magical Defences

Fire

Dal yr Haul

STA cost: 22

Effect: This strange spell draws light from a wide area and absorbs it into your focus, causing an area of complete darkness. Dal yr Haul causes darkness in a 40m radius around you, capturing all the light. At any point after casting this spell you can stop maintaining to release a concentrated blast of light and heat, dealing 5d6 points of damage with a 50% chance to blind the targets and set them on **fire**. This spell is less effective in areas of dim light, halving the damage and chances of status effects; it does not work at all in areas without light to absorb.

Range: 6m cone

Duration: Active (6 STA)

Defence: Endurance, Magical Defences

Water

Haemorrhage

STA cost: 22

Effect: This terrifying spell exerts a tidal pull of blood from the bodies of enemies around you. All targets you designate in the area must make an Endurance check against your Spellcasting total or immediately start to **Bleed**. If you maintain this spell, you can pull the viscera out your opponents faster, causing them to bleed for 5 points of damage a round instead of 2 and forcing them to become **Staggered**.

Range: 10m radius

Duration: Active (6 STA)

Defence: Endurance, Magical Defences



Priest Invocations

Novice Druid Invocations

Mind of the Beast

STA cost: 3

Effect: Mind of the Beast lets you see, hear, touch and smell through the senses of a beast that you target. While active you can use Will + Wilderness Survival checks to gently 'nudge' a creature towards a certain action (move in a certain direction, flee etc.), but you have no fine control. Your body is completely blind, deaf and numb while using this spell.

Range: 5m

Duration: Active (1 STA)

Defence: Resist Magic, Magical Defences

Call the Dead Branch

STA cost: 3

Effect: This invocation awakens dead wood back into life. Any small wooden object, part of a weapon or small structural element (door frame or window brackets, for example) you target begins to rapidly twist, sprout and grow. Weapons warped this way take 1d6 ablation damage and suffer a -2 on attacks using them until they're repaired. Objects and structural parts are misshaped and either rendered useless or damaged, at the GMs discretion.

Range: 5m

Duration: Immediate

Defence: Resist Magic, Magical Defences

Wooden Teeth

STA cost: 2

Effect: Wooden Teeth causes long, sharp thorns to sprout from a wooden staff or club, or the shaft of a spear, arrow or bolt. The item affected by this invocation deals +2 damage and has a 25% chance to cause **Bleed**. On a fumble using the weapon, it has a 25% chance to cause **Bleed** to the wielder instead.

Range: 2m

Duration: Until damaged

Defence: None

Traceless Trail

STA cost: Variable

Effect: Traceless Trail restores the soil and plants around the steps of the targets; this invocation also removes the scent of each target for the duration. Wilderness Survival checks to track anyone affected by Traceless Trail suffer a -6 penalty and they also gain +2 to Stealth checks in planted terrain. Creatures that have the Scent Tracking ability are also unable to use it on targets affected by this invocation. Traceless Trail costs 1 stamina point for each person in the radius targeted.

Range: 2m radius

Duration: 1d6 hours

Defence: None

Journeyman Druid Invocations

Silent Howl

STA cost: Variable

Effect: This invocation summons specific beasts to you. The cost of Silent Howl is dependent on the highest WILL amongst the creatures you'd like to summon, and the number called this way depends on the animal- solitary creatures will appear alone whereas social creatures will appear in a group (you may choose to always call an individual). Silent Howl reaches out a number of miles equal to double your Spellcasting skill value and the creatures will move as fast as they can towards you, taking anywhere between several minutes to a few hours to reach you, depending on the target creature and environment. Creatures summoned this way will not be hostile towards you but are under no compulsion to follow your instructions.

Range: Special (see above)

Duration: Immediate

Defence: Creatures WILLx3

Roiling Swarm

STA cost: Variable

Effect: Roiling Swarm calls forth a swarm of biting or stinging bugs that attack the targets in a 2m radius in range. If you spend 4 points of stamina on this invocation the creatures are distracting and painful, but otherwise harmless, causing the targets in the area to become **Staggered**. If you instead spend 6 points of stamina more dangerous bugs are summoned causing a mass of nasty welts and stings, inflicting **Nausea** on targets in the area. In either case, Roiling Swarm also causes 2 damage a round (ignoring armour). At any point in the spells duration you may pay its Active cost once a turn to reposition the swarm within range.

Range: 8m

Duration: 2d10 rounds, Active (3 STA)

Defence: Dodge



Red Thoughts

STA cost: 4

Effect: Red Thoughts lets you feel the thoughts and emotions from animals within the radius. The sensations picked up by this spell are far cruder than human thoughts, so will require some interpretation. Red Thoughts also works on monsters, but you suffer a -2 penalty to your casting roll if they're not native to this plane.

Range: 20m

Duration: Active (4 STA)

Defence: Resist Magic (monsters), Willx3 (beasts)

Seed to Sky

STA cost: 6

Effect: Seed to Sky imbues a seed with primal energy, granting it the ability to come to maturity in a matter of seconds. You can trigger this power at any time in the invocation's duration by spending a movement action and the Active cost in stamina. If used to grow a tree, its roots grow over and **pin** any targets within 3m of where it lands as long as they fail to beat your Spellcasting roll with their Dodge/Escape checks. A tree has 30 SP, but the roots are softer (7 SP) and will break if they take more than 15 points of damage. If this invocation is used against a structure or indoors, it's likely to cause significant damage.

Range: BODY x3m (if thrown)

Duration: 1d6 hours, Active (3 STA, see above)

Defence: Dodge/Escape

Master Druid Invocations

Berserker's Skin

STA cost: 12

Effect: Berserker's Skin transforms a number of people up to half your Spellcasting skill level into bears or wolves.

The minds of the targets are also transformed by this spell, reducing their mental statistics to those of the beasts', but they still carry a rough memory of their recent actions and self-identity. You may use this invocation on yourself, in which case the duration permanent until you recast the invocation and is no longer maintained. Any possessions that the targets carry are also transformed by this spell.

Range: 5m

Duration: Until re-cast, Active (4 STA)

Defence: Resist Magic, Magical Defences

Novice Preacher Invocations

Blessing of Courage

STA cost: 2

Effect: Blessing of Courage gives the target a +3 bonus to Courage checks and Resist Coercion checks against intimidation attempts.

Range: 5m

Duration: 1d6 hours

Defence: None

Blessing of Protection

STA cost: 3

Effect: Blessing of Protection gives the target a +2 bonus to Resist Magic checks for the duration of the invocation.

Range: 5m

Duration: 1d10 rounds

Defence: None

Ward of Peace

STA cost: 2

Effect: Ward of Peace protects a target from hostility. Any creature must succeed on a Resist Magic check against your Spellcasting check to take hostile action against them, if they fail they may still make their attack against a different target. If a target affected by this invocation takes hostile action against another creature, it ends immediately.

Range: 5m

Duration: Active (2 STA)

Defence: Resist Magic (above), Magical Defences

Litany of Condemnation

STA cost: 2

Effect: You intone this invocation to condemn a target as an enemy of your faith, any attacks against it are at +1 and damage dealt to it is increased by 1. In addition, critical rolls it may suffer are also at +1. This invocation has no effect on those that honestly, and actively serve your religion.

Range: 8m

Duration: Active (2 STA)

Defence: Resist Magic, Magical Defences



Journeyman Preacher Invocations

Burst of Dawn

STA cost: 6

Effect: This invocation creates a bright flash of light from your focus or symbol of faith, dazzling your opponents. The light from Burst of Dawn also affects monsters as if it were daylight, as long they fail their Resist Magic against your Spellcasting check. This invocation causes **Blindness** for 1d6 rounds and has a 25% chance to set targets on **Fire**.

Range: 10m cone

Duration: Immediate

Defence: Dodge, Resist Magic (monsters), Magical Defences

Crimson Call

STA cost: 5

Effect: The Crimson Call invocation demands blood from your enemies. Any hostile targets in the area of this invocation add +4 to all critical rolls against them and take double damage from **Bleeding** effects.

Range: 5m radius

Duration: Active (3 STA)

Defence: Resist Magic, Magical Defences

Valourous Fervour

STA cost: 6

Effect: This invocation bolsters the will of your allies, granting all of them in the area affected (including you) an adrenaline die. This last until spent but multiple adrenaline die cannot be granted this way.

Range: 5m radius

Duration: Immediate

Defence: None

Welcomed to the Fold

STA cost: 6

Effect: This invocation fills those who meet you with awe, making them treat you as if your reputation were positive (if it isn't already) and 1 level higher than it is. This invocation has no effect on those that have already met you.

Range: Self

Duration: 1d6 hours

Defence: Resist Magic, Magical Defences

Master Preacher Invocations

Blood for Blood

STA cost: 15

Effect: This invocation links the fates of two targets, the damage dealt to one appears as wounds to the other. Each time this effect triggers, the target can make a fresh Resist Magic defence against it.

Range: 2m

Duration: 1d10 rounds

Defence: Resist Magic

Arch Priest Invocations

Web of Life

STA cost: 16

Effect: Summoning the power inherent in all life, you grant yourself an instinctual knowledge of every living thing in the area. You can feel the emotions (if appropriate), know the rough direction and number of any living things in a wide area equal to ten times your Spellcasting skill level. If you spend time to make a Deduction check, you can get more detail about a specific target in this area, picking up rough thoughts and a vague idea of its state of health.

Range: Self

Duration: 1 hour

Defence: None



Rituals

Novice Rituals

Astral Projection

STA cost: 6

Effect: Astral projection renders you unconscious while your mind is free to wander. While projecting this way your mind is intangible and invisible to others while you can perceive normally, though the world takes on an odd greyish blur. Your projected form can fly freely and travels with a SPD equal to your WILL x3; moving through any non-magical obstacles in your path. Movement through Magical Barriers, Consecrated ground or living things is impossible (making thick hedges and trees an effective barrier), as is moving within 10m of any dimeritium larger than a coin. You can move one hundred times your Ritual Casting skill value in meters from your body. Your body is utterly helpless in this state and if someone kills you, you become trapped in this projecting state indefinitely until insanity sets in. If someone attaches dimeritium to your body while you're projecting, you are trapped in the projecting state until it's removed.

Preparation Time: 10 rounds

Difficulty Check: 15

Duration: Active (2 STA)

Components: A place to sleep, Fifth Essence (x3), Infused Dust (x1)

Journeyman Rituals

Lasting Ward

STA cost: 12+ (see description)

Effect: Lasting Ward creates a circle that repels hostile magic. This circle can be up to 10m in radius and any spell or magical phenomena moving past the threshold has a chance to be dispelled or repelled by this ritual. This acts as the Dispel spell against hostile magic that breaches the perimeter except that the stamina cost comes from a reserve that you invest into the ritual when casting it. This reserve can be any amount, but your stamina total is also reduced by half this amount while the ritual is active. The ritual replenishes its reserve once a day and if it's ever depleted then the Lasting Ward is destroyed.

Preparation Time: 10 rounds

Difficulty Check: 18

Duration: Until destroyed or dispelled

Components: Fifth Essence (x5), Infused Dust (x2), Chalk (x4), Dimeritium (x1, ground to dust)

Master Rituals

Elemental Binding

STA cost: 15

Effect: Elemental Binding traps a lesser ifrit or d'ao (or maride) within a physical construct and forces it to serve the caster until banished back to its home plane. This elemental will do anything that you ask it to, but it cannot think and can't perform finesse tasks that require fingers or grabbing small things. An elemental will execute the last order it was given. If it fails, it will try again endlessly until it succeeds, or you order it to stop. If the order is ongoing ("fetch some water") the elemental will continue to perform that order until destroyed, or you order it to stop.

Preparation Time: 10 rounds

Difficulty Check: 22

Duration: Permanent

Components: Chalk (x2), Lunar Shards (x2, for Earth Elementals), Meteorite (x2, for Fire Elementals), Essence of Water (x5, for Ice Elementals), Hardened Timber (x10), Stone (x10), Infused Dust (x5), Fifth Essence (x2)



Hexes

The Cornucopia of Ash

STA cost: 16

Effect: The Cornucopia of Ash turns food to dust as it enters the subject's mouth, starving them. Every day the hex persists, and the victim is unable to feed, they must make an Endurance check at DC: 10, increasing by 2 each day. If they succeed this check, they subtract 2 from their total Stamina points and Stun statistic. If they fail, they additionally lower their maximum HP by 2 as well as taking a cumulative -1 to all stats (minimum 1). If their maximum Stamina is lowered to 0, they fall into a coma. If their maximum HP falls to 0, they die from starvation.

Danger: High

Requirement to lift: The victim must prepare a five meals, with meat from a pig, cow, deer, rabbit and bones from a man dead from hunger respectively and all must be garnished with a drop of the subject's blood. The pork meal must be burned, the beef meal must be thrown into a body of water, the venison meal must be flung from a great height, the rabbit meal must be stolen from the victim and finally, the meal made from human bones must be fed to a stranger. All of this must occur under a clear sky, and at night.

The Bonebreaker Hex

STA cost: 14

Effect: The Bonebreaker Hex dramatically weakens the victim's bones, making them so fragile that even normal rigorous activity has a chance to break them. Any time that the subject engages in strenuous activity they must make a DC: 15 Endurance check. If this check fails, roll a random location, this location takes a critical wounds as follows: Head- Cracked Jaw, Torso- Broken Ribs, Legs- Fractured Leg, Arms- Fractured Leg. This critical wound can be stabilized but not treated until the hex is lifted.

Danger: High

Requirement to lift: The victim must gather the bones of 7 different creatures to be burned. The ashes from these fires must then be prepared in an alcoholic solution that the subject must drink under a full moon until they pass out. Once the morning comes they will be free of the hex, and probably have a terrible hangover.

The Beggar's Blessing

STA cost: 7

Effect: The Beggar's Blessing causes the victim's personal finances to suffer greatly. Business rolls suffer a -6 penalty, goods are sold for half as much and items are twice as expensive. Merchants and peddlers seem to greatly distrust the victim, as if he has a reputation as a con-man or thief that they cannot explain, and customers mistrust his goods or services, convinced they're of terrible quality.

Danger: Low

Requirement to lift: The subject must make a donation of 8 crowns each day for 8 days to 8 different honest causes, temples, churches or shrines. On a day that the victim fails to donate to a different site, the requirement resets and they must try again.