

SPIRIT MAGIC



In rules terms, Spirit Magic is the simplest of the approaches to magic in the game. It also has the least powerful spells. Spirit magic is cast quickly, and compared to other types of magic, is the least likely to take effect. Spells which do take effect are comparatively short-lived. But such magic is easily and quickly learned, and comparatively inexpensive in time, effort, and price.

Spirit magic, in its truest form, is the domain of specialists known as *Shamans*. Shamans are those who have dedicated themselves to this form of magic to the exclusion of all others, deriving great power for themselves and putting it to use to protect and guide their tribes/clans survival in the wilder parts of the world.

Spirit magic is also taught by Priests, although their selection of spells is generally limited. This chapter will concern itself with the specialists, for the sake of convenience.

Spirit magic is, as the name implies, magic centered around spirits, namely the natural spirits that everything in the universe possesses.

WHAT IS A SHAMAN -- People who commonly use spirit magic are called spirit-magic users, or in some cultures, witches. The specialist who devotes himself to the magic is called a shaman. A shaman has extraordinary powers which ordinary mortals cannot hope to match; a shaman has awakened his fetch, the spirit plane counterpart of himself.

BECOMING A SHAMAN

The path of the shaman is not for everyone; it is arduous and dangerous, and its rewards are spiritual and communal. Great shamans are, however, among the most powerful of mortals. Before becoming a shaman, one must pass through the student and assistant stages.

Shamans do not traditionally teach just anyone. Since it is their duty to look after the spiritual needs of their tribes, time spent teaching foreigners the sacred magics of the tribe is not something taken lightly. Applicants must demonstrate to the shaman that they are worthy of his attention, and this usually entails ingratiating themselves with both the shaman and his tribe, a process which can take weeks or months. Shamans do not ascribe to civilized notions about profit or professionalism; their time is valuable and they expect to be treated accordingly.

THE STUDENT -- A student is anyone who studies under a shaman to learn his magic. The relationship is informal, and does not imply any long-term bond. The requirements to become a student vary with the individual shaman, tribe, and region.

Gifts of up to 500 silver pieces per point of spell desired are commonplace, although some shamans are quite canny about sizing up potential student's wealth, and may charge as much as what the student would otherwise earn in 10 weeks time before accepting the student.

Duties & Restrictions -- All students are instructed in the proper and responsible use of spirit magic spells, and all students are considered to be tribesmen for the duration of their training.

BECOMING AN ASSISTANT -- To become an assistant, the applicant must already be a student, and must approach the shaman and ask to be accepted. A gift equal to those he gave when seeking to become a student is also customary.

An assistant shaman must have at least a 25% skills of Ceremony, Animal Lore, Plant Lore, World Lore, and First Aid. The player must roll his POW or less on a d100, which represents the fetch's approval. Assistants will be taught the skill of Spirit Lore.

Duties & Restrictions -- An assistant will live with, work for, and aid the shaman in every way. In return he will be taught the way of the shaman. An assistant's time is not his own; most shamans have only two to four assistants and no room for slackers. An assistant must spend 90% of his time with his shaman. In return, the assistant may add 5% per year in Summon, 3% in Ceremony, and 2% in Enchant. He also receives free 1 point of spirit magic per year and an automatic 1 point increase in POW at the end of each three years.

BECOMING A SHAMAN -- To become a shaman, the assistant must awaken his fetch. The fetch may be a number of things, depending on the mystical tradition of the shaman. It might be one of the shaman's own ancestors, or a totemic spirit. It might even be a spirit double of the shaman, somehow evoked from his subconscious. Among non-humans, it might be a premortal monster, an unborne spirit, or a fragment of some divine being's overmind. Whatever the source, it is certain that the maintenance and evocation of the fetch is dependent upon something within the shaman - a special organ, a new bone, a secret name. Whatever the source, every fetch shares many things in common, and yet every fetch is different.

AWAKENING THE FETCH-- When the assistant is ready to awaken his fetch, he must go to a holy place and enter into a mystical quest, fasting and praying to his Guide to awaken the powers within him. He remains on this quest for 1d6+1 days. At its conclusion, some great spirit known to the potential shaman's culture (the Horned Man, Vatun, Sehanine, Gruumsh, etc), will appear and tell the quester that it is time to go, and will escort him along the path to shamanhood. Along the path the quester must complete three tests.

The Sacrifice: A number of points of POW must be sacrificed to the future fetch. These points are permanently taken from the current POW of the quester, and a corresponding number of magic points are also deducted. There is no minimum that must be sacrificed, but a fetch with only 1 or 2 points of POW will be easily destroyed if it ever must combat attacking spirits. If the assistant safely completes his journey, these points will become the beginning POW of the fetch. If he fails or dies, these points are lost for good.

Awakening the Fetch: A successful Summon skill roll must be made. This can be augmented by Ceremony. If the roll is successful, then the fetch is awakened into consciousness. Its POW is the POW sacrificed to it, and it also develops an INT of 2d6. As explained below, the fetch will add its POW to the shaman's as additional defense against the coming Final Test. If

the roll is a failure, the sacrificed POW is lost and no fetch awakens.

The Final Test: At the end of the journey, the assistant shaman must overcome another spirit known to his culture, which is generally viewed as the antithesis of their current Guide. This Nemesis possesses a POW of 10d6, and will spirit combat any quester with a fetch for 2d6 rounds. Questers without a fetch will be fought until the Nemesis is destroyed, or until the living person is possessed. The Nemesis will not attack the Guide, nor will the Guide defend the new shaman.



ADVANTAGES AND DISADVANTAGES

DISADVANTAGES

Because his awakened fetch naturally lives on the spirit plane, a shaman is always visible on both planes. Hence he is constantly in danger of invisible attacks by marauding otherworld creatures which can attack him on the spirit plane without becoming visible on the mundane plane. The chance of this happening on any day is equal to the total POW of the shaman and his fetch.

ADVANTAGES

The Fetch: When magically attacked, the shaman uses both his own and his fetch's magic points to resist spells and spirits. (However, when attacking, the shaman uses only his personal magic points, not the fetch's. Furthermore, a disincorporate shaman doesn't use his fetch's magic points for defense).

The fetch provides POW and magic points to the shaman. Its magic points are always accessible, and its POW can be sacrificed at will. A Divine Intervention can be paid for partially or wholly with the fetch's POW (but the die roll is still based on your own POW alone). The fetch's POW does not rise on its own, but is increased only by sacrifice to it.

The fetch's MPs regenerate at the normal rate, in parallel to the shaman's. If the fetch's POW is 24, it gains 1 MP per hour, regardless of the shaman's POW.

When the shaman is disincorporate, things the fetch sees and

does are not made aware to the shaman until he returns to his body. However, the fetch is privy to all that the shaman is experiencing and doing and can communicate this knowledge to others. When the shaman is not disincorporate, the fetch is present on the spirit plane, and both parties are fully aware of everything that the other is doing.

Disincorporation: A shaman, by doing a successful Ceremony roll and taking an hour, can free his spirit from his body and enter the Spirit Plane. His fetch stays behind to watch over his body. He can stay on the Spirit Plane as long as he wants, but there is, of course, danger from the inhabitants thereof. Also, his body can starve to death.

By casting Visibility, the shaman's spirit can manifest on the mundane plane, and engage other individuals in spirit combat. It has an apparent SIZ equal to its POW. While the shaman is gone, the fetch can cast any spells the shaman knows, automatically succeeding, on a DEX SR equal to its POW. The fetch normally has a high POW, so its spells and its speed are to be feared. It can also release spirits trapped within it or contained on the shaman's person.

The fetch can communicate in the shaman's absence by the use of Mindspeech or similar spells.

While the shaman is disincorporate, neither he nor the fetch regenerate any MPs.

Exorcism: Those possessed or covertly possessed with evil spirits are brought to shamans to be cleansed. A shaman can cast out an evil spirit in a number of ways. If the target is overtly possessed, the shaman can cast out the evil spirit by using his own overtly-possessing spirit, or by Disincorporating, casting Visibility, and engaging the enemy spirit himself in spirit combat. If the target is covertly possessed, the task is more difficult. Normally the shaman will need to send a special curative spirit into the target to heal him.

Second POW: When the shaman gains new POW, he may choose to give it to his fetch. This increases the fetch's POW. This second POW regenerates magic points independent of, but at the same rate as the shaman.

Second Sight: A shaman automatically has permanent Second Sight, as per the spell. This means he can see other people's POW, and tell whether their POW is about the same as his, five or more points less, or five or more points more. When looking at a shaman he sees both the shaman's spirit and the shaman's fetch. He can see POW in the dark.

[Example: Temuchin the shaman has a POW of 17. He can tell whether a target has a POW of 12 or less, 13-21, or 22+, but cannot zero in closer than that unless he chooses the ability of enhanced Second Sight.]

Spell Teaching: Shamans have access to spell spirits, and are often hired to teach spells to others.

Spirit Defense: The shaman can draw MPs from the fetch at will, to replace his own, even during spirit combat. If an attacking spirit comes solely from the spirit plane, he can intercept it with the fetch, and have the fetch fight it instead of him. However, if the shaman is disincorporate, the fetch cannot intercept an attacker, nor can the shaman draw the fetch's MPs while in combat. (but he can afterwards). In any case, the shaman can put MPs into his fetch as well, should he so desire.

If a shaman loses a fight on the spirit plane, his soul automatically retreats to his body, accompanied by the victorious spirit. There, the spirit must now battle the fetch. If the fetch is victorious, the spirit is expelled. If not, the shaman remains possessed.

SKILLS & PROCUDURES

Spirit Combat (Magic+POW)

Normal spirit combat only occurs when one or both targets are disincorporate. It is commonly used to learn spells from certain types of spirits,, to destroy magic points and possibly possess or capture the victim, or to engage in other types of hostile activities.

Shamans have developed Spirit Combat as a special skill, giving them bonuses similar to the effects of Martial Arts; i.e. a successful Spirit Combat roll that is also beneath the Spirit Combat skill doubles the effects (2d3 damage to MP instead of 1d3).

Spirits do not normally engage in spirit combat with living creatures. It is against their nature to do so; many otherworld creatures are incapable of initiating spirit combat. All spirits are assumed to have a skill in Spirit Combat equal to their POW.

Once initiated, spirit combat cannot be disengaged until both parties agree to do so, or until one of the parties has no chance of success on the resistance table. (This occurs if one spirit has 10 or more magic points than its target.) In such a case the greater power may ignore the lesser completely, or engage it, as desired. The lesser party has no choice.

Procedure -- The attacker matches his magic points against the defender's magic points or the appropriate characteristic. Both make a roll on the resistance table.

If both succeed, both lose 1d3 magic points. If only one succeeds, the other loses 1d3 magic points. If neither succeed, no result occurs that combat "turn". Since spirit combat cannot be defined as solidly as for physical combat, when dealing with combined physical and spirit combats, perform 1 spirit turn every 1d3 physical turns.

If the magic points of an embodied spirit is ever equal to zero, then the body is open to possession. If the magic points of a disembodied spirit ever reach zero, then it is open to capture or binding. Spirits do not fall unconscious due to lack of magic points; they do become very susceptible to spells.

Weapons cannot be used to combat attacking spirits even if they have weapon-enhancing magic cast upon them. An adventurer can cast magic if his player succeeds in making a concentration roll. Spells effecting INT or POW are effective against most kinds of spirits.

Spirit Lore (Knowledge: 0%)

This is the shaman's chance to know something about a spirit encountered, such as its affinities, abilities, or what will appease or drive it away. Spirit Lore cannot be increased by experience. A non-shaman can learn this skill.

Spirit Travel (POW%)

Governs a disincorporate shaman's ability to navigate the spirit world and track down specific spirits. It can be increased by experience, but no non-shaman can learn this skill.

Procedure -- To find a spirit, the shaman disincorporates and goes onto the spirit plane. The trip takes 1d6 hours under most circumstances. The shaman states what type of spirit he seeks, and attempts a Spirit Travel skill roll. His chances of success are reduced by the spirit's difficulty factor. The shaman can spend MPs when starting the search to increase his chances of success. Each MP spent for this purpose adds 1 percentile to his Spirit Travel.

To figure a spirit's difficulty, use the following guidelines (note that the GM is at liberty to alter difficulty to suit his campaign):

Each 1d6 in the spirit's MPs acts as 3 difficulty.

If the spirit has a bonus to its MP die roll, add the full bonus to the base difficulty. For instance, a spirit with 1d6+6 MPs has a base difficulty of 3 + 6 =9 (3 for the 1d6, and 6 for the +6). A ghost with POW 4d6 has a base difficulty of 12.

Take the base difficulty as figured in step 1 and multiply it by a factor based on the spirit's rarity level to get the final Rarity.

Rarity	Difficulty multiplier
Common	1
Uncommon	2
Rare	4
Very Rare	8

Example: Massamo the shaman goes to the spirit plane and decides to seek a Hellion. Hellions have MP 3d6+6, for a base difficulty of 15. Because Hellions are Rare, this is quadrupled - total 60. Massamo's Spirit Travel skill is only 69, and he doesn't want to spend his time trying to roll 09 or less on 1d100, so he spends 18 MPs (from his fetch) to increase his chances, to 27. At the end of the 1d6 hours, he makes a Spirit Travel die roll, and fails, rolling 34. Now he must take another 1d6 hours to try again.

Your chance of success can be modified by looking in an appropriate area. These areas sometimes are due to strong effects on the Mundane Plane such as ghouls can be found in graveyards, ghosts are more frequent in areas where large battles recently ocured, as well as violence, hatred, fear etc. spirits, even other shamans looking for the same or cleansing the area of them because it is their protected area and they do not want their people attacked. Temples are also a great source of spirits, though more risky.

Spirit Travel Skill Roll	
Success	Result
Critical	A rare or unusual spirit is found, or a spirit node found.
Success	Desired spirit found.
Failure	Spirit not found. Try Again.
Fumble	The wrong spirit is found. Very wrong...

SPIRIT RARITY

Common Spirits - Elemental, Ghost, Intellect Spirit, Magic Spirit, Power Spirit, Spell Spirit (but see below)

Spell Spirit Rarity - An Uncommon spell spirit might be a ritual spell, a Control spell, or an uncommon Detect. A Rare spirit might be an uncommon ritual spell, a minor spell variant (i.e., Toothsharp, Frostblade), or a cult special spell. A Very Rare spirit might be a significant spell variant (i.e., a variable Fireblade or a ranged Healing) or an uncommon cult's specialty magic.

Uncommon Spirits - Disease Spirit, Healing Spirit, Passion Spirit, Wraith.

Rare Spirits - Chonchon, Ghoul, Hellion, Nymph (auloniad, dryad, limoniad, naiad, oread), Succubus Rune Spell Spirits (cult specialties are Very Rare, or impossible if the god has no presence in the area)

Very Rare Spirits - Dreamwraiths, Spectres, Sorcery Spell Spirits (impossible outside sorcery-using lands)

Other Rarity factors - if a spirit is otherwise typical, but has some strange feature in its nature, its rarity factor is increased a level. For instance, a Rage passion spirit would be Rare, instead of Uncommon, as would a Wraith that attacked POW instead of STR, CON, or INT. A stone nymph would be Very Rare, not just Rare.

The vicinity being searched affects rarity. It may make contacting a spirit easier by one level of rarity, or more difficult by one, or even two levels. Or it may make contacting the spirit totally impossible.

Example: a tree spirit is normally uncommon. Within a major forest, these would be common. On the other hand, in the desert it would be rare. In the Land of Black Ice it would be very rare. And in the middle of the ocean, hundreds of miles from any land, it would just simply be impossible.

A weaker version of the spirit sought is one degree less common, regardless of the degree weaker that is sought. Example -- a ghost is typically POW 4d6 for a Rarity of 12. To find a POW 3d6 ghost, the shaman increases rarity to uncommon, for a total Rarity of 18. Some spirits cannot be found in weaker versions.

NODES

These are sites that create, attract, or imprison spirits. A shaman can always revisit a previously-known Node, unless he is far from it.

Node Properties/Affinities	
1d8	Result
1	Roll once on the Element table
2	Roll once on the Power table
3	Roll once on the Form table
4	Roll once on the Element, and once on the Power table
5	Roll once on the Element, and once on the Form table
6	Roll once on the Power, and once on the Form table
7	Roll once on each table.
8	Combination: roll twice and combine (this is the only way you can have two Powers or Elements in a single node). If another "8" is rolled, add and roll again

1d8	Element
1	Darkness
2	Water
3	Earth
4	Air
5	Fire
6	Moon
7	Whatever element is most prominent locally.
8	Reroll 1d6, and choose subrune as appropriate

1d10	Power
1	Change
2	Stasis
3	Harmony
4	Disorder
5	Life
6	Death
7	Truth
8	Illusion
9-10	Other Rune (pick any, even a non power Rune.)

1d6	Form
1	Beast
2	Chaos
3	Man
4	Plant
5	Spirit
6	Roll twice more, combining results.

SHAMANIC ABILITIES AND TABOOS

Most abilities and all taboos are always in effect. If a shaman wishes to gain a new ability or taboo, he must contact a Greater Entity.

Abilities: The very first ability a shaman takes is free. By sacrificing 1 point off any stat, a shaman may receive another level of an ability. The third level costs him 2 points (for a total of 3 points so far). The fourth level costs 3 points, and so forth. A point of INT counts for 3 times as much as any other stat.

[Example: When JaggedEye the euroz shaman formed his fetch under the Gruumsh's tutelage, he got (for free) a level of Mind Expansion. Later, he sacrificed 1 POW to add another level. Much later, he contacted his tribe's Ancestor, and sacrificed 2 SIZ for a level of Spell Barrage, then 3 DEX for another level. Finally, he sacrificed 1 POW and 1 INT (4 pts worth of stats) for a third level of Mind Expansion.]

Taboos: When a shaman takes a taboo, his ability cost is "reset". That is, the next ability level he takes only costs 1 point, then 2, and so forth.

[Example: Bottasin's last shamanic level cost him 4 stat pts. He now contacts Shargaas and takes the taboo "never light a fire". He then takes a second level of Spell Barrage, which is free.]

CONCEAL FETCH - This rare ability is known only to a few secretive sects, such as Black Fang. Each level of Conceal Fetch

conceals the fetch's presence from one selected form of magical vision or spell. Normally, Second Sight is chosen as the first level, with Mystic Vision and Soul Sight making up the second and third levels.

CURE DISEASE - By laying his hands on a diseased individual, the shaman can spend 1 MP per level. Each MP lets him roll 1d6, matching the total vs. an infecting spirit's POW. If the shaman wins, the spirit is extracted, usually in the form of a stone, bit of fluff, or small bloody organ. The shaman can either exile the spirit into the Void, or trap it within his fetch or a Binding. If the sick person does not have a disease spirit, then instead the shaman adds his 1d6/MP to the target's next roll for disease resistance.

HIDE SOUL - Allows the shaman to hide from an enemy spirit, if not already engaged in spirit combat. The shaman then expends up to 1 MP per level. Each MP lets him mask his presence from 10 MPs the enemy spirit has. Thus, a single MP would protect him against any number of enemy spirits with no more than 10 MPs each. A sensory spell such as Second Sight, Detect Enemy, etc., cancels out an equal number of Hide Soul levels. Example: a shaman with Hide Soul 3 spends 3 MPs to hide from an evil wraith. This guards him from up to 30 MPs, so the wraith, with 17 MPs, cannot see him. The wraith is suspicious, and casts Sense Life (Intensity 2). The shaman's Hide Soul can now hide only from up to 10 MPs. Since the wraith's MPs are 17, it can see him clearly and attacks.

MAGIC ATTACK - Each level adds +1 to the shaman's effective MPs for the purpose of overcoming a foe's MPs when casting a spell.

MAGIC DEFENSE - Each level adds 1 to the shaman's effective MPs for the purpose of resisting an attack spell.

MIND EXPANSION - Each level gives the fetch 1d6 additional INT for the purpose of memorizing spells.

POSSESSION - While any shaman can disincorporate and engage other folks in spirit combat, this ability lets the shaman actually take over the body of a possessed victim, and control him as he sees fit. If the victim is killed while the shaman is in possession, the shaman's spirit immediately returns to his own body, and he takes 1d6 GHP damage. The first level lets you possess members of your own species. The second level lets you possess any creature with the same hit location as your species. Each subsequent level lets you select a new hit location table which you are able to use.

POWER WITHIN - Take 1 melee round and concentrate, gathering your inner strength. At the end of the round, you lose 1 hp and 1d6 fatigue, and receive one of the following bonuses:

MP equal to the rolled fatigue loss (i.e., 1d6).
 +10% to your chance of success in spellcasting spirit spells for the next 10 melee rounds.

The ability to cast any 1-point non-cult-special spirit spell that

you do not have memorized. This must be the next spell you cast. Additional levels of Power Within let you sacrifice correspondingly more hp and fp. Thus, a shaman with 3 levels could choose to lose up to 3 hps and 3d6 fatigue, and gain either 3d6 mp, +30 to his spellcasting chance, or knowledge of any 3-point spirit spell for a one-time casting attempt.

SECOND SIGHT (enhanced) - This gives the shaman additional abilities for his innate Second Sight power. Each level lets you choose one ability from the following table:

Enhanced Second Sight Abilities	
1	Distinguish POW within a range of 5 plus or minus the shaman's POW. (i.e., with POW 16, he can see 1-5, 6-10, 11-15, 16, 17-21, 22-26, etc.)
2	Can identify target's exact POW [only if "1" is taken]
3	Distinguish MPs within a range of 10 plus or minus the shaman's POW
4	Distinguish MPs within a range of 5 plus or minus the shaman's POW [only if "3" is taken]
5	Can tell if an individual knows any spirit magic.
6	Can identify the exact spirit spells cast.
7	Can tell if an individual knows any sorcery [only if "5" is chosen]
8	Can tell if an individual has any Sorcery skills beyond Intensity [only if "7" is chosen]
9	Can tell if an individual knows any Rune magic (only if "5" is chosen)
10	Can identify the deity providing any Rune spells cast on an individual [only if "9" is chosen]

SELF-RESURRECTION - The shaman can heal himself and return from the dead. To do this, the shaman must heal himself up to 1 positive hit point -- however, it costs POW rather than MPs to heal himself in this way. This takes an amount of time equal depending on the levels of Self-Resurrection the shaman has.

Level	Limit	Level	Limit
1	a season	5	a minute
2	a week	6	a melee round
3	a day	7	your DEX SR
4	an hour	8	a single SR

SHOW SPIRIT - This exposes disincorporate spirits, making them visible to others. To do so, the shaman spends up to 1 MP per level. A single MP causes all spirits within his fetch's POW in meters to become visible as vague, half-unseen shadows. Each additional MP either increases the radius by the fetch's POW in meters or heightens the spirits' visibility, according to the following table:

MPs	Visability
1	Onlooker can see a particular spirit in some detail with a Search roll
2	All spirits easily and clearly visible.
3	View Spirit POW as per Second Sight.
4	Exact POW of all disincorporate spirits visible

SOUL EXPANSION - Each level of Soul Expansion adds +1 to the shaman's species maximum POW. This improves his chance to increase POW by experience.

SPELL BARRAGE - Each level of Spell Barrage allows the shaman to throw one additional spirit spell at once. All spells cost the full MP amount. The SR is equal to the shaman's DEX SR, plus the MPs spent, and all the spells go off simultaneously. Only one die roll for success is made and either all spells succeed, or all fail. If multiple attack spells are aimed at a single target, the shaman just makes a single MP vs. MP roll to see if he was affected by all the spells at once. Multiple targets must all be visible to the shaman.

If the shaman gets a critical success or a failure when casting, he only spends 1 MP, regardless of the number of spells. If the shaman has an ability to manipulate spirit spells (such as Lunar Magic), he may do so at the same time.

SPELL EXTENSION - The shaman can extend the duration of spirit magic spells. For each level of this ability, the shaman may maintain one spell. The shaman must dedicate a source of MPs to each extended spell, whether from a bound spirit, or of his own. The source must have POW at least equal to the MPs used to cast the spell, and while the spell is maintained, the source has its daily MP recovery reduced by that amount. The shaman can voluntarily drop the spell at any time. In addition, if he loses control over a bound spirit being used to power a spell, the spell is immediately dropped.

SPIRIT AFFINITY - Reflects an affinity for spirits of a particular type, or tied to a particular Rune. The most direct benefit is that spirits tied to that Rune tend to be friendlier, though spirits tied to opposing Runes may be more hostile. Spirit Affinity is normally required of shamans who belong to cults. The affinity reduces the difficulty multiplier required to search for spirits of the appropriate type by 1. I.e., common spirits are found instantly, uncommon spirits have a factor of 1, rare spirits a factor of 3, etc. In addition, Each level of Affinity gives the user a +10 percentile bonus when casting a control or command spell on an affected spirit. It also makes it 10 percentiles harder for an enemy to wrest control away from the user. If the affinity is more restricted than a Rune - say, to a particular type of spirit, then the shaman gets +20 for his bonus. For instance, a Disease Master with Disease Affinity would get +20 per level for controlling Disease spirits.

SPIRIT DEFENSE - This gives the shaman some protection even when he is very weak. Basically, the minimum score he

defends and attacks at in spirit combat, regardless of his real MP score, is always at least 3 times his levels in Spirit Defense. For instance, a shaman with Spirit Defense 3 would always act as if he had at least 9 MPs. A shaman with Spirit Defense 5 would act as if he had at least 15 MPs.

If the shaman's true MPs are reduced to 0, he can still be possessed.

SPIRIT MASTERY - Each level adds +1 to the MPs lost by a defending spirit when the shaman overcomes it in spirit combat.

SPIRIT TRAPPING - Allows the shaman to hold spirits within his fetch. Each level lets the shaman hold 1 spirit at a time. No trapped spirit may have MPs exceeding the fetch's current MPs. The shaman can use its abilities as if it were in a binding enchantment.

CULTS AND SHAMANS

Most cults, however friendly to shamans, do not permit shamans to rise higher than initiate status. Those cults which do allow shamans to become priests generally have all their priests as shamans.

Shaman cults generally require their shamans to take upon them a specific taboo(s). These taboos do count towards permitting the shaman to get ability levels.

Example: Tunk the shaman becomes an ancestor worshipper. At a great ceremony, his ancestors force upon him the two taboos (see below) of this religion. He can now take 2 levels in appropriate abilities without suffering any stat losses, if he wants.

Examples of Shaman Cults & Required Taboos

BEORY

Must practice duality (i.e. if taking Life Affinity, must also take Death Affinity at the same time).

May only dwell within one's own house, on one's own land (i.e. cannot sleep or eat inside the dwelling of another, though they may do so outdoors in a "wild" area).

EREVAN

Runic Affinities Only

Never allow a fellow olve to suffer needlessly.

Live only in the wilderness (i.e. not in towns).

ERYTHNUL

Runic Affinities Only.

Must agree to mortal combat with candidates for shamanhood.

Never reveal cult secrets or membership to outsiders.

Always challenge other shamans to duels of magic.

FENMAREL

Runic Affinities only.

Never kill an animal except in self defense.

NERULL

- Death Affinity required.
- Never reveal cult secrets or membership to outsiders.
- Deal only with darkness spirits.
- All duels must be to the death.

RILLIFANE

- Runic Affinities only.
- Never Bind a Plant or Animal spirit without permission.
- No Spell Barrage.

SASHELAS

- Runic Affinities only.
- Always share with those who will share in turn.
- Never mistreat a beast of the sea, nor allow another to do so.

SEHANINE

- Runic Affinities only.
- Never dishonor an ancestor.

VATUN

- Runic Affinities only.
- Never dishonor an ancestor.
- Never bind or possess a relative without permission.

SHAMANS & SPIRITS

Allying Spirits -- Sometimes a Shaman will want to befriend a spirit, rather than capturing it. To do this, the Shaman must persuade the spirit to ally with him. This can be abstracted to a die roll of POW vs POW + INT, with the Shaman including his fetch's POW, but is best roleplayed. If the spirit has been successfully allied, the Shaman must donate POW to the spirit of 1 POW per 10 POW or part there of of the spirit, so allying a POW 45 spirit costs 5 POW. The POW is added to the spirit's POW.

Such spirits are called Spirit Friends, and will assist the Shaman to various degrees. Some may be summoned easily, others may accompany the Shaman when he is disincorporate, others may stay to guard his body, still others may be asked to attack enemies of the Shaman.

Incarnating Spirits -- Some Shamans may incarnate spirits. This means that the spirit possesses the Shaman, bestowing a power or ability on the Shaman. Thus, in times of war, a tribal Shaman may incarnate a powerful War Spirit to lead the tribe to war. This is not overt possession, the Shaman is in full control at all times. He is also protected against possession, unless he fumbled his ceremony roll.

For examples of Spirit Incarnation, see the "Gods Without Godar" section in the Vikings pack.

Channeling Spirits -- Some Shamans can Channel spirits. This means that the spirit can partially possess the Shaman, being able to talk through the Shaman. This is often used for oracular purposes, or when an ancestor is summoned to offer advice or commands to his family. The spirit so summoned will usually be unable to possess the Shaman, unless he has fumbled his ceremony roll.

Banishing Spirits -- Spirits may be banished by powerful Shamans. The Shaman partially disincorporate and must overcome the spirit in a POW vs POW combat. If successful, the spirit must leave. Very few Shamans have the power to Banish spirits, most must disincorporate and drive them off. Those who do have the power may only Banish certain types of spirit.

Worship: Shamans are called to tend to the spiritual welfare of their people. Some deities permit limited shamanism among their worshipers, or are primarily shamanic gods. Rules for Spirit Cults appear at the end of this section.

POSSESSION

When an otherworld creature possesses the body of a mundane being, it is said to be possessed. There are two kinds of possession.

DOMINANT POSSESSION -- In this form, the identity (INT & POW) of the original owner is suppressed by the possessor and imprisoned within the body beyond communication. The possessed cannot recover magic points or heal the body. While the possessing spirit controls the body, it has only beginning percentage chance in skills. Examples of dominant possession include demonic possession, insanity, etc.

COVERT POSSESSION -- The possessing creature exerts no influence upon the actions or consciousness of the natural owner of the body, but shares the physical form. Examples include disease spirits, sendings, passion spirits, and curses.

If magically viewed, the aura of a being suffering covert possession appears cloudy where the two auras overlap.

Covert possession occurs when a spirit attacks a characteristic, not magic points. Normally, when the target's magic points are reduced either to 0 or 10 points less than those of the spirit, it covertly possesses its target. The possessed being cannot expel the possessor once magic points have returned to normal. The possessor can only be exorcised by another spirit.

The original owner of the body has full control of the body and is usually unaware that a spirit has possessed him. However, when the spirit decides to act, it affects the body in ways unique to the type of spirit.

Spirits in covert possession of the body have different effects depending on the type of Spirit. Disease Spirits cause disease in the body which cannot be cured or healed while the spirit is in possession, Passion Spirits cause emotional effects ranging from intense pain to intense grief, anger or happiness, Fertility Spirits increase virility and/or personal fertility. The cult spirits from the Vikings Pack give special abilities to the possessed character, proving that not all possessions are malign.

A person may be possessed by more than one spirit at any one time. Remember the Biblical account of Legion? If possessed by more than one Passion Spirit, the character may be subject to conflicting emotions at any time, although there is no reason why one cannot be possessed by a Fear Spirit and a Pain Spirit at the same time.

RECOVERING FROM POSSESSION – The only way to recover from being possessed is by persuading another spirit to attack the possessing spirit and to drive the spirit out. Healing Spirits will drive out Disease Spirits, certain types of passion Spirit will drive out their opposing Spirits, so Love Spirits will drive out Hate Spirits and Courage Spirits will drive out Fear Spirits. Shamans may be persuaded to disincorporate and drive out the possessing spirit.

The possessing spirit must be attacked in spirit combat and must be reduced to 0 MP. If this happens, a simple POW vs POW roll must be made to remove the spirit. As the attacking spirit was not attacking the original owner's spirit, it cannot take possession of the body itself, but frees it for the original owner. If more than one spirit must be removed, the attacking spirit must fight each of them in turn in order to drive them out. Of course, a possessing spirit may voluntarily leave the body if it feels threatened, bored or whatever, but this is fairly rare.

SHAMANS AND DIVINE MAGIC

A Shaman may gain Divine Magic in one of three ways.

Joining a Cult -- A Shaman may join certain cults, he may even already be a Priest of such a cult. As a priest or Shaman, he may sacrifice for cult spells reusably. For instance, a Priestess of Beory or Sehanine may sacrifice for cult spells as per the normal rules.

Beginning a Spirit Cult -- A Shaman may contact a local spirit and set up a cult with a group of followers. This uses the normal TalQuest rules for creating Spirit Cults. The advantage of this is that the situation is standardised, making the gaining and repraying of Divine Magic fairly straightforward. The disadvantage is that a number of worshippers are needed to keep the worship going, and the link may fail if the worshippers dwindle.

Contacting a Spirit -- Shamans may disincorporate and attempt to contact a Spirit or Deity in order to gain spells or abilities. This ritual is slightly different to normal disincorporation, in that it is a HeroQuest. Such a HeroQuest may be simple or dangerous, depending on the Spirit to be contacted, and may involve fighting guardian spirits in order to meet the Spirit. Once the Shaman has gained entry to the Spirit's presence, he must persuade the Spirit to deal with him. This is normally not difficult - most Spirits crave worship. However, they are often troublesome and may well ask the Shaman to do strange things in return. So the Shaman may leave with a spell and a geas, or must return to the Spirit in order to regain the spell, or must perform a deed in return.

LEARNING AND USING SPIRIT MAGIC

When learning a spirit magic spell, you are actually learning how to "bribe" the spirits involved into helping you accomplish your task.

Casting a spirit magic spell requires a focus (the "house" in which your helper-spirit dwells) upon which to concentrate, spoken words, and some type of formal body movement. Thus it is possible to stop a shaman from casting spells by depriving him

of his focus, his voice, or his free movement.

LEARNING SPELLS -- The task of learning a spirit magic spell is usually overseen by a shaman who has, under his command, low magic point spell spirits from whom the student can easily learn. Once learned, spirit magic spells are not easily forgotten unless suppressed. The cost of learning this magic varies with the teacher and by whether or not the applicant is a member of the shaman's tribe.

To learn a spell, a character must engage in spirit combat with a spirit that knows the spell. The average POW value of the spirit equals the point value of the spell (usually 1d3 x spell value). The shaman will direct the learner to some sacred place, and prepare him with a focus to attract and house the right spirit, and send him off. That night, the shaman will send the proper spirit to seek the learner, announce itself, and begin spirit combat.

If the student defeats the spirit, he takes the knowledge of the spell from it. The spirit then breaks away and returns to the spirit plane, where it can regain the spell.

LIMITS TO SPELL MEMORIZATION -- Each point of spirit magic requires one point of INT to remember. An adventurer's maximum potential memorization equals his INT.

SPELLCASTING ABILITY -- A spirit magician has a percentile chance equal to his (POWx5+Magic.Standard success/failure rules apply.

The range of all spirit magic spells equals the POW of the caster x 5 meters.

THE FOCUS – All spirit magic spells require a focus to be cast. A focus can take many forms, most commonly those of trinkets or medallions bearing an appropriate rune of power, or it might be a rock, a bone, a claw, or even a tattoo or ritual scarification. Contact with the focus, whether visual, tactile, or through some other sense, triggers the release and formation of the individuals magical energies and makes the spell work.

Spirit magic spells are in effect a kind of spirit, that demand a bit of mana (magic points) before they'll work for the shaman. You can acquire several spirits of the same type (and its often useful to do so). If you have several spirits of opposing types (Fireblade and Darkwall) you may have to spend some time breaking up fights or wait for one or the other to return from a bout of sulking before your spells will work.

Another way of thinking of it is thusly: Instead of learning to cast a spell, you've learned how to communicate with certain types of spirits. If you've learned how to talk to sword spirits you can bribe your sword (with mana) to fight a bit harder for you (Bladesharp). You could also figure out how to bribe an enemy's sword into not trying very hard when he hits you. (Dullblade). Thus someone who learned how to talk to Fire spirits could logically learn how to wake them up (Ignite) or lull them back to sleep (Extinguish). These spells, considered 'opposite' in many cultures, can be learned as a single pairing by shamans.

Foci are highly personal things. One adventurer simply cannot use the foci of another. Foci can be reused, however, they simply have to be re-attuned for each user.

SPELL LIMITS -- All spirit magic spells are passive. Once cast, they require no further attention to continue to work. Thus, when a character has Demoralized his opponent he can fight, run, or cast another spell. Unless the caster has more than one spell of the same type memorized, he can cast that spell only once. Unless otherwise defined, all spirit magic spells have a range equal to the POW of the shaman x5 meters. Touch spells are generally effective so long as some part of the target is touched, be it clothing or armor, unless otherwise laid out in the specific spell description. Unless otherwise listed in the spell description, all spirit magic spells have a duration of 5 minutes.



RITUAL MAGIC

A ritual is a powerful, time consuming magical procedure. Ritual magic is part of nearly all the TalQuest approaches to magic, every magic-wielder uses the same procedures to learn and perform rituals. Ritual magic is often considered to be a separate magic system, though in a practical sense it underlies the other approaches.

During a Summoning or Enchanting ritual the performer must also use one of the ritual spells to define the direction and purpose of the rite. A Ceremony ritual augments the skill at casting ritual and non-ritual spells, or it can be used with ritual spells for other purposes.

To use a ritual effectively, the performer must be in place of relative calm; perhaps a quiet clearing in the forest, or a lofty castle tower, with his concentration undisturbed during the ritual. The requirements for calm generally prohibits the performance of lengthy rituals in the midst of battle.

Every ritual requires components and props (incense, candles, etc.) to establish the atmosphere and mood necessary for a successful procedure. If a ritual requires additional specific props, these will be described in the description of the individual ritual.

LEARNING RITUALS

An adventurer's knowledge of the ritual spells requires INT to memorize. An adventurer must have a positive magical skills modifier even to begin learning the rituals.

BEGINNING PERCENTAGES IN THE RITUALS

Ceremony is the only ritual that begins with a positive base chance of 5%. Thus, an adventurer's beginning skill in Ceremony is equal to his magic skills modifier +5%. If the result is a positive number, then that character can use Ceremony and study to increase his use of that skill.

The other rituals have a base 0% chance. An adventurer wishing to use the Enchanting or Summoning rituals must be trained in those skills. Without initial study, no adventurer can Summon an otherworld creature or Enchant an item, regardless of

Spirit Magic Spell Fumbles	
%d	Result
01-10	Hair stands on end for 1d6 MR
11-20	Spell spirit which gave the spell attacks caster and takes it back if it wins
21-25	Lose knowledge of spell
26-30	All spells cast by caster automatically fail for next 1d6 MR
31-40	Caster must 'prepare' all spells as if surprised (+3 DEX) until Godsdag (or 1d6 days)
41-50	Caster must 'prepare' all spells as if surprised (+3 DEX) until end of season (or 1d6 weeks)
51-60	Caster must 'prepare' all spells as if surprised (+3 DEX) until the middle of the next Festival.
61-65	Spell effect is reversed, or affects caster or nearest friend• (50%), at GM's option
66-72	Lose half current MPs (after cost of spell is expended)
73-76	Lose all current MPs (after cost of spell is expended)
77-80	Spellstorm: All creatures are affected if they roll POW x 5 minus distance from caster in meters•
81-87	Caster loses 1 point of a random stat (d8, 8 = No Loss) and gains one point of a different random stat (d8, 8 = No Gain)
88-94	Target loses 1 point of a random stat (d8, 8 = No Loss) and gains one point of a different random stat (d8, 8 = No Gain)
95-97	Visions come to all who make POW x 5 - distance from caster in meters, gain 2d6 Spirit Lore
98-99	GM's choice
0	Roll twice and apply both results

his magic skills modifier.

To gain a beginning percentage in Summoning or Enchanting, the adventurer must spend a full week in either uninterrupted study supervised by a teacher or spend a full month on research. Once completed, the student gains a percentage chance in those skills equal to his magic bonus

INCREASING RITUAL MAGIC SKILLS

An adventurer's ritual skills cannot be increased through experience. Instead, he must either train or research in order to improve his skills.

LEARNING RITUAL MAGIC SPELLS

An adventurer learns ritual spells in the same fashion that he learns other types of spells.

FATIGUE POINT LOSS DURING RITUALS

Rituals usually require several hours to complete and can be exhausting, for the time spent in a ritual must be continuous or all of the effort and energy spent will be wasted. The ritual procedure demands 11 active hours in 12. The remaining one hour can be used for eating, resting, or napping. The performer loses one fatigue point for every hour spent in a ritual, no fatigue points can be regained until the ritual is completed (unless a fatigue recovery spell or potion is used).

The Ceremony Ritual

This ritual has two uses; it can be used in conjunction with Ceremony Ritual spells in the same manner as other rituals, or it can be used to augment a magician's chances to successfully cast any spell in exchange for time. Ceremony cannot be used to augment spells for which the magician has zero or a negative chance of casting.

TIME REQUIRED

When used with ritual spells, the time required to complete the Ceremony is given in the ritual spell description.

If an adventurer is trying to increase his chances of casting non-ritual spells, then he must spend additional *melee rounds* in casting to gain an increase in his success chance.

If the adventurer wishes to augment a ritual spell casting success chance he must spend additional *hours* for his success chance to improve. The Ceremony ritual can be used to improve the casting chances of a Ceremony ritual spell.

COSTS

Knowledge of the Ceremony ritual costs no free INT. In addition, no skill roll is needed to see if the magician used his Ceremony skill to successfully increase his spell casting chance. A Ceremony skill roll *is* needed to successfully cast Ceremony Ritual spells.

PROCEDURE TO AUGMENT CASTING SUCCESS

To use Ceremony to augment a spell during a game, the player must announce that his adventurer's spell will be

augmented with Ceremony. For every melee round or hour spent in Ceremony, the caster gains +10% to his casting chance, up to the total value of his Ceremony skill.

The Summoning Ritual

The Summoning Ritual is used in conjunction with Summon (Species), Call (Species), and Contact (Entity) spells to call otherworld creatures to the caster. Otherworld creatures do not usually live on the mundane plane, and the magician must use the appropriate spell to draw them to him. Then he may be able to magically control the creature using Dominate, Control, or Command type-spells.

Even though followers of different approaches to magic may learn different types of Summon spells, it works identically for most.

PROPS FOR SUMMONING RITUALS

In addition to quiet surroundings and the fog of incense, the summoner must constantly keep the mental image of the creature he wishes to Summon. Usually, he will use a picture of the creature, or will wear, hold, or stare at portions of a similar creature's body. Braziers full of roaring flames could be used for a fire elemental, or wolf fur and teeth for a wolf-demon.

SUMMONING OTHERWORLD CREATURES

A summoner can only Summon a creature not normally residing on the mundane plane. Ghosts, all spirits, wraiths, demons, hellions, and elementals usually must be Summoned before the magician can attempt to use the control spells. A player who wishes to have an adventurer Summon an otherworld creature must use this procedure.

The player informs the GM of the Summon (Species) spell that he is using, and his adventurer's skill in performing the Summoning ritual.

If the adventurer is Summoning an elemental, his player must also specify the size of elemental wanted. The adventurer must have enough of the appropriate material available for the elemental to form its body with, otherwise the Summon automatically fails.

The character must then attempt a 1d100 roll equal to or less than his Summon ritual skill, and if successful, the GM will then randomly generate the Summoned entity.

The adventurer must also state the number of magic points that he uses. If the number of magic points are less than the magic points possessed by the specific creature Summoned, then the ritual automatically fails.

The magic points powering the Summons are expended whether or not the Summon was successful. The Summoner cannot use more magic points than he has available. The Summons ritual requires one hour per magic point expended in attempting the Summons.

RESULTS OF THE SUMMONS

Success: Typically, a random specimen magically appears at the spot where the Summons was performed, one melee round

after the Summons was completed. The creature will be stunned for several moments after it arrives, and will be unable to react until the GM rolls below the creature's magic points on a d100. Once activated, the creature can act. Summoned otherworld creatures are automatically hostile to everyone in the area, especially the Summoner. Depending on the creature's relative strength, it may choose to attack, flee the area, or return to its own plane.

There are no special bonuses for a critical success Summoning roll.

About 10% of the time, a successful Summoner involves an exemplary, huge, and/or more powerful version of the Summoned entity than he expected. Just as there are powerful lords and kings on Selef, so are there equivalently more powerful lords and kings of the otherworld. Such being can choose to pass to the mundane plane when a foolish mortal shows them the way by attempting to lure one of their subjects to the mundane plane.

Failure: No creature appears. The magic points spent are lost as if the Summons was successful.

Fumble: If the roll for the Summoning was a fumble, roll on the table below to see what actually appears. Creatures appearing as the result of a fumbled Summons will always be hostile and will always remain to attack the Summoner for as long as they desire. If it begins to lose, it will attempt to flee back to the otherworld.

OTHER USES AND CONSEQUENCES OF THIS RITUAL

An adventurer can learn the True Name of any Summoned creature by succeeding with a Control-type spell and asking that question. The answer will usually be pulled up from the creature's subconscious. This method can also reveal specific information about the creature's characteristics and skills. Each specific question requires an additional use of a spell.

Sometimes a magician will desire to Summon a creature that he has Summoned before, perhaps a creature powerful enough to do the job, but not too overpowering - an achievement only possible if the character knows the True Name of the desired entity. The Summoning of a known entity is performed identically to any Summoning except that a specific request is made; this is also safer than random Summonings, as no unexpected monstrosities will appear.

An adventurer can lose control of a creature in several ways. The creature can be destroyed through the loss of characteristics or hit points. Any time that a control-type spell fails, then the Summoned creature is free. An adventurer can steal control of a Summoned creature by dispelling the control spell and casting his own, or by casting the control spell on a creature which is bound into an item that the adventurer can use (see conditions for Enchantment).

The Enchanting Ritual

The Enchanting ritual is used in conjunction with Enchanting ritual spells to store the knowledge of spells in physical items, magically defend places against intruders, gain control over other creatures, and for many other purposes. Later in this section are given examples of the Enchanting ritual spells available to many

spell casters.

GENERAL CONDITIONS AND DEFINITIONS

Through Enchantment, a permanent change in the environment is magically caused. The type of Enchantment performed depends on the ritual spells focusing and directing the procedure.

Enchanting generally requires that the enchanter permanently lose something in order to effect the permanent change; usually the loss is current POW. As a permanent change in the world, Enchantments cannot be dispelled, though the runes of Enchantment can be broken and the effect of the ritual thus canceled.

Anything can be Enchanted; one or more hit locations of complete, incomplete, or otherworld creatures, and inanimate objects (up to 25 SIZ points per point of POW used in the Enchantment). To Enchant an area, thing, or creature the Enchanter must inscribe the runes of Enchantment on, in, or about the ritual object. The appropriate craft of inscription known to 30% by the Enchanter is considered sufficient to competently inscribe the runes. The Enchanter can have another person with a higher skill level work the runes into the item, but the Enchanter must still perform the ritual.

Generally, Enchanted items can be easily carried and touched by their owner. There is no limit to the number of Enchantments performable on an item. (Remember, though, that Enchanted items can be lost or stolen and are therefore somewhat vulnerable). Usually Enchanted items hold some symbolic or magical significance for the owner. Rings, amulets, wands and staves are commonly Enchanted.

Unless the Enchantment includes limiting conditions (see below) that indicate otherwise, anyone can use an Enchanted item.

A place can also be Enchanted. Perhaps intruders will trip activation of one or more spells, or perhaps an adventurer will have stored magic points or spells at a particular place; a sprite's glen, a cursed tomb, a ghost's haunt, a sorcerer's study, a temple's inner-sanctum, or the vale of thorns shielding a sleeping beauty.

PREPARATION FOR ENCHANTMENT

The Enchanter must inscribe the runes of power that will focus the energies to be released during the ritual. If Enchanting a place, then these runes must be inscribed into the ground, trees, rocks, or other substances within the area of the Enchantment. The symbols need not be visible, but they must be made of or from substance. Enchantments of animals or people must be accomplished through runes tattooed or scarred onto the flesh of the creature to be affected. Inscribe the runes in as permanent a fashion as possible; if the symbols are destroyed the Enchantments are also destroyed.

Enchanted Tattoos and Ritual Scarification: Normally, enchantments are engraved into an inanimate object. However, enchantments can be tattooed or scarred, or otherwise permanently attached to a living being (body paint could be used, but when the paint rubs off, so would the enchantment). This is not as easy a process as crafting an object, and the enchanter needs to spend an extra point of POW for each enchantment he places onto a live person. Undead or

dead-but-animate entities are exempt from this extra POW requirement. Of course, beings lacking SIZ or permanent SIZ can't have anything permanently tattooed onto their bodies. Note that a living being has no limit to the amount of POW that can be enchanted into him.

Every time a rune-tattooed limb is hit and damaged in combat, the possessor of the rune should make a Luck roll to see if the rune is damaged that time.

PROCEDURE FOR ENCHANTMENT

The adventurer's player must inform the GM that his character intends to Enchant an item or place and he must indicate the desired Enchantment, and conditions, and the amount of POW he will expend.

For each point of current POW that will be expended, one hour must be spent performing the Enchantment.

At the end of the time spent performing the ritual, the player must successfully roll a d100 equal to or less than his magician's Enchanting skill.

The current POW used in the Enchantment must be expended at the conclusion of the ritual whether or not the ritual is successful.

If the Enchanting ritual skill roll succeeded, then the allotted POW is expended and the item or place is Enchanted as desired.

BREAKING THE RUNE OF ENCHANTMENT

Since Enchantments are permanent changes in the environment of the magician, they cannot be dispelled. To remove an Enchantment, the runes used to focus and contain the magical energies must be broken. To do that, they must be found. (That could take some time if the Enchanter was clever). Then the thing inscribed with, bearing, or containing the runes must be destroyed by eliminating all of its hit points; only then is the enchantment broken.

RESTORING BROKEN ENCHANTMENTS

A broken Enchanted device can be repaired without re-doing all of the Enchantments. First the pieces of the broken device must be collected, reassembled, and reconnected. Then, to restore the Enchantments, an adventurer who can use the item must spend one point of POW for each ritual spell that was used on it. (It does not matter how many POW points were originally used for those ritual spells). This procedure also restores any conditions attached to the Enchantment. Only an entire Enchantment can be restored.

CONDITIONS ON ENCHANTMENTS

Every enchantment can be modified by conditions during the Enchantment. An enchanter learns how to add conditions as part of his training. The Enchanter states the conditions that he desires and expends the POW when he makes his success roll. Once a condition has been added to an enchantment, it can never be removed or expanded, though later the enchanter can further restrict it. (But see the Sorcery spell, Break Conditions).

There are six classes or kinds of conditions. Each class costs 1 point of current POW to include in an Enchantment, but, except for Area-Effect conditions, each class of conditions will never

cost more than one point of POW to include, no matter how complex the stated condition within the class. The GM naturally rules on how many classes actually fall within a stated condition.

Area-Effect Conditions: The Enchantment affects an area rather than a specific object; the size of the area is determined by the number of POW points expended. An area Enchantment using only one POW will affect a 1-meter-cube. A 3 POW area Enchantment will affect an area of volume equal to a 3-meter-cube, and so on. Anyone eligible can use the magic point storage capacity of spell matrices Enchanted into an area. The magical strength of an area-effect attack is equal to the total number of POW points used to Enchant the area.

Attack Conditions: An attack condition added to a spell causes it to be cast when a target defined by additional target conditions violates the space or touches the item.

Link Spell Conditions: This Enchantment links together specific spells to create unusual effects. Expending one point of POW allows the magician to tie together any or all spells that are Enchanted into the device. This essentially creates one very complex spell. To cast any one of the spells that are linked together requires casting the others as well. If, at a later date, the Enchanter wished to link more spells he must expend another point of POW.

Link Magic Point Conditions: This Enchantment links the magic point storage capability in a device to a spell or spells (if the spells are linked as well) so that when the spells are cast the magic points used automatically come from that storage. Of course, magic points must also already exist in storage for them to be used.

Target Conditions: These conditions are used to define exactly who will not be affected by the Enchantments in an item. If target conditions are not specified then the item will work against anyone. If target conditions are included as part of the Enchantment then the spells in the item will not be triggered by any target who fulfills the conditions. If the spells are cast by someone using the item, they will automatically fail against protected targets.

User Conditions: Normally, anyone can use an item. User conditions make it possible for the Enchanter to restrict the use of the item. A point of POW spent allows the creator to bar one specific person or group of people from using the item. Any number of people can be included in the group so long as the group is clearly identified. It could be so large as to exclude everyone except the caster. Once this condition has been added to an item, the specified people can never use the item. If the Enchanter wants to later restrict another group of persons, he must expend another point of POW in an Enchanting ritual. If no-one but the Enchanter can use the item, it becomes useless when he dies. Only people who can use the item can add to the Enchantments on the item.

It is possible to tie a condition to only part of the Enchantments on an item. [Example: While anyone could use the magic point storage capacity of a ritual sword, only a Storm-Priest could use the Bladesharp spell matrix.]

Ritual Enchanting Spells

Armoring Enchantment

Increases the armor points of an object by 1d3 for 1 POW. These armor points become a permanent part of the object / creature.

Binding (Species) Enchantment

Lets the caster spend POW to create an enchantment, which can contain spirits. This costs 1 POW per stat of the creature the enchantment is intended for (not counting APP). Only incomplete creatures can be bound, and only if they lack permanent SIZ (like Naiads), or if they normally form their bodies from raw materials (like Elementals). For instance, a Bind Naiad would cost 6 POW, as nymphs have all stats. A Bind Power Spirit would only cost 1 POW.

Once created, a binding enchantment is specific as to species. Thus, a Bind Undine enchantment could not contain a Gnome, even though both entities have 3 statistics.

Magic Point Matrix Enchantment

Allows a magician to create an MP storage device. The Enchanter must have an object Crafted appropriately, and he then performs the ritual, sacrificing 1 or more POW. For each POW in the Matrix, it is able to hold 2d6 MPs. Magic points stored in a magic point matrix do not regenerate on their own.

Spell Matrix Enchantment

This lets you place a spell in a magic item, so you don't have to memorize it any more. Someone (not necessarily the magician) must have previously succeeded in a Craft skill on the item, engraving runes, patterns, etc. This can be done before the Spell Matrix is created, so a failed crafter can try again, unless he has fumbled and damaged the object.

Spirit Spell Matrix: The user of such an item has a chance equal to his POW x5 + his magical skills modifier to cast the spell contained therein. The person also needs to expend one magic point per point of spell.

Strengthening Enchantment

Lets the caster increase either the total fatigue points, the total hit points, or the locational hit points of a single limb of the target. Each point of POW used in this ritual increases the desired fatigue, general or locational hit points of the target by 1d6. This spell nearly always requires that the target be tattooed or scarred in a ritual fashion.