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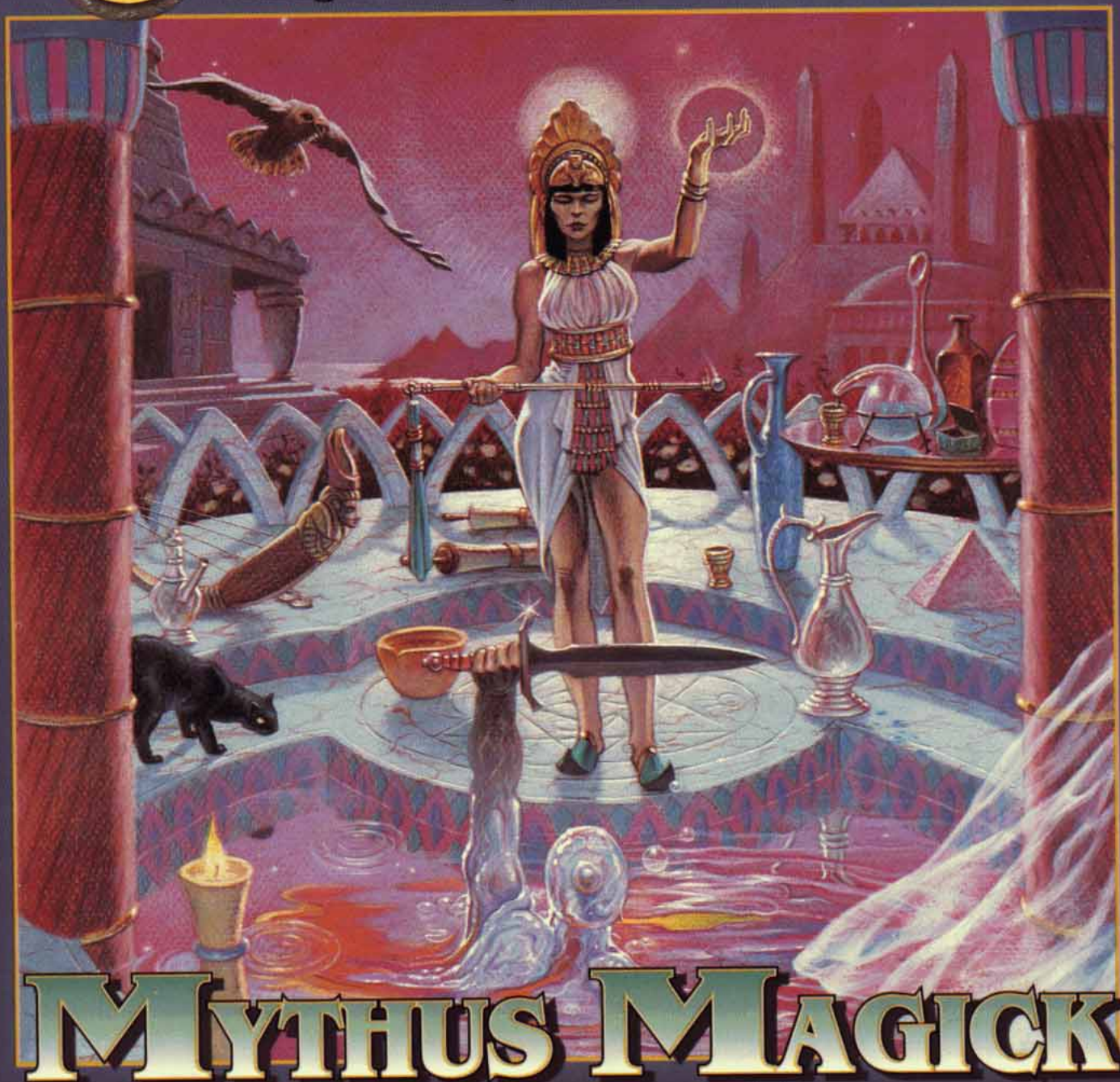
Gary Gygax's Dangerous Journeys™

Multigenre Roleplaying Game System



Mythus Magick™

Mythus™ Fantasy Roleplaying Game Book II

with Dave Newton

Gary Gygax's Dangerous Journeys™

Multigenre Roleplaying Game System

Mythus Magick™

Mythus™ Fantasy Roleplaying Game Book Two

With Dave Newton

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Dangerous Journeys™

Multigenre Roleplaying Game System

by Gary Gygax

presents

Mythus Magick™

Mythus Fantasy Roleplaying Game Book II

by Gary Gygax

with

Dave Newton

This work is comprised of three parts: The **Mythus**™ Fantasy Roleplaying Game Module, which contains the core rules for play; the **Mythus Magick**™ book, which contains the full magick rules for the system; and the **Epic of Ærth**™ Complete Fantasy Adventure Milieu, the companion volume to the roleplaying rules, detailing the fantastic world of Ærth.

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The **Mythus Magick**™ Fantasy Roleplaying Game Book II

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Dedicated to loyal members of the Lodge of The Secret and Mysterious Order of the Freckled Goldfish...wherever they may be!

This work is also dedicated to those who have waited so long for it to arrive.
In particular: Gail Gygax, Ernie Gygax, Luke Gygax, Alex Gygax (when he's old enough to play!), Michele Newton, Christopher Newton, and all the thousands of fans who have written and asked and stayed faithful—May all your fantasies come true!

GDW

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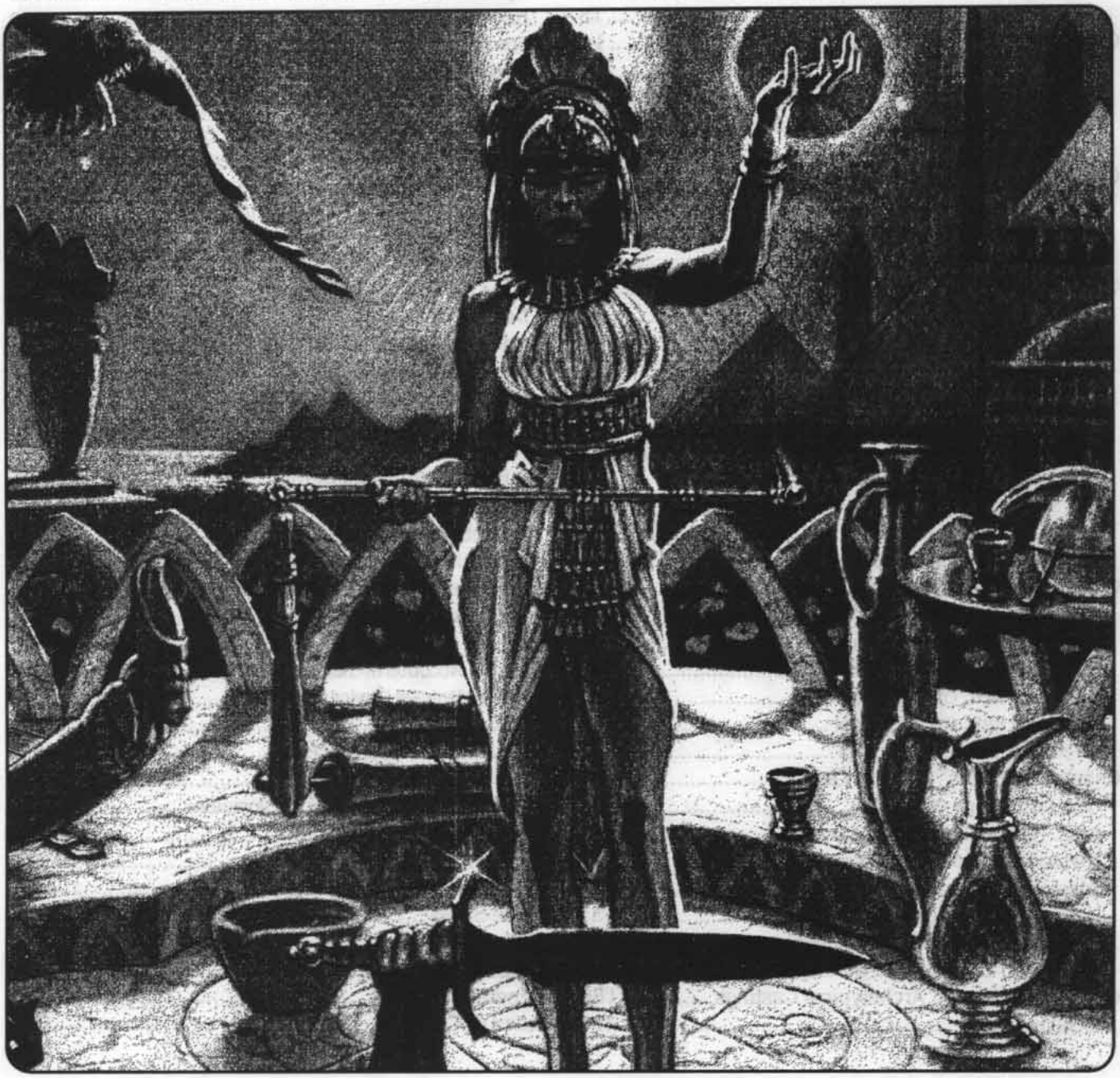
EDITOR'S PREFACE

This is it! The Colosssus (or perhaps more appropriately, the Merlin) of all magick books! Within these pages you'll find everything you need to know about magick in the **Mythus** game. Included herein are details on Heka—the energy that powers magickal effects on the world of Ærth—who uses it, where it is acquired, how it is used, and how it is replenished, as well as the magickal laws and structures that govern its use. You'll find here nearly 1500 tried and true magickal Castings, for every sort of magick user, plus full rules for designing your own Castings from scratch! Also included herein are multitudinous magickal items for your adventure campaign. And there are details of innate Heka Powers, as well, including rules for translating Psychogenic Powers from other **Dangerous Journeys** genres into the **Mythus** milieu. In short, this book contains it all: Everything you'll need for magick use in fantasy adventures. So grab a chair, sit back, and dig in!

Lester Smith



HEKA SOURCES

Remember the description of the *Dweomercræft* K/S in the **Mythus** book? In that text, magick was defined as, "The art of the use of Preternatural, Supernatural, and/or Entital forces to influence events on Ærth." That's a very sophisticated sounding description, but what exactly does it mean? What are these strange forces and where do they come from? These sorts of questions will be answered in this chapter.

In the **Mythus** game, the whole of existence is not limited to the physical world (the mundane sphere) which the HPs can see, touch, and explore by means of horse, ship, or even flying carpet. Numerous other individual universes, planes, and spheres exist simultaneously with our Earth and their Ærth. The most important of these planes, the one from which all else might have sprung, is that of the Astral. It is an infinitely-large area outside of all "normal" space and time (thus an extra-dimensional existence) where physical matter as we know it simply doesn't exist. Creatures and beings there might appear to have substance, and we might treat that substance as "physical," but it is not of mundane matter.

Another highly important plane is the Æthereal. It is hard to say where the æthereal plane is in relation to the physical. It's not really anywhere and yet it's almost everywhere. It both permeates and stays far removed from our own world. A spirit body roaming in the æthereal plane could—with some difficulty—pass into the physical, but, as it would lack physical mass, would be unable to pick things up or be seen by humans (except by the use of magick). The exceptions to this are spirits which do happen to have a small amount of physical mass, such as spectres (who can be seen) and poltergeists (who can pick things up). On the physical (or mundane) planes/spheres, a human-level amount of mass is referred to as a Full Physical Manifestation (FPM), and a spectre-level amount of mass is a Partial Physical Manifestation (PPM). Other spirits, however, are considered to possess a Non-Physical Manifestation (NPM). Most don't, and that's why they are spirits!

HEKA

Crucial to the use of magick is the idea of Heka. Basically, Heka is to many of the other planes what electricity is to the material, but it's also something else as well. As the material plane originated from the juxtaposition of all other planes and spheres (exactly how has been debated by philosophers for centuries), it follows that atoms were created by and from "Hekons," and that Heka is the fifth and most important element, although it is not, apparently, represented by a single elemental plane and attendant spheres as are Air, Fire, Water, and Ærth (Earth). Many beings—entities, humans, creatures, and spirits—can control and channel Heka. In fact, most intelligent creatures and beings, and some non-intelligent sorts too, generate and store small amounts of it (and humans do whether they know it or not!). Control and channelling of Heka is accomplished through instinct in some cases, but usually via the trained, disciplined use of the mind, faith, imagination, and sheer willpower. Mages (using their Mental faculties) know this, and are thus able to use Heka to influence events on Ærth. Priests utilize their Spiritual nature to do the same.

Generally speaking, using Heka for a Casting, Operation, Power or the like to cause an event to come about is very similar to flicking a switch to cause a lamp to light up—only a lot more complicated. In some cases, one must create a "device," start a "generator," connect "wires," find "batteries," or do other complex things. On the world of Ærth, Heka flows more freely than it does on most mundane spheres. It works much more quickly than it does in a universal plane such as that of Earth, and large amounts of Heka are easier to store and to draw. This partially explains the lack of technology in the universe Ærth.

But in any event, there are some "switches" which can be flicked in order to light up certain "lights." Ultimately, which "lights" your HPs can activate is only a matter of what "switches" they can reach. Thus, there are certain Knowledge/Skill Areas which generate Heka, and that energy then enables the Heroic Persona to manipulate it in the form of Castings (Charms, Cantrips, etc.), Operations, and so forth. A Full Practitioner Dweomercræfter—a Mage, for instance—is amongst the most powerful of mundane practitioners. Needless to say, the higher your HP's *Dweomercræft/Magick* STEEP, the bigger his or her available Heka supply, and the higher and better the "reach" of Castings available to the persona.

WHO CAN USE HEKA?

Nearly all manner of living things can employ the energy we call Heka (pronounced HEE-ka—from the Ægyptian word for "magickal force"). It is the fifth element and basic, all-pervading energy of the multiverse, although in some places it is impeded and lessened in its Power, just as electricity is when its amperage is reduced. Such "impure" Heka is known by many different names including Mana and Orgone energy. Heka is known to the Chinese of Earth as Che. Others refer to it a Mana, Baraka, and so forth. Regardless of the name used, the important thing to make clear is that virtually any sapient creature is able to make a little use of Heka in a milieu where it is not impeded. Even semi-intelligent and a few unintelligent creatures do so (albeit unknowingly) in the multiverse of Ærth.

Pure Heka is of three sorts. The Positive is drawn from the higher planes and spheres, Negative from the lower. In the Preternatural spaces, these two energy forms combine to create the third and most common form, Mixed Heka.

Demographics of Heka Generation and Capacity

About 1 individual in 100 is able to control Heka sufficiently to utilize it in Castings.

Of a given sample of 100 such Heka-able individuals, 50 are restrained to Spiritually generated Heka, 25 to Mentally generated, 15 to Physically generated, and 10 are able to generate and employ all forms of personal Heka.

On average, 1 in 100 Heka-able individuals are fully capable of channelling the sort of Heka they are able to employ—i.e., Full Practitioner potential individuals. Of course, not all such individuals are given the proper training for development of this ability.

Finally, of the 100 Heka-able individuals, only 1 in 10 has a large intrinsic store of personal Heka—that gathered or created by the

individual through mind, body, or soul. 1 in 10 of those creates Heka from two TRAITS. And only 1 in 10 of those manages to generate personal Heka equal to all three TRAITS.

Now let's get down to those matters which most concern the Heroic Personas who are interested with Heka on a daily basis.

TYPES AND SOURCES OF HEKA ENERGY

There are nine Grades of Power which emanate from three sources. Power is graded from 1 (least) to 9 (greatest) for each Power source. The greater an individual's Heka ability, the higher the grade of Power that persona can wield. In fact, Preternatural Castings (the sort used by Heroic Personas) are rated by giving them a Grade from I (least) to IX (highest)—with certain special Castings classed as Grade X, or somewhere approaching Supernatural Grade I Power! The source of the Heka, however, determines the actual Power involved, each source being further removed from the mundane and consequently being of greater force.

Heka is Heka. That is, the energy can be likened to electricity. It is all the same, but some currents are stronger than others. Preternatural Heka, that found in mundane planes and spheres and those (Preternatural) planes and spheres associated with them, is relatively weak. Think of it as 100 volt current if you will. In the more "distant" Supernatural planes and spheres, Heka flows more freely and is stronger. Supernatural Heka is ten times stronger, so think of it as 1,000 volt electrical current.

Lastly, Entital Heka, from the great planes and spheres most removed from the material world is 10 times stronger than the intermediate energy of the Supernatural sort, or 10,000 volts of power! We consider Heka in terms of the Preternatural, for all Heka has the same potential. Supernatural sources are 10 times more potent, and Entital ones are 100 times more powerful, but the Heka from any source will otherwise be the same sort of energy. Thus, for example, if some individual of the material plane can generate (or collect) 1,000 "points" of this energy, a similar creature of Supernatural origin might likewise collect 1,000 points of Supernatural Heka; and we, in turn, reckon that as 10,000 points of (Preternatural) Heka. Similarly the same factor of 10 is again applied when likening Supernatural to Entital.

Gems and Minerals

Gem/Crystal Type	*Reputed Properties*
Agate	Strength, courage, longevity
Amazonite	Gambling, success
Amber	Luck, healing, strength, protection, beauty, love
Amethyst	Dreams, healing, psychism, peace, love, protection vs. thieves
Aquamarine	Psychism, peace, courage, purification
Aventurine	Mental Powers, eyesight, gambling, money, peace
Beryl	Psychism, healing, love, energy
Bloodstone	Halts bleeding, healing, victory, courage, wealth
Carnelian	Protection, peace, eloquence, healing, courage, sexual energy
Cat's-Eye	Wealth, beauty, gambling, protection, healing
Celestite	Compassion, eloquence, healing
Cross stone (fairy cross)	Elemental magick, Elemental Power, luck
Crystal, quartz (blue)	Peace, tranquility
Crystal, quartz (green)	Prosperity, creativity
Crystal, quartz (herkimer)	Substitute for diamonds
Crystal, quartz (rose)	Love
Crystal, quartz (rutilated)	Energy
Crystal, quartz (smoky)	Grounding, Positive energy
Crystal, quartz (tourmalated)	Astral projection
Diamond	Spirituality, protection, courage, peace, reconciliation
Emerald	Love, money, mental Powers, psychism, protection, exorcism, eyesight
Hematite	Healing, grounding, divination
Holed stones	Protection, health, psychism, eyesight
Jade	Love, healing, longevity, wisdom, protection, prosperity (weather: mist/rain/snow)
Jet (black amber)	Protection, anti-nightmare, luck, divination, health
Kunzite	Relaxation, peace, grounding
Malachite	Power, protection, love, peace, success
Moonstone	Love, divination, psychism, sleep, youth
Mother-of-pearl	Protection, wealth
Obsidian	Divination, grounding, protection
Onyx	Protection, defensive magick, reduces sexual desires
Opal	Astral projection, psychism, beauty, money, luck, Power
Pearl	Love, money, protection, luck
Pumice	Banishment, protection
Sapphire	Psychism, love, meditation, defensive magick
Sardonyx	Protection, courage, marital happiness, eloquence
Staurolite (fairy cross)	Elemental forces
Sunstone	Protection, health, energy
Topaz	Invisibility, protection
Tourmaline (red)	Energy, courage
Tourmaline (green)	Wealth, creativity
Tourmaline (blue)	Peace, sleep
Tourmaline (black)	Grounding, protection from Negative energy
Zircon	Protection, beauty, love, peace, sexual energy, healing, anti-theft

Metal Type	*Reputed Properties*
Brass	Money
Copper	Energy direction, healing, divinity
Gold	Divinity, power, success
Iron	Protection, defensive magick, strength, healing, grounding, return of stolen goods
Hekalite	The primary source of raw, Preternatural Heka energy on the mundane spheres
Lead	Divination, protection, defensive magick
Lodestone	Willpower
Silver	Invocation, love, psychism, dreams, peace, protection, travel, money
Steel	Protection against fairies, guard against Negative Heka

These are the principal sources of "free-flowing" Heka:

(1) Mineral substances of mundane sort.
(2) Vegetable substances of mundane sort.
(3) Knowledge/Skill which enables "collection."
(4) Certain natural phenomena such as rainbows (rare).
(5) Supernatural mineral substances (very rare).
(6) Entital vegetable substances (exceptionally rare).

Each of these areas is discussed in the sections below.

1. Preternatural (P) Heka

There are numerous and varied sources of Preternatural (common) Heka. The energy is found in natural substances and is generated (or collected) within certain individuals when they have properly prepared their mind, body, and/or spirit. Mineral and vegetable substances which contain Heka are often referred to as reagents. These substances possess widely varying amounts of magickal energy and differ in their basic properties. Their Powers and uses are covered in greater detail in Chapter 12.

Crystals, Gems, and Other Minerals: Mineral reagents store Heka usable by most of the Heka-generating K/S Areas. To tap the magickal potential of this type of substance often requires working, crushing, or powdering the material, though some Castings may use gems or crystals prepared otherwise (cut and polished). In most cases, Heka potential is based on the relative value (quality measure) of the material and not the size. Thus, an uncut ruby stone of 1,000 BUCs value will store about the same Heka as a cut and polished quartz crystal gemstone of the same value, even though the latter would be many times larger.

The Gems and Minerals table contains a short list of gems, minerals, and metals which contain Heka, and their reputed properties.

Herbs and Other Vegetable Substances: Vegetable reagents typically contain less Heka than minerals, but they are often more plentiful. The focus of herbs is often upon healing and Castings related to living things. They are preferred reagents for herbalists, healers, and the more primitive Heka-using Vocations, for such personas are typically more in tune with Nature and growing things. As mentioned earlier, the specific Powers and uses of reagents will be discussed in detail in Chapter 12. Meanwhile, the Herbs table contains a short list of herbal reagents and their reputed properties.

Knowledge/Skill: In an intensely Heka-active campaign milieu, the gamemaster will certainly provide the Heroic Personas with a base of energy, in order to assure that they can utilize the many magickal abilities furnished in this game. Therefore, personas typically will each have a basic personal Heka store equal to their Vocational TRAIT total, then augmented by that generated from their K/S Areas and Sub-Areas! Heroic Personas (and your favorite MPCs too, naturally) who are Partial Practitioners should have a 9 in 10 chance of having TRAIT Heka (Full Practitioners automatically have TRAIT supply). Of all those with TRAIT Heka, there is a 1 in 10 chance of gaining personal Heka equal to two TRAITS (Full Practitioners in both Dweomercræft and Priestcræft automatically have this two TRAIT supply). Finally, any with double TRAIT ability have a 1 in 10 chance of getting all three as a personal pool, but that should be rare! Note that personas with *no* TRAIT Heka will have Heka from K/S Areas and Sub-Areas (and should seriously consider making a Vow to gain additional Heka!).

Herbs

Herb Type	*Reputed Properties*
Ægyptian Thorn	Protection, clairvoyance
Asafoetida	Exorcism, purification
Balm of Gilead	Protection, intellectual, manifestations, (buds mend a broken heart)
Basil	Purification, protection, exorcism, love (used in wealth & prosperity rituals)
Celandine	Protection, escape (imprisonment/entrapment)
Cinquefoil	Protection, love, prosperity, healing
Clove	Drives away hostile/Negative forces, strengthens memory
Dragonwort	Clairvoyance, fertility
Elder	Purification, love (stand beneath and never be struck by lightning)
Elf Leaf (Lavender)	Love, protection, purification (carry to see ghosts)
Elfwort	Love
Eyebright	Clairvoyance
Frankincense	Protection, purification, consecration, exorcism
Garlic	Protection, exorcism
Golden Star	Protection, (Amulet vs. wild animals)
Hazel	Fertility, protection, mental Powers
Henbane	Love, poison
High John the Conqueror	Prosperity
Llwyd Y Cwn (Horehound)	Protection
Mandrake	Protection, fertility
Master of the Woods (Woodruff)	Purification, victory
Mastic	Clairvoyance, manifestations
Mistletoe (Golden Bough)	Protection (anti-lightning and wounds), love
Mullein	Protection from Undead
Nutmeg	Clairvoyance
Oak	Fertility, protection, longevity
Rowan (Quickbane)	Protection (lightning), healing (good for wands and divining rods)
Saffron	Purification, clairvoyance, healing (raising winds)
Slippery Root (Boneset, Bruisewort)	Speeds healing, protection
Sorcerer's Violet (Periwinkle)	Protection
Star Anise	Clairvoyance
Tanna Leaves	Negative Heka energy
Thyme	Clairvoyance, purification
Valerian	Love, harmony
Vervain	Love, purification, protection (helps soldiers escape their enemies)
Walnut	Fertility, healing
Willow (Witch's aspirin)	Healing (used in healing wands), wishes
Wintersweet	Protection, love
Woodbine	Prosperity, clairvoyance
Wormwood	Clairvoyance, protection from spirits
Yarrow (Woundwort)	Love, clairvoyance, exorcism

Heka-Generating K/S Areas

Mental TRAIT Areas:	*Base Heka Generation*	*Notes*
Apotropaism	STEEP + (MMCap + MRCap)	
Astronomy	STEEP + MMCap	1
Demonology	STEEP + MMCap	2
Dweomercræft	STEEP + MM CATEGORY	3
Magick	STEEP + MR CATEGORY	3
Spellsongs	STEEP + (MMCap + MRCap)	4

Physical TRAIT Areas:	*Base Heka Generation*	*Notes*
Endurance	STEEP + (PMPow + PNPow)	
Gemsmith/Lapidary	STEEP + PNPow	
Heka-Forging	STEEP +PM CATEGORY	5
Music	STEEP + (PMSpd + PNSpd)	4

Spiritual TRAIT Areas:	*Base Heka Generation*	*Notes*
Alchemy	STEEP + SM CATEGORY	
Astrology	STEEP + SPCap	1
Conjuration	STEEP + (SMPow + SPPow)	
Divination	STEEP + SPCap	
Exorcism	STEEP + SMCap	
Fortune Telling	STEEP + SPPow	
Herbalism	STEEP + SM CATEGORY	
Mediumship	STEEP + SPPow	
Metaphysics	STEEP + SMCap	
Musical Composition	STEEP + SMPow	4
Mysticism	STEEP + SP CATEGORY	
Necromancy	STEEP + SMPow	
Occultism	STEEP	
Pantheology	STEEP	
Poetry/Lyrics	STEEP + (SMSpd + SPSpd)	4
Priestcræft	STEEP + SM CATEGORY	6
Religion	STEEP + SMPow	6
Sorcery	STEEP + (SMPow + SMSpd)	2
Witchcræft	STEEP + SPSpd	7
Yoga	STEEP × 2	8

Notes: K/S Areas appearing in *italic* type produce Heka only when used in conjunction with certain K/S Areas, as explained among the notes below.

Note 1: When used in conjunction with *Astrology* and for the workings and purposes thereof, and only when so used, *Astronomy* enables the possessing persona to gain 1 point of Heka per point of *Astronomy* STEEP.

Note 2: *Demonology* is the "activator" of *Sorcery*, and when a Pact (see hereafter) is agreed to and bound, the sorcerer gains a multiplier of *Sorcery* STEEP of 2 to 10 plus Spiritual TRAIT in points of Heka.

Note 3: *Dweomercræft* and *Magick* are the two K/S Areas necessary for Full Practice. If able to channel full Heka, the persona uses a multiplier of 10 against *Dweomercræft* (or *Magick* if that score is lower—i.e., the two Areas must always be equal or the lower of the two is used). Magick STEEP (or Dweomercræft, if lower) is simply added to the multiplied STEEP's Heka. Furthermore, instead of MM CATEGORY, the Full Practitioner uses Mental TRAIT for additional points of Heka. Finally, remember that the multiplier and all M TRAIT/CATEGORY additions are used for only the initial School of Dweomercræft of the persona in question. However, STEEP gained in any of the other four Schools will count towards Heka generation on a straight 1 for 1 basis with the addition of MMCap ATTRIBUTE for each such addition.

Note 4: Except for Full Practitioners (Mages and Priests) who are able to use incantation/chanting to accompany their use of *Spellsongs* Castings, all others must accompany their work of this nature by musical instrument (or sing a cappella) through use of their *Music* K/S Area. Without the latter ability, Base Heka Cost for all *Spellsongs* Castings is double the amount indicated, and Specific Castings devised as *Spellsongs* are likewise at twice the normal cost. Individuals with both *Spellsongs* and *Music*, however, who also have ability in both *Musical Composition* and *Poetry/Lyrics*, are able to add their STEEP in both of the latter K/S Areas to any *Spellsongs* Casting, but this does not apply to other use of such Heka (i.e., the Heka generated from the two Areas can be used only for *Spellsongs*—cf. *Astronomy*).

Note 5: If only other Physical-nature Heka is used for *Heka-Forging* activity, then the individual uses the addition of P TRAIT score rather than the average of PMPow and PNPow as is normal. This includes the *Yoga* K/S even if the persona has sufficient STEEP therein to employ it in Mental or Spiritual uses.

Note 6: *Priestcræft* and *Religion* (with the Vow (q.v.) required) are necessary for the Full Practitioner (Priest). In this case the individual gains a 10 time multiplier on *Priestcræft* STEEP (or *Religion* STEEP if the latter is lower than the former) plus Spiritual TRAIT score in Heka points. This is very similar to the *Dweomercræft-Magick* of the Mage (Note 3, above), but there is an important difference. Priests must each always be of one ethos, and they may never gain STEEP in any of the other four ethoi of *Priestcræft*. Because of this, it is not possible for a persona to gain other STEEP from Sub-Areas (Ethoi) of *Priestcræft* (as might a Mage studying other Schools).

Note 7: *Witchcræft* in practice is enabled through the completion of a Pact (q.v.). Upon signing a compact, the witchcræfter gains a multiplier of 2 to 10 times STEEP and uses the Spiritual Metaphysical CATEGORY on a 1 for 1 basis for additional Heka.

Note 8: Yoga is a unique K/S Area in the respect of the use of the Heka it engenders. Personas with 33 or less STEEP can apply the Heka they gain from *Yoga* to Physical uses only (*Heka-Forging* or *Endurance*). Those of between 34 and 66 are able to use this Area's Heka for either Physical or Mental K/S purposes. Finally, if 67 or more STEEP points are possessed, the Heka may be used for any TRAIT working, P, M, or S.

Heka "collected" through knowledge and skill within a persona's Vocation is temporary (that is, when used, it takes some time to regenerate), but it usually exceeds that found in other mundane sources. Such magickal energy is generated through the application of the individual's knowledge and belief, enhanced through ritual and schooling, and stored in the persona's body for release during magickal operations such as Castings. The Heka-Generating K/S Area table lists the K/S Areas which generate Heka, and the formula for determining the amounts available to a persona with the corresponding Knowledge/Skills.

Limit of K/S Area-Engendered Heka: No personas can have STEEP in any Area which exceeds their TRAIT applicable to the Area. That is, a Mental TRAIT of 110 means than no Mental K/S Area STEEP can exceed 110. This applies to Physical TRAIT and Physical K/S Areas, and to those of the Spiritual sort too. Thus, the limiting factor is the TRAIT score in question. This limitation does not affect multipliers or additions to STEEP, except by its limiting the STEEP possible to use in conjunction with either or both of those considerations. For example, a mage with a Mental TRAIT of 140 can have Dweomercræft STEEP of 140, thus 1,400 Heka points maximum from that source. To that can be added all manner of other Heka, but no Mental sort from STEEP greater than 140.

Natural Phenomena: Some types of natural phenomena, creatures and even places will also produce or have Preternatural Heka. This is equivalent to the Berber *Baraka*, and will always be rare and/or of limited use to personas. Some natural phenomena which generate (or release) *Baraka* are: *Rainbows, Erupting Volcanos, Tornados and Hurricanes, and Earthquakes.*

Mundane creatures and places which possess some (usually small) measurable amount of *Baraka* (Heka) might be:

Dogs	*Cats*	*Horses*
Camels	*Mountains*	*Holy places*
Wells/Springs	*Still pools*	*Waterfalls*
Rainbows	*Ringstones*	*Ancient trees*

2. Supernatural (S) Magickal Energy

Next in order is the Supernatural realm; that which is beyond the Preternatural but not taken directly from the Astral Sphere. The Celestial, Nether, Empyreal, and Entropical are all planes which compose the Supernatural. Note that the least energy from this source is both more potent and harder to command than the greatest energy of Preternatural sort; thus beings from this realm are typically more powerful in magick than are humans. On the Mundane Sphere, manifestations only of Supernatural Heka can be observed, and the energy source itself cannot be tapped.

3. Entital (E) Magickal Energy

Heka of this sort, the most potent known, is named thus not because it comes from the great planes beyond or those entities dwelling in the spheres beyond the Supernatural. Rather it's called Entital because it is the same energy which the deities draw upon. Entital Power is Heka from the ultimate source, the Abyssal and Astral Planes. The least type of Entital Power is stronger than the greatest Supernatural Magick or Heka.

HEKA USERS

Now that you know *what* Heka is, it's time for us to talk in some detail about *who* can use it, and how they go about it. As the Vocations list reveals, there are *lots* of different types of Heka users, and they each have their own exciting capabilities!

FULL PRACTITIONERS

The most powerful sorts of Heka users are the Full Practitioners, but they are few and far between. Only those personas who have elected to be dweomercræfters or priestcræfters *and* possess Mental or Spiritual TRAITS scores greater than 100 *and* have successfully made the proper dice roll are capable of fully channelling Heka. These personas are known as Full Practitioners. Such personas are literally the "cream of the crop," and should prove to be quite rare in the **Mythus** game, just as there aren't lots of rockets scientists and brain surgeons on Earth. Their ability to utilize Heka provides Full Practitioners with much greater amounts of available Heka, and serves to make them truly powerful forces with which to be reckoned.

Mages

Dweomercræfters with Full Practitioner ability are known as Mages or Magi. Full Practitioner status allows them to multiply their beginning *Dweomercræft* (or *Magick*, whichever is lower) STEEP times a factor of 10, then add *Magick* (or *Dweomercræft*) STEEP with the appropriate M bonus and their Mental TRAIT score to determine their Heka.

Such personas will be able to wield all magickal Castings so mightily that they will naturally be sought for great adventures—not to mention extremely dangerous ones! Fortunately, the rules make it unlikely that there will be too many Heroic Personas of this stature, otherwise the game balance would be seriously at risk.

Priests

Priestcræfters with Full Practitioner ability are known as Priests. All Full Practitioner Priestcræfters qualify for a multiplier of 10 times their *Priestcræft* or *Religion* STEEP (whichever is less), plus their *Religion* (or *Priestcræft*) STEEP and bonus and Spiritual TRAIT score when determining Heka. This gives them quite a Heka store compared to those of Partial Practitioner status. A persona possessing such great Power will be an awesome force to contend with. HP groups who are lucky enough to have a Full Practitioner Priest will be all the better prepared to deal with many of the most potent netherbeings. This fact is certainly cause for a GM to include encounters with such. (Only to maintain game balance, of course!)

PARTIAL PRACTITIONERS

While those personas who are of Partial Practitioner status do not gain the Heka multiplier above, they are still capable of using a plethora of Castings with great effect, and can prove formidable in their own right. Partial Practitioners who apply intelligently their Casting Powers can greatly influence the outcome of any scenario.

Failed Mages and Priests

Dweomercræfters and priestcræfters who don't qualify for Full Practice are (and should be) nearly as plentiful as grains of sand on the beach. This isn't to say they aren't particularly useful or powerful—just that they are normal. They are referred to as "failed" mages or priests only because the benchmark of Full Practice is unattainable to them. They are by no means failures, for their unique skills are always in great demand. Besides, they might just be more well-rounded than their Full Practitioner counterparts—better with the sword, or whatever.

Other Practitioners & K/S Areas

By far the most plentiful in terms of Heka-using capability are all the other Vocations possessing Heka-producing Knowledge/Skill Areas. This includes those personas with specialized skills in everything from *Alchemy* to *Witchcræft*.

VOWS OF FAITH (GOOD OR EVIL)

A Vow brings a multiplier to a persona's STEEP so as to generate added Heka. *A persona with Full Practice can never make or gain a multiplier from a Vow per se. Under no circumstances may there be more than one Vow Operative for any individual. Under no circumstances may there be a Vow Operative for more than one Knowledge/Skill Area. Under no circumstances may a Vow and a Pact ever be operative at the same time for one individual.*

Vows differ from Pacts (q.v.) in that breach of the terms and conditions of Vows result in loss of abilities to the personas concerned, but there is no forfeiture of (material form) life. This is not to imply that all Vows are Good, but they are contracts without promise of extreme payment. Some Vows are, in fact, made to those of Evil. In most cases, the breaking of such a pledge will not automatically or absolutely bring great enmity and set in motion some form of retribution by agents of Mundane, Preternatural, Supernatural, or Entital sort. However, Vows made to a malevolent Power will most probably bring some difficulty upon the head of the violator...Even the breaking of a pledge with a benign deity will certainly make the individual so shunned by all who hold true, serve the Pantheon, etc. A Vow is a serious and binding pledge to perform faithfully and truly. In return, the one making the promise receives Heka benefit. Only one Vow can ever be made, and *if it is broken another will be useless.* There are two sorts of Vows, the Vow of Priestcræft and the Vow of Service.

Vow of Priestcræft

The Vow of Priestcræft is the final step of the individual able to channel full Heka of *Priestcræft-Religion*. It is taken to subsume an entire pantheon and a specific deity within that pantheon. If accepted (and only the gamemaster will know which personas are not acceptable—it is assumed herein that all are acceptable), the persona is then a Full Practitioner (Priest) and gains a multiplier of 10 for *Priestcræft* STEEP (or *Religion* whichever is lower). *If a Priest ever violates or breaks the Vow, the result is an immediate, permanent, irrevocable*

loss of Full Practice capacity in Priestcræft. This is unalterable. (Don't be a priest if you can't accept this dictum!)

Vow of Service

This secular pledge is also made subsuming a Pantheon and a particular deity therein. A Vow of Service can be made in conjunction with *one* of the following K/S Areas (and only applies to one):

Exorcism	*Mysticism*	*Priestcræft**
Herbalism	*Necromancy*	*Sorcery*

*This is different from the Vow of Priestcræft, above, and it is made by the Partial Practitioner who can never become a priest.

Naturally, GMs can make alterations to the above list of K/S Areas if they have good cause, but use of non-Spiritual TRAIT K/S Areas is cautioned against save in the case of *Apotropaism* and *Spellsongs.*

Players of such Heroic Personas devise their own Vow, and the HP makes it to whatever particular "greater Power" desired. If the pledge is accepted by the deity chosen, the Vow brings a multiplier of 2 to the chosen K/S Area. Then, periodic "Tests of Faithfulness" will possibly increase or decrease the multiplier. Being true and performing well will increase the multiplier by steps of one. The maximum multiplier of a Vow of Service is 7, but this high a number is virtually unheard of and so rare as to focus much attention upon such an individual, so be warned! If the multiplier is reduced to 0 due to failure of Tests, then the Vow is broken, and another may never be made by that persona. Note that a Vow of this sort is one of prescribed nature or of a formulation of the persona's own making. The GM will serve to be the "Power" adjudicating the matter and will decide whether or not the persona making the Vow is true in pledge and dedication.

The actions of personas with Vows will be scrutinized by the astute gamemaster during the course of play, of course. Such performance on an ongoing basis will enable the GM to see how well each keeps to the general and specific terms of the pledge. For instance, a wisewoman might have made a Vow to "serve the needy and impoverished, protect and serve the weak, and to oppose all Evil" in return for added Heka for her *Mysticism* K/S Area STEEP. It is an easy thing to compare her behavior with the conditions of the pledge. Furthermore, the gamemaster will make special provisions for those with Vows of Service by including "Tests of Faithfulness" in the course of play.

Tests of Faithfulness: From one to three times a year, upon the request of the player whose HP is concerned by reason of having made a Vow, the gamemaster will devise some special problem, trial, or quest for that Heroic Persona who by reason of a Vow is receiving the benefit of a STEEP multiplier for Heka, even if that multiplier is then only 1. If an HP so tested proves faithful, then another integer is added to the multiplier, but only one—i.e., if the individual tested has a multiplier of 1, it could be increased to 2, 2 could go to 3, and so on to the 7 maximum. One such test annually is minimum, and no more than a total of 10 can be faced in an HP's *lifetime.* Thus, those making a Vow should be very determined to keep it, and their conduct must be kept in line with the conditions which were set by their own words of pledge.

What about a failed test? *Failure* will bring one of three possible consequences:

(1) A dismal failure will negate the Vow entirely. After all, the persona is dealing with greater intellect and Power, and it is nothing to quibble with. Total negation of a Vow means that the HP in question may never make another. There will certainly be some sanctions taken against the individual, and if the Vow was made to non-beneficent Powers, then there will probably be some nasty retributive actions in store.

(2) A questionable performance where a major factor of the pledge was ignored or violated in part brings a loss of 1 to the multiplier. That's how a persona with a starting multiplier of 2 can get to a 1—no multiplier at all, really, but still indicating that the Vow is intact.

(3) A nearly successful test is rare, but it can occur. If there is a doubt, then the whole thing is a wash, neither loss nor gain occurs, but one is taken from the total of the possible "Tests of Faithfulness," the Heroic Persona can undergo in the course of his or her lifetime.

Broadening Vow of Service Effects: The gamemaster might wish to broaden the scope of this sort of pledge to allow benefit to those HPs who do not generally use Heka. Some special but limited Heka-enabled Power (q.v.) might be granted to such an individual, and/or the persona might receive an added point of Joss each (game) month for the multiplier. For example, a knight making a Vow could gain benefit from service in such regard.

PACTS WITH EVIL

A Pact brings a multiplier to a persona's STEEP so as to generate added Heka. A Pact is made with Evil only, never with benevolent Powers or deities. *A persona with Full Practice can never make or gain a multiplier from a Pact per se. Under no circumstances may there be more than one Pact operative for any individual. Under no circumstances may there be a Pact operating for more than one Knowledge/Skill Area. Under no circumstances may a Pact and a Vow ever be operating at the same time for one individual.*

Pacts are made between human (humanoid) individuals and Evil forces of the Netherrealms only. Pacts are similar to Vows (q.v.) in that they bring the benefit of a K/S Area multiplier to the persona agreeing to such a contract, but they are dissimilar with respect to the ultimate *consideration* for the benefit gained. A Vow pledges *service* and *faithfulness* from the one making it, and if the pledge is violated the individual loses the benefit and favor—and may even incur enmity and the possibility of retribution, but there is otherwise no particular penalty. A Pact, however, is another matter altogether. Not only will benefit of a multiplier be lost if a Pact is broken (and that is, in fact, a matter of no consequence at all!) but personas so doing will suffer the loss of life and forfeiture of their soul. Breaking a Pact brings early foreclosure by Evil on the consideration—life and soul—and an agent of the Netherrealms will come and collect. Collection is inescapable, the agent will be inexorable. The malign persona can never escape such forfeiture.

Any Pact made demands the eventual forfeiture of the persona's spirit (or soul). The time of the Pact may be until death occurs, or for a set period of time, but regardless of either term, the violation of the *exact* terms and conditions set forth in the compacting document means that the concerned individual loses then and there. That is, the multiplier is lost, and within a short period of time (if not immediately), the agent of the Netherrealms will be on hand to collect the consideration... In due course of time or upon violation, the Pact's consideration will be collected by the Netherrealms, and gamemasters will see to it that this occurs with such swiftness and sureness as they deem appropriate.

Pacts are made in two Knowledge/Skill Areas only:

Sorcery
Witchcræft

In either case, the gamemaster will assume the role of the forces of the Netherrealms and play that of the being called up to discuss the Pact. The GM will then negotiate for the Evil powers, playing their part with at least the same determination and skill used by the player whose game persona is involved on the other side of the affair. No agreement needs to be reached, and a Pact need not be forged. On the other hand, a highly complex, multi-conditioned document might be drawn up and signed (in blood) at the conclusion of the meeting. The guidelines for use by the gamemaster are set forth below.

Consideration: The Netherrealms Power of Evil always has material death and the collection of the person's spirit (soul) as its consideration, but it is not realized until the expiration of the *term* of the Pact or the violation of its *conditions*. This is a nonvariable. The persona, however, *immediately* gains a STEEP multiplier (in *Sorcery* or *Witchcræft*) and whatever else is part and parcel of the bargain. The latter considerations are significant and lengthy and are detailed in full under the appropriate Knowledge/Skill Area Descriptions (q.v.). If the *conditions* of the Pact are violated during the *term* of the agreement, then the consideration due to the Power of the Netherrealms is due and payable in full.

Term: The exact *term* of the Pact is negotiable. The standard term is 13 years (game) time. A variable of 3D3 years can be added to extend the term to 16-22 Years. No entity of the Netherrealms can offer more that 66D6 (66 to 216) +13 years of life for the term of a Pact. That is a very rare thing indeed, and it requires an entital Power and a persona whose dedication to and potential for Evil is exceptional indeed. Regardless of the number of years of the term (13 to 229), at its expiration the individual suffers the death of his or her material body, and the individual's spirit is the property of the Netherrealms.

Conditions: The conditions of the Pact affect the multiplier allowable to the persona completing the agreement. The variables are:

(1) No conditions: Only a 2 multiplier will ever be granted.
(2) One Forfeiture Condition: Multiplier of 3.
(3) Eight Forfeiture conditions: Multiplier of 10.

Obviously, then, the greater the number of forfeiture conditions, the higher the multiplier, to the maximum possible of 10. Assume, for the sake of argument, that the proven performance of the Evil persona over an extended period of time is such that she or he could justly argue for a higher multiplier than the maximum 10. The devious and dreaded denizens of Darkness have the answer! Gamemasters will happily act on their behalf in this regard by removing the onus of one of the conditions of forfeiture from the Pact for each such demonstrable example of vileness performed over an extended time period. Thus, a tenfold vileness over a decade of so of time gets the malicious individual a Pact with a multiplier of 10 and the whole of its remaining term without fear of having to face forfeiture.

The gamemaster bears the burden of playing the role of the Netherrealms Power involved. While the latitude in this regard is as broad as it is anywhere else in the game, and she or he can structure Pacts as deemed best for the individual campaign, this can nevertheless be a demanding duty. The player is cautioned in this regard. No gamemaster will long countenance major interference in the smooth running of the game milieu. The ongoing whole must be preserved, and the greater forces in the campaign will always be under the sole control of the GM. If a player interferes, and the Heroic Persona becomes offensive, then one or both will be removed. The accomplishment of the former is self-evident in nature. The second is done by either the "death" of the persona in question, or else the removal of that character from the purview of the player and its adaptation to Other Persona status as a tool of the gamemaster to use as is seen fit in the furtherance of the campaign milieu. In relative terms, this caution means that no player's HP, Evil or otherwise, can be allowed to be significantly more powerful and potent than the other leading personas of other players in the campaign. If imbalance occurs, then a preemptive strike, so to speak, must occur, or else the campaign is lost (the others will leave). The GM then removes the player from the campaign so the remainder may enjoy the game, or the persona of the offender is "terminated" or made into one managed by the GM. Be cautious in bargaining for a Pact. Too weak means a short term, while too strong will be as final, albeit it does bring a sense of accomplishment to have a former HP as a GM's "fixture" OP in the campaign.

To assist the GM in managing and roleplaying the creation and negoti-

ating of Pacts, the following examples of conditions are provided:

Must Nots:

(1) Aid Good in any way.

(2) Aid Good when opposing Evil.

(3) Save the life of agent of Good.

(4) Bring wealth or benefit to the populace at large at any time.

(5) Renounce the "Master" at any time.

(6) Thwart the aims of the "Master."

Musts:

(7) Accomplish an "agreed to" series of objectives and goals.

(8) Accomplish an "agreed to" mission.

(9) Accomplish an "agreed to" goal.

(10) Perform periodic act of Evil.

(11) Offer periodic sacrifice to the "Master."

(12) Obey the "Master's" direct commands to the letter.

There are additional modifiers possible for most of the "Must Nots" and "Musts"—whether those given above or otherwise. Here are examples of such modifiers:

Acts, sacrifices, and periodic performance of other sort can be varied as follows:

Annually, Seasonally, Monthly,and/or Weekly

Ends to be met may be as follows:

Individual, Local, Regional, and/or National

Depth of Evil can be:

Moderate, Great, Sweeping, Historic

Failure can be ranked according to the following mitigating circumstances: "unknown and unintentional," "known but unintentional," "unintentional but suspected, " or "known and intentional."

Between the variables of the term of the Pact and a STEEP multiplier for the K/S Area, a lot of negotiation and inclusion of many strict conditions can be accomplished. The gamemaster is admonished to remember that, from the standpoint of the Netherrealms, the most desirable end of any Pact is early forfeiture, as it costs them something to supply the multiplier and other benefits—and besides, it is against the nature of Evil to ever give out anything beyond the absolute minimum of time necessary!

Forfeiture: When any Condition of a Pact is violated, as the GM determines, then the persona's life is ended and the spirit of that individual is collected to be brought as a slave (at best) into the Netherrealms. *Whenever a Pact's term extends beyond 13 years, there must be a risk of forfeiture, and the longer the term of the Pact, the greater the number of conditions enabling forfeiture will be included in the document.* (Make the swine sweat!)

Other Things: GMs should abide by the following rule: If the persona has a multiplier of 7 or higher and a long term Pact (100 years or longer), then the conditions included in the Pact must be as restrictive and demanding as possible. If maximum benefits are given, then maximum restrictions must apply!

Avoidance of Pact Fulfillment: This might occur (as much as we hate to admit it). It's always a presumption of Evil that no sorcerers, warlocks, or witches (or anyone else for that matter) agreeing to their compact really intend to fulfill their part of the bargain. Are the Netherrealms mistaken in this regard? Who wants to die and have their spirit a toy in the hands of Evil? Perish the very thought, no matter how vile an individual may be! However, be that as it may (and part and parcel of the "early collection" desire on the part of the Netherrealms), the malign ones generally do manage to collect on or before schedule, and the soul of of the vile miscreant goes howling and gibbering into the gloomy pits below! But....

If by dint of effort and commensurate gain of abilities in K/S Areas outside the one under Pact, the persona actually grows sufficiently potent to challenge the "master," or the persona finds external means of so doing, then she or he might be able to nullify the Pact and still retain some or most of the benefits gained from the agreement! If successful, such personas are no longer bound by the Pact. Even so, when they die their spirit will still be bound for the Netherrealms, and the once-"master" will certainly be awaiting... Yet there's another possibility which gives hope to the vile.

The Evil-serving persona might become so strong as to become a Potency. This not only breaks all former agreements, but also means that normal death can no longer occur with respect to that individual. In fact, such personas can freely enter many other planes and spheres, survive the horrors of the Netherrealms, and possibly speak to their former "master" as another of their ilk, albeit not necessarily as a peer. From the Potency level, a persona can attempt to rise to quasi-deital rank, and then into the exalted status of demigod. At the latter attainment the persona can certainly contest with the beings and entities of the Darkness, whether or not with success is another matter entirely. All of this is so unlikely as to be near-impossible, but it *could* happen, for this is a game.

A second, even more remote, possibility exists. This is the *Conversion* of the miscreant from Evil to the brightness of Good. Who will ever believe a persona who is under Pact with Evil? How can such an individual prove sincerity in embracing right and the benign and wealful cause? How can the converted survive the toils of enraged Evil while doing so? That, Dear Reader, is for the gamemaster to determine.

HEKA USE BY NON-HUMANS

Certain non-human races are capable of utilizing magickal Castings like their human counterparts. Although many of these non-humans originated from other spheres and planes, the Castings usable by them are effectively the same as those found in the Archetypical and Tutelary Casting lists given on Chapters 7 through 9.

As far as non-humans are concerned, though, magick is often more innate than learned. This is not to say that there may not be non-human practitioners in the **Mythus** game—quite the contrary! The game fully supports the existence of wise elven mages, skilled dwarven Heka forgers, and the like. Non-human personas should, however, be played with their unique natural Powers in mind.

Even if your milieu doesn't allow players to have non-human Heroic Personas, the players' HPs will undoubtedly encounter non-humans in their adventures. Such non-humans will certainly use whatever natural Powers they possess, whether they are dealing with difficult or dangerous situations, or merely the everyday tedium. If the optional non-human Vocations are used by the players, they should keep this in mind as well.

Non-humans who utilize Heka-producing Knowledge/Skill Areas are bound by the same rules and restrictions that apply to their human counterparts. While they may gain some small advantage by having one or two innate Powers, they have few if any bonuses where the Heka-generating K/S Areas are concerned, and they might have Susceptibilities as well. This promotes game balance by making it no more or less desirable to play one race over another.

Heka Replenishment

REGAINING HEKA

In general this section pertains to Heka generated only through some K/S Area. That is, Heka in some Reservoir or substance, Heka gained through a special act, or Heka obtained through the possession of some specific object, is *not* covered under this section of the rules. Recovery of Heka for all such items is covered elsewhere, and often on a case-by-case basis, (frequently as adjusted by the gamemaster).

Heka Generated from K/S Areas

Heka obtained through the possession of K/S Area STEEP is, of course, expended in various ways by the persona. This energy is regained in time through rest, prayer, meditation (study), sleep, and/or trance. The minimum amount of time for Heka restoration is one hour of uninterrupted engagement of the individual in one of the five methods of regaining Heka, as summarized on the K/S Area Heka Regeneration table.

The amount of Heka restored is per K/S Area. This means that more than the number of points indicated can be regained, because two or more Areas can be having their energy restored at once.

Obviously, a trance is the most effective means of restoring Heka expended, for it enables individuals to recharge the whole of their K/S Area Heka generation abilities. However, those personas with only a few such Areas will not need to develop trance conditions, for they will not need to restore Heka from many sources. Sleep, for example, being able to replenish up to six K/S Areas at once, is the means used most commonly by average individuals. Even Mages should be able to employ normal sleep to regain most of their energy in eight or fewer hours time (8 x 12 = 96 STEEP in up to six separate K/S Areas).

K/S Area Heka Regeneration

Method of Restoration	*Heka Restored/Hour*
Resting quietly, but with some distractions/anxieties	Up to 6 STEEP points* in as many as 3 K/S Areas
Resting without disturbance	Up to 12 STEEP points* in as many as 3 K/S Areas
Prayer (Vow-holding personas only)	Up to 18 STEEP points* in as many as 2 K/S Areas
Meditation	Up to 18 STEEP points* in as many as 3 K/S Areas
Prayer and Meditation (Vow-holding personas only)	Up to 24 STEEP points* in as many as 4 K/S Areas
Sleeping	Up to 12 STEEP points* in as many as 6 K/S Areas
Trance (Non-Vow-holding personas)	Up to 12 STEEP points* in all K/S Areas held

*Note that this means Heka gained through a multiplier applied to STEEP is regained at up to 10 times the rate of less powerful Heka.

ACT Heka Regeneration

Heka Source	*Means of Restoration*	*Time*
ATTRIBUTE	Prayer or meditation	1 hour
CATEGORY	Sleep	3 hours
	Trance	2 hours
TRAIT	Sleep	6 hours
	Trance	3 hours

Heka Generated Through ACT

Heka added to that generated through K/S ability, due to ATTRIBUTE, CATEGORY, or TRAIT, must be regained separately from other Heka and is restored as shown on the ACT Heka Regeneration table.

CONCENTRATING HEKA

First of all, the base amount of Heka that any HP has is equal to the total calculated from all that persona's Heka-generating Knowledge/Skill Areas. Any Heka that has been spent will regenerate at the rate given above. Additionally, it is possible for a persona who possesses both the *Dweomercræft* and *Magick* K/S Areas to recharge Heka from these faster, and to temporarily "concentrate" higher amounts of Heka through meditation and ritual.

This can come in very handy, as the more Heka a persona has at his or her disposal, the more that persona can accomplish magickally. Note that "meditation" in this context could mean dancing, chanting, and/or singing as well as quiet thought and concentration—whatever the casters can get absorbed in or their discipline's form demands.

This unique "Ritual of Concentration" calls upon the caster's *Dweomercræft* K/S to recharge and concentrate Heka, in such a way that the persona will have Heka above the normal base amount gained from *Dweomercræft* and *Magick*. The Ritual may be performed no more than once each week, and the maximum amount of Heka a persona can command is equal to twice the base level from these two K/S Areas.

Alyssa, for example, who normally gains a total of 126 points of Heka from *Dweomercræft* and *Magick*, could have as many as 252 after performing the Ritual. Any Heka gained from the Ritual which exceeds the maximum can be directed immediately into a Heka Reservoir (see page 15 of this chapter), but is otherwise lost. The exact method by which the Ritual is performed is highly variable; less experienced practitioners frequently have to go to a lot more trouble than the more experienced ones do. Add together the following factors and cross-reference on the Ritual of Concentration table:

(1) First of all, take the HP's *Dweomercræft* STEEP and divide it by 20, dropping any fractions.

(2) Second, apply the following modifications according to the persona's state of dress:

Fully clothed	*–4*
Lightly clothed	*–2*
"Skyclad"	*0*
Consecrated Robe	*+1 (each, maximum 4)*

As a general rule of thumb, Heka flows easier when there is less physical matter in between the controlling will and the source of the Heka. Thus, casters can gain it more readily when they are wearing less clothing. "Skyclad" is a term which means working naked. The exception to the above rule, however, applies to the use of Consecrated Robes, which are specially prepared vestments that tend to attract Heka. Such a vestment

can be prepared by the expenditure of 100 points of Heka and a successful "Hard" roll against one's *Dweomercræft* K/S Area. A single robe takes one full week to manufacture, at the end of which the roll is made. Note that Mages must each make their own robe.

(3) Next, you may modify for any fasting the caster has done previously to performing the Ritual. Note that "fasting" means no food save a tiny bit of bread and water. Hunger tends to increase ambition and thus one's HP's control of Heka. Add a +1 bonus for every 24 Hours spent fasting, up to a maximum of +4.

(4) As a clean body also allows Heka to flow more easily, a bath before the Ritual is to the persona's advantage. Even better than a normal bath is one with a little sea salt added in:

No bath	*–2*
Bath	*0*
Bath with sea salt	*+1*

(5) The phase of the moon also has an influence:

Waxing	*+1*
Waning	*–1*

(6) The actual amount of time spent in meditation also has a big effect. The base amount of time is one hour. For every additional hour, add +1 (up to a maximum of +4). For every AT less than an hour add –1. The bare minimum amount of time required to perform this Ritual, however, is 1 AT. For example, if your HP meditates for 5 ATs only, she or he will have a time modification of –7.

(7) It's also easier to build enthusiasm when a caster has other such practitioners meditating with him or her. For the first companion add +1, and for every additional two people add another +1. This bonus may rise to a maximum of +4 (nine people).

On the Ritual of Concentration table, *Heka Gained* refers to the amount of Heka points gained upon completing the Ritual. Immediately thereafter, the persona's Heka will begin to rise in steps by MRPow score. *Recharge Rate* is the time interval for each MRPow step increase of Heka. For example, if your HP had a rate of 1 hour, then every hour he or she would gain MRPow in Heka points until reaching double the base level, or until 24 hours had passed since the Ritual was performed.

In any case, all additional Heka over the normal amount will disappear exactly 24 hours after the Ritual has been performed and the charge rate will return to the normal amount of 24 hours as well. Note that you cannot recharge or concentrate Heka inside an *Exclusive* Pentacle (see below) unless a "door" is opened.

Example: Alyssa's STEEP with the *Dweomercræft* K/S is 43, thus allowing her a base factor of 2. She's skyclad (+0), has fasted for a day (+1) and has taken a bath with sea salt (+1). The moon is waxing (+1), she meditates for two hours (+1), and has five partners (+3), thus granting her a total Concentration score of 9.

When looked up on the table, this gives her an immediate boost of 75 points and a recharge rate of 4 hours. Assuming that she had 126 points of combined Heka from *Magick* and *Dweomercræft* to start with, she would immediately have a new total of 201 after the Ritual, and would gain another 16 every four hours, up until her maximum of 252 had been reached or 24 hours had passed.

HEKA RESERVOIRS

As some magickal Operations frequently require very large amounts of Heka, practitioners of dweomercræft, *et al.*, often have to rely on Reservoirs (sometimes referred to as "Pools") to power their magickal pursuits. Reservoirs come in two basic types: *General* and *Dedicated*. General Reservoirs can store Heka for any sort of use by a practitioner, and they provide one point of Heka for every point stored in the device. One can draw upon a Dedicated Reservoir for *double* the amount of Heka previously placed in it—although it is much more limited in its uses.

General Purpose Reservoirs

These Reservoirs are devices which require the *Dweomercræft* K/S Area to construct. Some items, such as the special ink for Glyphs and the rods for Pyramids, may require some knowledge of *Alchemy, Gemsmith/Lapidary, Heka-Forging, et al.*, as well. *Note that a persona may control no more separate, General Purpose Reservoirs than one plus his or her Dweomercræft Sub-Areas (Schools of Magick).* Each Pentacle, Pyramid, or other item filled with Glyphs counts as a separate Reservoir.

Glyphs: A Glyph is a Rune, letter, Sigil, Symbol, Pictogram, Hieroglyph, icon, or some other small mark which can be drawn by a practitioner and used to store Heka. *To inscribe a Glyph successfully, a roll against the persona's* Dweomercræft *K/S is necessary.* A single Glyph can store an amount of Heka related to the Difficulty Rating of the roll for its construction. Furthermore, the maximum number of Glyphs an object may hold is related to its size. All of this is summarized on the Glyph Inscribing table.

Ritual of Concentration

*Ritual Factors**	*Heka Gained*	*Recharge Rate*
0 or less	None	24 hours
1-2	15	10 hours
3-4	30	12 hours
5-6	45	8 hours
7-8	60	6 hours
9-10	75	4 hours
11-12	90	2 hour
13-14	105	1 hour
15-16	120	5 ATs
17+	135	1 AT

*See the text for a list and description of the various factors that apply.

Glyph Inscribing

Difficulty Rating	*Heka*
Easy	10
Moderate	20
Hard	30
Difficult	40
Very Difficult	50
Extreme	60

Size of Item	*Number of Glyphs*
Tiny (stick, charm, locket)	3
Small (Wand, Periapt, card, page)	6
Medium (rod, staff, skull)	12
Large (as bulky as can be carried)	36
Pentacle (Runic, per foot/circumference)	2

A successful roll is required for each Glyph, and a Special Failure ruins the entire item in question. Having more than the listed number of Glyphs on an item will likewise ruin it, as the Glyphs will interfere with one another and "scramble" the sending and receiving of Heka. Ideally, practitioners will each use both inscribing tool or pen and ink made by themselves to inscribe the Glyphs. (Add +1 to the DR for each item that was not made by the practitioner inscribing the Glyph.) A DR modification of –1 each may be gained if these articles are of very fine (Heka-conducive) quality, or are themselves enchanted. A pen, for example, might be made of alder with a silver tip, and fine ink will have a list of main ingredients which includes rare, Heka-imbued substances *(Materia)* of costly nature. Note that, despite the potential –2 modification for fine implements, the maximum amount of Heka that any Glyph may store is the amount shown on the table. As mentioned, the beneficial modification can also be gained by taking mundane articles and infusing them with Heka. (See the *Alchemy* and *Heka-Forging* K/S Areas, Chapter 9.) An inscribing tool requires 100 such points of Heka, and each Glyph's worth of coloring needs 25.

Glyphs become normal markings of color when all their Heka has been used up, and must be redone if they are to serve as Heka Reservoirs again. No color (pigment or ink) is needed to do so, just imitate the drawing of the Glyphs by going back over the lines with an empty tool, channel the Heka, and the Glyph is recharged. Permanent Glyphs, however, can be made at +1 to the DR. These are rechargeable simply by looking at them and expending Heka. Finally, inscribing a Glyph requires 1 BT for every 5 points of Heka it holds.

Note that, in order to use a Glyph, one must be touching the object on which it is inscribed. If they are inscribed in a Runic Pentacle, however, then merely standing inside will do. Special types of miniature Glyphs which can be crammed by the score into small spaces are possible, (see the Chapter on "Magickal Devices" for details) though the secrets of their creation are nearly impossible to acquire.

The color of pigment or ink used for the inscription of Glyphs, as with the recording of any magick, is crucial to the operation. Colors which are commonly associated with various magickal purposes are as follows:

Black: Castings/general
Red: Instructions/warnings
Green: Evil/malevolence/woe
Blue: Spiritual/Astral/Good/Entital
Brown: Elemental/Preternatural/Nature
Purple: Death/darkness
Gold: Sun/light/life
Silver: Moon/weather/twilight

It is also possible to carve Glyphs into objects or do them in relief. All such Glyphs must be done as permanent in nature, but those properly colored (by paint, enamel, inlay, etc.) have the same DR as do temporary Glyphs.

Pentacles (Magick Circles, Magick Stars, etc.): It is also possible to draw a Pentacle in such a way that it works well as a Reservoir. (For details regarding Pentacles, see page 17 hereafter.) One must stand within the Pentacle to draw from its Heka store, but it is impossible to open a "door" into the device, as it cannot be breached. The Heka is there for use when needed. The Pentacle Types table lists Pentacle Pools possible, together with important factors concerning their use.

Pentacle Types

Type	*Duration*	*DR*	*Per Foot*
Simple, Physical	Temporary	Easy	25
Simple, Mental	Temporary	Moderate	15
Complex, Physical	Temporary	Moderate	35
Simple, Physical	Permanent	Hard	25
Complex, Mental	Temporary	Hard	25
Complex, Physical	Permanent	Difficult	35

Notes: *Per Foot* refers to the amount of Heka contained per foot in diameter of the Pentacle. A Complex, Physical Pentacle that is 20 feet in diameter, for instance, would be able store up to 700 points of Heka!

As with the other kind of Pentacles, there are also modifications the the DR, based on the size of the device. The base DR is equal to the practitioner's MRPow, but the DR is at +1 for every additional two feet of diameter, or at –1 for every two feet less the thing is in size.

Note that no expenditure of Heka is required to create such a Pentacle, and, as there is no "up front" charge, no Heka is lost for a failed attempt. These Pentacles may not themselves be Runic, although they can be inscribed inside another Pentacle, provided that the second Pentacle is both Runic and Exclusive. (These devices don't work very well inside Inclusive Pentacles—the Heka can't be drawn out!) In that case their size may be, at maximum, 80% of the diameter of the Outer Pentacle. Such an Inner Pentacle will not interfere with any Glyphs inscribed on the outer one. These devices prove helpful to Mages who wish to conjure a being from the another plane or perform some other feat for which they feel the need to stand inside a Protective Pentacle and draw upon great Heka.

Finally, Heka can either be given to or taken from the Pentacle freely by *anyone* standing inside it—it is not limited to serving its maker or by any other considerations. The same time is required to erect these Pentacle Pools as for any other kind of Pentacle, and Temporary Pentacles will lose Heka at the normal rate (10% of its current—not maximum—amount per day). If even a small part of a Physical Pentacle is destroyed, however, then all of the Heka will be lost.

Pyramids: These are the most powerful and sophisticated of the different kinds of Heka Reservoirs. "Heka" is an Ægyptian term, and the huge Pyramids built by the Ægyptians served a dual purpose—both to contain the remains of their leaders and to serve as gargantuan Heka stores! These devices allowed the Ægyptians to perform incredible feats of magick, and the accomplishments of their brethren, the Sumerians (who are known for their pyramidish ziggurats) have been only hinted at. In any case, skilled practitioners of dweomercræft can put this Arcane geometric shape to its best use.

The construction of a Pyramid is a very complex affair, but once it's finished the builder will find it to have been well worth the effort. There are three basic types of Pyramids, as shown on the Pyramid Types table.

Pyramid Types

Type	Base DR	Heka/6"	Charge
Lesser	Hard	50	10
Standard	Difficult	75	20
Greater	Very Difficult	100	30

Notes: *Heka/6"* stands for the amount of Heka the Pyramid can store for every 6 inches of its height.

Charge is the amount of Heka it will draw *on its own* each day. Even an unenchanted Pyramid whose faces or points are aligned to the north, east, south, and west will generate 5 points of Heka per day, possibly powering some very minor magickal Operation, such as the preservation of fruit! Enchanted Pyramids must, naturally, also be so aligned on the compass in order to work.

There are two basic ways the Pyramid may be shaped—either as a frame or as a solid model—and the methods for construction are a bit different for each.

Frame Pyramids: To build one of these, a persona will need to make eight different rods, all of which will then be assembled in order to produce the finished device. Each rod must be carved from olive or cedar (no exceptions!), and each must be subjected to the *Ritual of the Archer* Ritual. The Ritual must be performed beneath the light of the full moon, then the center and the ends of each rod must be anointed with magickal ointment. For the uninspired GM, something like an herbal concoction will suffice, provided that it has been infused by the HP with 5 points of Heka per ounce. One ounce should be sufficient to anoint one part of one rod, so that means 120 points of Heka for all eight rods.

After rubbing the liquid onto the rod, the practitioner must then chant for six hours and invest the base amount of Heka (equal to the amount per 6"—i.e., 50 points for a lesser Pyramid) into the item. After doing so, the caster will then need to make a roll against the *Dweomercræft* K/S at the DR specified for the kind of Pyramid being created. Success means that the rods are then ready to be used in the finished product, but failure means that the practitioner lost all of the Heka spent and will have to try again next month. A Special Failure means that the entire rod has been ruined and a new one will have to be carved. A persona can perform this Ritual only once per month and must be "skyclad" or specially robed while doing so.

Solids: Unlike frame models, a solid Pyramid must be built first and then enchanted. It can be of virtually any substance and either truly solid or pieced together. Each of the five points must then subjected to the *Ritual of the Archer*, but a full gallon of the liquid (and 320 Heka points) is required to anoint each face. Note that for simplicity's sake the amount of the liquid required is not variable with the size of the Pyramid. Additionally, a full 20% of the Pyramid's total Heka capacity must then be invested as well. (A 360-point Pyramid would, for example, require 72 points of Heka.) Otherwise the Ritual is the same, save that a Special Failure will ruin the entire device.

After a Pyramid is built, it can then by charged. It gains automatically its Heka rate per day when it is below its maximum Heka level, and any practitioner may charge it simply by thinking about it and expending the Heka. As far as drawing Heka from a Pyramid is concerned, there are two ways that a Pyramid can be designed for this purpose. An *Open* Pyramid is the simplest—a practitioner can draw Heka from it simply by standing in or touching the device, but, as with Pentacles, *any* practitioner will be able to do so. The other type is the *Closed* Pyramid, which requires a practitioner to have a Periapt (or Scarab) for the device before being able to use it, although someone with the Specific Periapt (or Scarab) would be able to draw Heka from the device no matter where she or he was—unless inside an Exclusive (non-Reservoir) Pentacle, of course.

Such a Periapt or Scarab would have to be made of silver or lapis lazuli (or like materials) and be enchanted along with one of the rods or points of the Pyramid during the *Ritual of the Archer*. The device must be invested with the same amount of Heka that one part of the Pyramid requires as well. As only one Periapt or Scarab can be made per ceremony, no more than a total of five can exist for a solid, or eight for a frame Pyramid. Note that if someone else besides the maker uses the device, that persona will receive only half of the Heka that its enchanter draws from it. If one such other were to draw 30 points, for example, then that person would actually be able to use only 15, with the other 15 going to waste. This applies even if a Periapt or Scarab is employed.

Finally, a Pyramid will be destroyed if it sustains significant Physical damage (as defined by the GM).

Note On Recharging Reservoirs: Slow recharge is 1 point/AT without loss to the individual, but the persona must be there next to the Reservoir doing nothing else (sleeping or meditating is okay, but that's all one may besides spending time there). Fast recharge is at a DR of "Hard" per 100, and the device must save too.

Dedicated Purpose Reservoirs

Any of the above General-Purpose Reservoirs can be dedicated to a certain magickal Operation (such as a Casting) and used to power it. Additionally, certain magickal devices such as Amulets, Witch's Bottles, and the like (see Chapter 12) can store Heka for offensive or defensive purposes. Remember that Dedicated Reservoirs yield double their store in Heka. For example, if you drew 25 points from your Witch's Bottle to defend yourself from a magickal attack, it would count for 50 points!

DETAILS OF PENTACLES

Another type of magickal Operation is the erection of Pentacles. There are small, specific-purpose instruments known as "Pentacles" used in some Operations and Castings too, but these are different from those we detail here. The ones we are talking about here are those drawn on a surface, whether actually or in the practitioner's mind.

Technically, a "Pentacle" has five points emanating from a pentagonal center, so constructed of lines that there are then six areas enclosed by the points—five triangular, and one pentagonal in shape. A six-pointed figure of this sort is a "hexacle," an eight-pointed figure an "octagle," and so forth. Now, when the figure is enclosed by a Circle so drawn as to touch the points, then this device is a *"pentagram," "hexagram," "octogram,"* etc. A figure which consists of a Circle only (that is a Circle without the enclosed hexacle, *et al.)* is, if magickally circumscribed, known as a Magick Circle. One with a smaller, concen-

tric ring within it is simply another sort of Magick Circle, but if a triangle is placed within a single or concentric Circle so that its points touch the (innermost) ring then the figure is a *Thaumaturgic Triangle*. A triangle without points touching is a *trigram* (used mostly for Evil magicks). There are many variations of the Magick Circle, including those with a series of overlapping circles, many concentric circles (bull's eyes), and even with such shapes as quadrangles (diamond form), semi-circles, septagrams, quadrams, and straight bilateral divisions. The whole of these magickal forms are encompassed under the broad term, *Pentacle*.

A Pentacle as used here isn't just a pentagram inside a Circle, but rather is a circular design which has a sort of invisible "wall" erected around its circumference. The wall is a one-way barrier which can either keep something *inside* (Inclusive) the Pentacle or keep *everything else out (Exclusive)*. The wall can be made to affect magickal energy, Partial Physical Manifestations, or perhaps even Full Physical Manifestations (see below).

Pentacle Types and Uses

To successfully erect a Pentacle, a practitioner uses one of several Castings given in the lists of Archetypical Castings. Before the roll is made, the practitioner should announce the following:

(1) What kind of Pentacle is to be made.

(2) The purpose of the Pentacle.

(3) The strength (STR) rating of the Pentacle.

Note that the creation of a Pentacle requires an amount of time equal to 30 minus the practitioner's MRSpd in BTs (a minimum of 1 BT in any case).

Pentacle Type

Type*	Duration	Base DR
Simple, Physical	Temporary	Easy
Simple, Mental	Temporary	Moderate
Simple, Runic	Temporary	Moderate
Complex, Physical	Temporary	Moderate
Simple, Physical	Permanent	Hard
Complex, Mental	Temporary	Hard
Simple, Runic	Permanent	Difficult
Complex, Physical	Permanent	Difficult
Complex, Runic	Temporary	Difficult
Complex, Runic	Permanent	Very Difficult

*See the main text for an explanation of each type.

The Pentacle Type table shows the different kinds of Pentacles and the base DR for each.

A *Simple* Pentacle is usually a Magick Circle of some sort. No matter how much Heka it contains, a maximum of 50% of its current STR can be used at once against any single "attack" (see below).

A *Complex* Pentacle will be of a more elaborate shape, such as a pentagram, hexagram, or thaumaturgic triangle. Unlike the simple version, it can use up to its entire store of Heka against an attack.

A *Physical* Pentacle is one which is inscribed on or with some physical substance, such as chalk, powder, or crystal. If the Pentacle is breached (i.e., crossed or damaged by something outside the Pentacle's influence), then it will be ruined.

Pentacle Functions

Function	Cost	DR Modifier
Hold in/keep out spirits of Heka only	50	—
Hold in/keep out Partial Physical	100	+1
Hold in/keep out Full Physical	200	+2

A *Runic* Pentacle is a version of the Physical-type which can be inscribed with Glyphs or other General-Purpose Heka Reservoirs (see page 15 of this chapter). Simple, Runic Pentacles are typically shaped as double Magick Circles. Complex, Runic Pentacles appear as a Magick Circle with a pentagram or the like inside.

A *Mental* Pentacle is drawn with imaginary as opposed to physical lines. Such Pentacles cannot be breached, but they cannot be made Runic or Permanent, and cannot be made to affect "Full Physical" articles, either. Note also that, as with Physical Pentacles, Mental ones are non-mobile (unless inside a vehicle!).

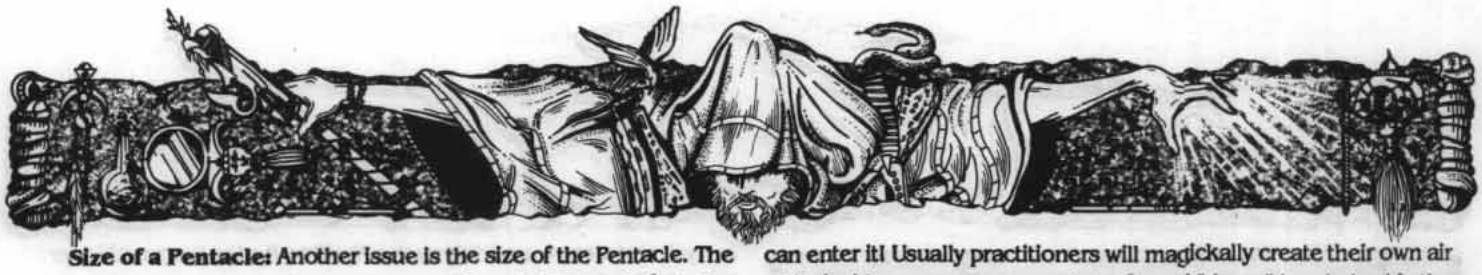
A *Temporary* Pentacle is one built of a temporary physical structure, such as chalk or powder. It loses 10% of its current Strength (STR) rating for every 24 hours that passes after it was erected. Such a device cannot be recharged, but rather a completely new one must be erected when it begins to run low. Temporary Pentacles can sometimes be also much more easily breached (because the wind blows away some of the powder, the ink gets too hot and runs, candle wax obscures part of a line, a straw falls across a line, etc.).

A *Permanent* Pentacle has a rigid, permanent structure which is built in the shape of a Pentacle. An example of this would be one that was engraved or painted on the floor. Pentacles of Permanent sort are drawn onto the structure via a *Pentacle Wand* (q.v.), and they do not lose any Heka over time but are still subject to being breached by being improperly crossed.

The Purpose of the Pentacle

The next consideration is exactly what the Pentacle will do. The device may be constructed either as an *Inclusive* (one that keeps something in), or as an *Exclusive* model (one that keeps something out). Next, the practitioner must decide what to make it work against. The three different functions are shown on the Pentacle Functions table.

The first type of Pentacle on the table works well as a defensive device against magick and non-physical spirits. The second contains or prevents intrusion by things such as ghosts and poltergeists. The third will stop anything that's physical in nature—including people, missiles, etc.—from penetrating! Any type of Pentacle will also protect against the things listed for a lesser one. (A Full Physical Pentacle will also keep out ghosts, etc.) these defenses apply until the Pentacle runs out of Strength and/or has been breached or defeated (see below). The column labeled "Cost" however, lists the amount of Heka which must be spent to obtain this function. These points must be expended as soon as the Pentacle is drawn and contribute nothing to its STR rating at all.



Size of a Pentacle: Another issue is the size of the Pentacle. The base diameter is equivalent to the practitioner's MRPow in feet. For every foot (or fraction of a foot) larger or smaller the diameter gets, the Heka cost is increased by 10% or reduced by 1%; and for every 10 feet (or fraction of 10 feet) larger or smaller the diameter gets, the DR is increased or reduced by one (don't confuse this with the DR Modifier listed above). Alyssa, for example, has an MRPow of 12. If she wanted to make a Pentacle that kept out ghosts and had a 12-foot diameter, she would have to spend 200 points of Heka and the DR would be two levels higher (worse). However, if she made it with a 10-foot diameter (2 below her MRPow of 12) she would subtract 2% (4) from the Heka Cost of 200, and the DR would be only +1 (harder) as she reduced the size by a fraction of 10 feet to an even 10 foot diameter.

Having done that, the practitioner then needs to invest 1 point of Heka per point that the Pentacle will contain. This is the Pentacle's STR, and the more of it there is, the harder it will be to defeat.

Finally, *the GM should then make the roll* as adjusted by the final DR. The reason for this is that *the practitioner really cannot tell whether or not the device was erected successfully unless she or he can make a* Mysticism *roll (at a DR of "Moderate" for a Physical or Runic Pentacle and a DR of "Hard" for a Mental one).* A Special Success on the construction roll means that the full level of Heka spent for the STR rating was charged up during the ceremony and the practitioner really didn't need to spend any of it at all. A failure, however, means that all the points spent were lost, and a Special Failure means that double the spent points were lost, with any that cannot be paid (that are not possessed) counting against the practitioner as Mental damage!

Here's an example of the Pentacle creation process: Alyssa wishes to conjure a Netherling into a Partial Physical (ghost-level) manifestation, and so she needs to build a Pentacle to hold it in. She decides upon a Complex, Physical one of temporary duration, which has a base DR of "Moderate." She furthermore designs it so that it will contain a Partial Physical Manifestation, which will cost 100 points of Heka and bring the DR up to "Hard." But she decides to make it only five feet in diameter. (The Imp won't require much room!) Thus, the cost drops by 7 points, and the DR drops by one back down to "Moderate." Next, she invests 150 points of Heka which gives the device a STR of 150. The total cost will then be 237 and the final DR "Moderate." The K/S Chance for her STEEP of 40 at that DR will be 80. The GM rolls a 7 and scores a Special Success, and thus she gets back the 150 points she spent for the STR rating. Had she failed, though, she would have lost all 237, and had the roll been a Special Failure, she would have lost 474! (Let's hope those are some big Reservoirs she's using!)

Operation of Pentacles

As soon as it is drawn successfully, the Pentacle's "wall" will be in effect. The warded side of the Pentacle will prevent the passage of the warded objects until they can defeat the item, the Pentacle is breached, or the practitioner who created it allows them to pass. While there is no "top" to the field of energy around the Pentacle *per se*, it cannot be entered or exited from above. One thing to keep in mind about the Exclusive, Physical Pentacle, however, is that nothing, not even air, can enter it! Usually practitioners will magickally create their own air while inside, or open up a number of small "doors" (see below) in the field so that they can breathe. While the latter can be done so that arrows and sling bullets will still not be able to harm those inside, even the smallest open "door" will allow Partial Physical Manifestations, as well as Heka and gaseous substances, to pass through the barrier, so opened "doors" may not always be viable. As an alternative, the practitioner may open a temporary "door" to the Elemental Sphere of Air (inside the Pentacle, of course).

One major weakness of a Physical Pentacle is the fact that it can be breached. A Pentacle is breached either when its "wall" or its physical structure are violated by breaking the pattern (of the structure) or by crossing without making a "door" (for the field). Breaking the pattern involves erasing it, stepping on it, or touching it in any way with anything. To do so will ruin instantly the entire device and let whatever is outside in, or whatever is inside loose! Fortunately, only something which the Pentacle isn't warded against and/or isn't on the right side (remember that the Pentacle's protection is strictly one-way!) can even do as much as step upon it. The same applies to crossing through, which is possible only for something against which the Pentacle's protection doesn't apply.

For example, a ghost trapped inside an Inclusive Pentacle could neither leave, cast magick, nor make Mental or Spiritual attacks through the Pentacle's wall. Nor could it reach down and erase any of the lines of the structure either, but another ghost on the other side could pass into the device and breach it, thus freeing its counterpart. Likewise, if some ignorant persona saw the ghost and attacked it, the persona would violate the field by passing through it and thus free the spirit. The same would apply if you were a Mage hiding from a group of assassins inside a Pentacle proofed against physical matter. While their weapons would bounce harmlessly off the field, yours would likewise breach your Pentacle if you attacked back through it at them, unless of course you had opened a "door" for your weapon first. (Keep in mind that their weapons would be able to pass through such a "door" just as easily as yours would, so watch out!)

You get the general idea. Just as a rule of thumb, keep in mind that *whatever can pass through a Pentacle can breach it.* The two exceptions to this are gaseous substances and Heka—a wind blowing through a room will not breach the Pentacle inside (unless it disturbs the physical structure), even though it may pass through the wrong side of the field. Likewise, a Mage inside an Inclusive Pentacle cannot breach it just by charging Heka. But how do you open a "door"? Well first of all, doing so requires the use of a *Pentacle Wand.* If your are a Mage using a Wand that *you* made on a Pentacle that *you* likewise made *yourself,* then you automatically succeed—otherwise Mages must make a roll against their *Dweomercræft* K/S for each item that wasn't made by them individually. The base Difficulty Rating for this roll depends on how close the persona was with the device's maker, and is shown on the Pentacle Wand Use table.

As magick is changed in part by passions as well as the mind, body and spirit, the DR depends upon the caster's *current* standing with the Wand's/Pentacle's maker. If, for example, the maker was intimate with your HP when the device was made but is now an enemy, then the HP would have to overcome a DR of "Extreme" to use it! Likewise, keep in mind that

Pentacle Wand Use

Wand/Pentacle Creator	Base DR to Use*
Immediate family or intimate	Easy
Friend or relative	Moderate
Associate or distant relative	Hard
Acquaintance	Difficult
Stranger	Very Difficult
Enemy	Extreme

*See the main text for details of Pentacle Wand uses.

feelings take place over shared blood. (Users who hated their father would use "Extreme," even if their father loved them.) Note that one roll is necessary for each device that isn't the user's own. Someone using someone else's Wand to make a "door" into yet someone else's Pentacle would have to make one roll for each.

A disembodied spirit can open a "door" in one of its own Pentacles via an "Easy" *Dweomercræft* roll with no Wand being necessary. This comes in handy for practitioners of *Astral Projection* who like to keep their bodies inside Exclusive Pentacles to protect them from being "stolen."

In any event, a failed roll causes the Pentacle to be breached. A Special Success, however, will "adopt" the Wand or Pentacle in question, allowing it to be used from then onward by the practitioner as if it had been made by that personal Keep in mind that when a "door" is open, *anything* that will fit can pass through the field via that opening. Heka can flow freely through a field that is not completely sealed, thus exposing those inside to the effects of magickal, Mental, or Spiritual attacks from elsewhere.

The actual act of opening a "door" is rather simple: The persona merely stands before the imaginary wall of the Pentacle and draws an outline of an opening with the Wand. One could, for instance, step through a large opening. To close the "door," the practitioner merely makes erasing motions over the imaginary outline. "Doors" can be made as large or small as the practitioner desires, either to permit the practitioner's own passage, or shots from the persona's missile weapon! The act of opening or closing a "door" takes 1 CT during which nothing else can be done.

Note that there is no easy way to tell when a Pentacle has been breached. As Heka is invisible to those without a Casting or Power enabling Heka sight, the Pentacle normally appears no different physically than it did before. (Contrary to what you might imagine, the lines of a "live" Pentacle usually do not glow!) As was mentioned earlier, either a *Mysticism* roll or a Casting such as *See Auras* or *Heka*, or a similar Power is necessary to inspect a Pentacle.

As for the Pentacle Wand itself, it is basically a short, wooden stick made out of either a special wood such as ash, or ivory, bone, or a non-iron-based metal which practitioners must each cut or forge (and, if they desire, carve or mold) for themselves. A small amount of Heka (say 20 points or so) might have to be infused into the device (see the *Alchemy* and *Heka-Forging* K/S Areas in Chapter 9) to finish it, but that's up to the GM to decide. A Pentacle Wand is also necessary to erect a Permanent Pentacle by "drawing" it in on top of a physical structure, and only such a Wand crafted by the practitioner is useful for this.

Attacking Pentacles

Attacking a Pentacle can be attempted by anyone with the *Dweomercræft* K/S Area. An attack requires one CT to carry out, and if performed during combat it is Speed Factor 5. The procedure for the attack is as follows:

(1) The attacker will announce how many Heka points are to be invested in an attack. Note that there is no way for anyone to tell what a Pentacle's STR rating is.

(2) The attacker will then engage in a struggle of Dweomercræft *STEEP versus that of the Pentacle's creator. Reroll all ties. If the attacker loses, nothing happens to the Pentacle and all of the Heka spent in that attack is wasted.*

(3) If the roll succeeds, roll D% to find the percentage (drop fractions) of the Heka that the attacker spent that becomes deducted from the Pentacle's STR. A Special Success on the Dweomercræft *vs.* Dweomercræft *struggle reduces automatically the Pentacle's STR by 100% of the spent amount.*

(4) If the Pentacle's STR is reduced to 0 by the attack, then it is destroyed. Note that a Simple Pentacle can defend with only 50% of its current STR per attack, so if that is overcome then it will be destroyed. This 50%, however, will be replenished from the rest of the STR supply (if there is any) if it holds up.

Here's an example: Let's say that Alyssa caught a Netherling (Imp) in her STR 150 Pentacle, and that the Imp is trying to break free. The Imp, being familiar with magick, has a *Dweomercræft* STEEP of 48 and a total of 158 points of Heka which it may wield against the Pentacle. (As Alyssa burned a parchment containing the Imp's name during the summoning ceremony, it is unable to use the Heka stored in its Nether Reservoirs against her Pentacle.) The Netherling decides to commit 58 points in its first attempt to destroy the device, and proceeds to win easily the subsequent struggle with Alyssa. (Note that Alyssa is not able to tell how much Heka the Imp is spending in its attack.) It then goes on to roll D% to find what percent of 58 it gets to deduct from the Pentacle's STR rating. The Imp's roll is a 24, which translates into 13 points of damage to the Pentacle, the STR of which then drops to 137. It then makes another attack after committing 50 points, but Alyssa wins by the skin of her teeth and all of that Heka is wasted. Finally, it attacks with its remaining 50 points, beats Alyssa, and reduces the STR by another 25 points to 112. By now the Imp has run out of Heka and the Pentacle remains very much intact—they are not easy to break through!

However, had it been a Simple Pentacle as opposed to a complex one, then the Netherling would have had a much better chance. A Circle with STR 150 can be broken if it loses 75 or more points of STR at once. Let's say that the fiendish creature committed 100 points to an attack and managed to defeat Alyssa. If it went on to roll a 75 percent or better score on D% then it would destroy the device. But say it scores a 54: The STR would then be reduced to 96, and the Imp would have to knock it down by only 48 points next time to break out. While admittedly this will be tough as it only has 58 points of Heka left, you can see that this call was still a close enough one that Simple Pentacles ought to have a *lot* of Heka backing them up!

THE STRUCTURE OF MAGICK

There are two major types of Heka use: Dweomercræft and Priestcræft. Those able to fully channel the Heka delivered by these major types are Full Practitioners, Mages or Priests. Each of these practices draws Heka from different sources, and each one uses different methods of focusing and casting that Heka. Priestcræft involves the channelling of Power via the worship of a deity. Dweomercræfting may utilize any available Power (Preternatural energy in most cases) and so is that which is utilized in the **Mythus** game. Other Knowledge/Skill Areas also develop Heka, but all are of lesser stature than the two aforementioned types, and those employing such Heka, unless mages or priests, are Partial Practitioners.

Any use of magick to bring something about by known and remembered prescription is called a Casting. Dweomercræfters, priests, and the other practitioners who use magick utilize seven basic types of Castings. The classification of these types is primarily determined by the amount of time required to effect the Casting, and the relative amount of Heka that is found therein. All Castings are based upon the seven *Laws of Magick*. (Complete descriptions of the Laws of Magick are given on page 22 of this chapter.) These Castings are known as *Eyebite, Charm, Cantrip, Spell, Formula,* and *Rituals*.

The *Effects, Forces,* and *Materials* available from the various Laws of Magick provide for a wide range of K/S Areas able to channel Heka. Each K/S Area capable of magickal Castings has a different set of Castings available, suited to the needs of that K/S. And yet, perhaps because all Castings and Operations use the same set of Laws, there are certain Castings which are common, and available to many of the various K/S Areas, albeit sometimes in slightly altered form.

As mentioned, magick is composed of seven different Laws, all of which are summed up below:

(1) The Law of Sympathy: Homeopathic and Contagious Magick.

(2) The Law of Antipathy: Heteropathic, Repulsive, and Isolative Magick.

(3) The Law of Ritual: Utilizing True Rituals.

(4) The Law of Change: Performing Magickal alterations.

(5) The Law of Emanation: Creating flows of Power.

(6) The Law of Conduction: Controlling flows of Power.

(7) The Law of Obstruction: Blocking changes and flows of Power.

All but the Law of Ritual apply to Castings of the first six types, though Ritual may be necessary to prepare Magickal "Implements" so that a Casting can be performed with them. Each such law is discussed separately on pages 22-24 of this chapter.

THE STRUCTURE OF THE CANONS OF FAITH

As with the Laws of Magick, Priestcræft follows a structure which delineates the hierarchy and advancement of Casting Powers. Each level indicates a greater understanding of the influences surrounding Heka granted to the practitioner:

(1) Canon of the Initiatorial: Mastery of mundane and material influences.

(2) Canon of the Consecrational: Utilizing basic Preternatural and Elemental forces.

(3) Canon of the Sacrosanctional: Use of Positive/Negative plane influences.

(4) Canon of the Numinous: Channelling Æthereal forces.

(5) Canon of the Darker Mysteries: Interaction with Supernatural and Nether Powers and beings.

(6) Canon of the Radiant Mysteries: Knowledge and Skill in dealing with Celestial forces.

(7) Canon of the Transcendent Mysteries: Ability to harness Entital force.

(8) Canon of the Supernal Mysteries: Manipulation of various forms of Panprobable/Temporal Heka energy.

(9) Canon of the Hieratic Circle: The study and practice of serving or utilizing Astral influences.

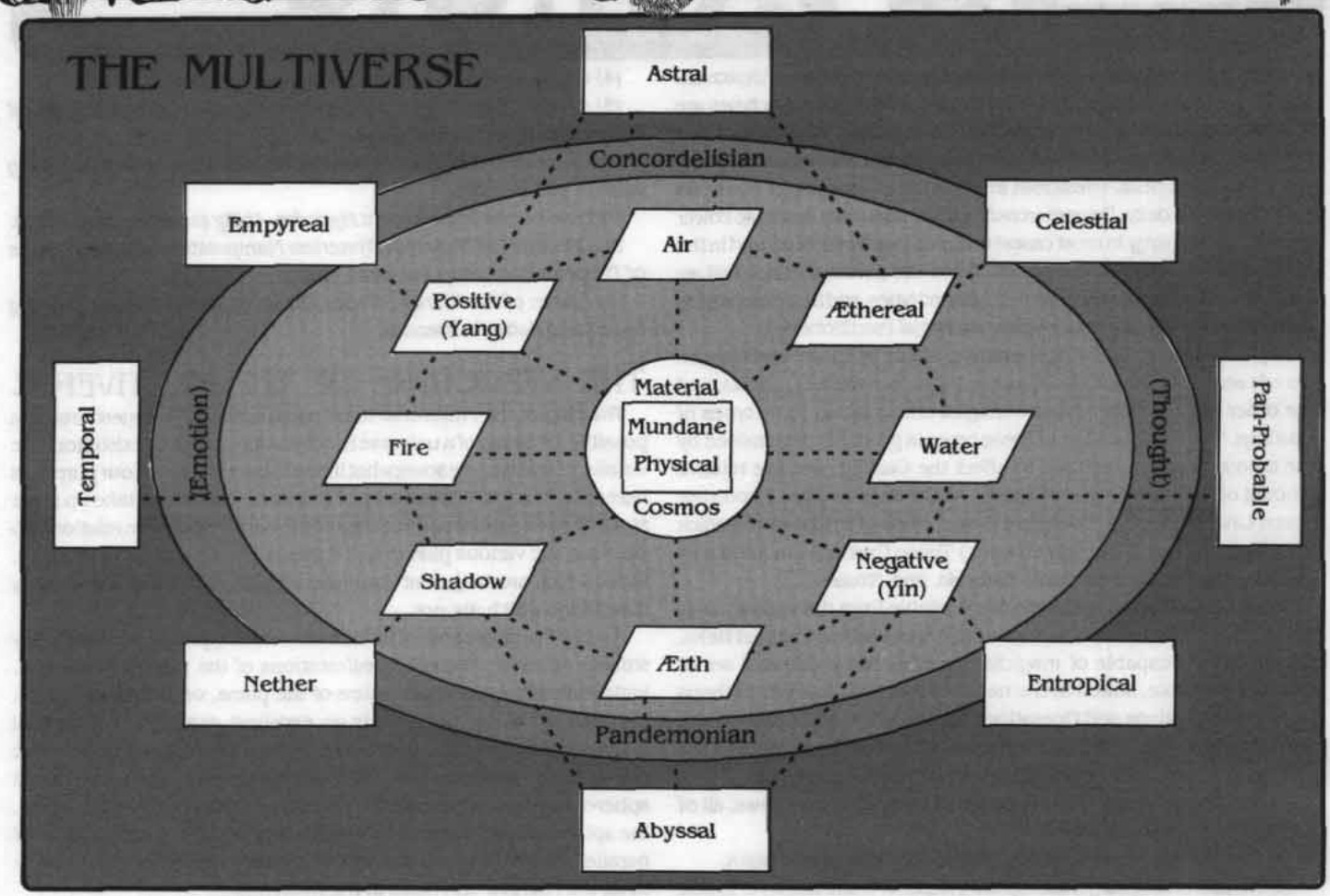
THE STRUCTURE OF THE MULTIVERSE

The Map of the Multiverse (next page) covers *the* largest area it is possible for a map of a universe to cover—the whole of existence! The details, of course, are somewhat limited, but this serves our purposes here. (Note that a detailed map of this sort could easily take up more space than the entire surface area of the earth!) While the relationship between the various planes and spheres is not a matter of distance, those which are "adjacent" can interact with each other more easily than those which are not.

A *plane* is a single area of infinite size which typically contains many smaller *spheres*, discreet manifestations of the plane's larger one, variations of the principal nature of the plane, or individual worlds: The "space" of our universe is an excellent example of a Material plane, and the Earth is a good example of a single sphere within that plane. Note, however, that there are an infinite number of world spheres within all of probability, parallel worlds to our own. So, in fact, the sphere of Ærth is discrete, and it is a part of the greater sphere of parallel worlds that links our sphere's manifestation in this universe to all the Material universes in the multiverse.

An easy way to picture the *complete* universe is as a series of concentric circles. The innermost circle is that of the Material, or Mundane, Plane—the region of "space" about which most people are aware. On the ring adjacent to the Material plane are the Preternatural planes, which include the Elemental Planes (the ultimate sources of air, fire, ærth, and water), the Positive and Negative planes (ultimate light & darkness), the Shadow Plane (the twilight at which light and darkness meet), and the Æthereal Plane—the ultimate, multi-universal "space" which connects almost all of the various planes in the whole of the multiverse in the same manner as a more typical plane connects its attendant spheres. The Physical universe, for instance, connects to all the bodies within it. Note that the Æthereal Plane, which occupies an area within the Preternatural "ring," is considered to be adjacent to *everything within a given universe*...and possibly to the whole multiverse.

On the third ring out are the Supernatural planes. These consist of six separate planes: The *Empyreal* (pure fire, energy, order, law, justice), the *Celestial* (beauty, truth, universals, free will, clarity, reason, peace), and the *Concordelesian*, or Supernal (the co-mingling of the Empyreal and Celestial with the principle lesser nature of the Astral) which form the *Upper Supernatural planes;* and the *Nether* (dominance, oppression, violence, malign nature), the *Entropical* (randomness and disorder leading to devolution, destruction, unifor-



mity, energylessness, stasis), and the *Pandemonian* (mingling the natures of the Nether and the Entropical with the base manifestations of the Abyss) which form the *Lower Supernatural planes*. Each of these six planes actually has several other planes or spheres—or layers—packed into it. Furthermore, each subdivision has its own collection of lessers. Needless to say, this allows for a tremendous collection of different places and inhabitants of benign, malign, or other nature. Finally the fourth, outermost ring is home to the Entital planes; there are four of them, two being Quasi-Entital, and two wholly so. These four planes are the *Temporal*, the *Pan-Probable*, the *Astral*, and the *Abyssal*.

The Temporal Plane is Quasi-Entital in that it doesn't link to absolutely all, but yet its influence is pervasive. Time is necessary for the operation of Probability, and it is a dimensional measure found virtually everywhere, known everywhere. Time measures the physical and mundane, and its Power is stark and orderly.

The Pan-Probable is the second Quasi-Entital plane. Its dimensional extent is all-pervasive, but only in so far as that of Time operates. Probability varies the measure of Time, gives infinite change, and its Power is infinite possibility. These two, then, in combination, exist in even the Astral and Abyssal, so they must be classed as Entital in this regard.

The Astral Plane is the highest place of Good, and the ultimate source of positive Heka—and perhaps the prime plane from which all others came. The Astral Plane connects to the other normal universes, of course, serving as a portal to such places. As with the Æthereal Plane, the Astral is not entirely confined to the fourth ring. Narrow strands of it reach out to touch all planes and spheres (even the Abyssal), like power-cords providing electricity. Some planes and spheres are connected by wider strands than others, resulting in varying amounts of Heka in different places.

The Abyssal Plane is the exact *opposite* of the Astral. It is the seat of Evil. It too has strands connecting to other planes and spheres. The energy of the Abyssal Plane is that negative Heka and even of Anti-Heka, something different from negative energy and highly destructive if co-mingled with Heka! It is the only known gateway to the Anti-multiverse, a place of Anti-matter which is thought to parallel that of matter.

THE LAWS OF MAGICK

The Laws of Magick are discussed briefly hereafter in order to assist the players and gamemaster in understanding the concepts behind the system of Castings and magick employed in this game module, as well as to guide them in constructing Specific Castings as detailed in Chapter 10. It is evident from the diagram of these Laws that there is a priority, but that is one of learning, not of power or precedence. Each Law of Magick is as important and as necessary as is another. There is no "greater" or "lesser" Law.

Law of Sympathy

The magickal *Law of Sympathy* operates according to the various interrelationships between humans, animals, and inanimate objects. The one main restriction on Sympathetic Magick is that it must have *links* between the structures it is to affect. Thus, in order to be affected by Sympathetic Magick, a physical and an Æthereal connection needs to be made if each is to have an effect or be affected. There are two main branches of the Law of Sympathy—that of *Similarity* (or Homeopathic Magick), and that of *Contagion* (or Contagious Magick). Each is discussed in detail below.

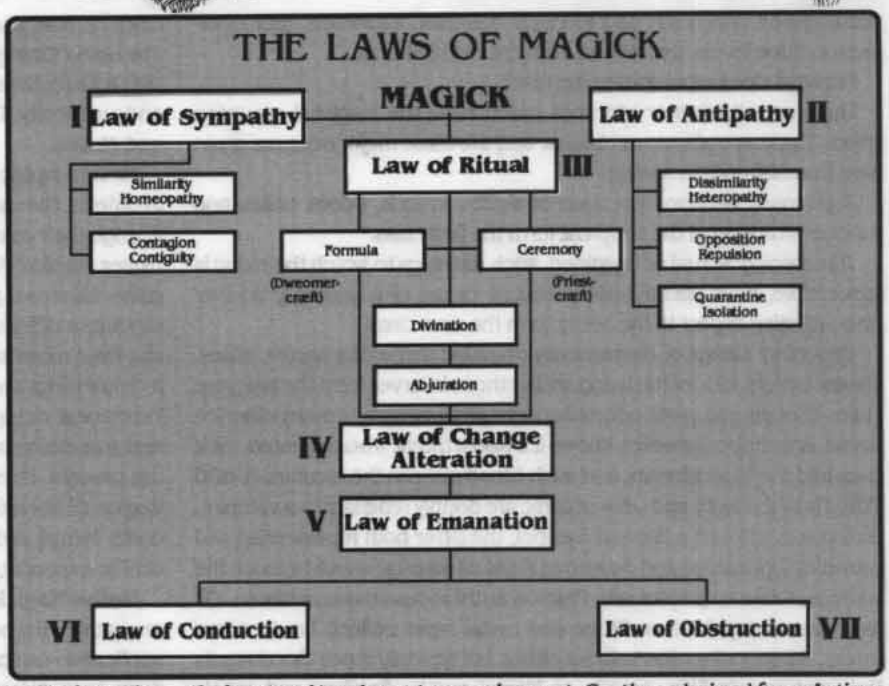
Similarity—Homeopathic Magick: Homeopathic Magick exploits the relationship between two things which are in some way similar to each other. Causes are related to effects, and vice versa. For such Castings to operate, similar objects, are needed (a deer-shaped figure to summon a real deer, for instance). Practitioners might, for example increase their *Perception (Physical), Searching* Sub-Area STEEP by getting down on all fours and sniffing about on the ground as would a dog. The basics are these: If there is sufficient similarity in a series of acts which reflect effects, these related effects will trigger the cause. The key thing to remember about such magick is that *like produces like, cause or cure.*

A primitive practitioner, for example, might bring about a rainstorm by working in a low light condition (as the darkness of a storm), creating a wind by blowing or fanning, producing a cloud (smoke or, better, steam), simulating thunder via drum, making a flash of light (burning or, again better, electrical discharge), and sprinkling drops of water (actual rainwater reserved for this is best) on the ground. All of the effects of a rainstorm then bring the cause to the locale. A big cloud appears, and a thunderstorm is active. More advanced workers might be able to find more essential elements of Similarity—perhaps the brief sounds of wind and rain as they sprinkle a few drops of rainwater—to achieve the same result. Finally, a truly sophisticated practitioner might need only a pictogram representing a rain storm to bring the desired cause into effect.

Contagion—Contagious Magick: These sorts of Castings exploit the relationship between two connected or seemingly unconnected objects which were formally a part of each other or go together associatively. A twig relates to its tree, but an acorn, for instance, relates to any and all oaks. Parts of the body such as hair, nails, and teeth—or even hands, arms, and legs—are examples of Contagious association, the part representing the whole. As a further example, the difference between using fingernail clippings in Contagious Magick and using them in Homeopathic Magick is that in Homeopathic Magick the practitioner must place them on or mix them into something representative, whereas in Contagious magick merely having them in the first place enables practice. Once a part, still connected, and always a part is one rule. Another is that association forms a link between things. Ten twigs are equal to ten trees with the use of Heka to engender results.

Law of Antipathy

This law is, in a way, the opposite of Sympathy. Antipathy exploits relationships between two objects which are dissimilar, and utilizes their natural tendency to remain apart. Castings derived from Antipathy tend to be mostly defensive in nature (they prevent things from happening by keeping the undesirable at a distance) as opposed to the mostly offensive (causing things to happen) effects of Sympathy. Antipathy can, however, be employed in offense. A practitioner could prevent something helpful from happening to a foe, for example, but practitioners use this Sub-Area mostly for the defense of themselves and their property and other personas/property too.



There are three major branches of Antipathy: *Dissimilarity* (or Heteropathy), *Repulsion,* and *Isolation.* Each is described below.

Dissimilarity—Heteropathic Magick: The principle that dissimilar things remain apart is operative. Thus, something can be used to keep a different, unrelated something away, and/or one situation being unique will keep a completely different sort of situation from occurring.

The two types of Heteropathic effects are those which are *Innate* and those which are *Engendered.* Innate effects utilize things or situations which are already different. Fire is different from water, clay from iron, and etc. Practitioners, i.e., might hold up a block of wood before themselves as if it were a shield or stand behind a wall to symbolize being protected from physical attack, or they might bathe the subject of their Casting (or watch them bathe) to symbolize the subject's being clean and resistant to disease. The effects of *Engendered* Dissimilarity cause something which isn't inherently dissimilar to become dissimilar through some process. A dead, defanged, and dried snake is dissimilar to any living one; and when properly worked with Heka it thus becomes Antipathetic to all living snakes.

Opposition—Repulsion Magick: Whereas Heteropathy relies upon the natural tendency of opposites and dissimilars *not* to attract or associate/conjoin, Repulsion has very little to do with whether or not things are similar or dissimilar. It mainly concentrates on things that, obviously or for no immediately apparent reason, tend to repel each other. Some odors repel a wide variety of living things, for instance. One individual may love another who is of a different race, social class, religion, and political ideology, but hate that one's identical twin who shares all of the same

acculturation and holds near-identical opinions. Repulsion, then operates on three levels, the Mental, Physical, and Spiritual.

But what does repel something else?

There are all manner of things which have the magickal repulsion effect. These are of various classes, and the three major ones are given here to assist understanding:

Repugnant: Sensory reception of sights, sounds, odors, tastes and touches which repel the recipient form the first class.

Threatening: Actual or imagined, such as things to which the being is susceptible, have harmful-use potential, or are of a generally hostile/discomforting aspect to the being form the next class.

Opposing: Things of diametrically opposed sort to the nature, ethos, values, beliefs, etc., of the being and/or those it serves form the last great clues. For example, garlic odor is Repugnant to insects and many other life forms. A vampire, however, knows it's also a threat when ingested, for it goes into the bloodstream, and such blood sickens the creature (1-6D6 PD!). Thus, the sight and odor of garlic are doubly repellant to a vampire. So too a mirror and a Blessed Symbol, the latter both representing and providing Opposition and delivering Physical damage should it touch the vampire. Other examples are: Physical substances as one measure. Oil (and grease) repel water. Stone and metal repel (reflect) fire to some extent. All opposites don't attract either, but typically repel: Good repels Evil, dark repels light, beauty of Mental and/or Spiritual sort repels ugliness of those sorts, and so forth. Dichotomous equals tend to be absolutely repellant, and from there one can go on to extrapolate many other Repulsion couplets.

Quarantine—Isolation Magick: Whereas the other branches of Antipathy operate by *inhibiting* an occurrence, this type of magick *prevents* a subject from taking or even nearing an area proscribed or contemplating action prohibited. A spirit can be barred from coming near by hedging a proscribed area. Quarantine isolates cause from having effect(s), or effect(s) from its cause, or action from realization, and so on.

Law of Ritual

As opposed to the other types of Castings, Rituals tend to be more strict and inflexible. They are also the lengthiest of Castings. In magick, Ritual prescribes that certain patterns must be followed in order to control and use Heka to gain the desired Effect, Force, and/or Material. That is the simple explanation for this Law.

The construction of magickal devices (see Chapter 12) is typically accomplished through Ritual, often in combination with Operations and mundane effort too. The relatively simple process for creating a Witch's Bottle (which is given in the text) is one example of that, though a stranger and more powerful device can also be created through the use of the Law of Ritual and other efforts. Undoubtedly, a very powerful item—such as an artifact (q.v.) of some sort—would require the extensive use of the other Heka-using K/S Areas, the investment of numerous months of time (which can't be spent adventuring) by several practitioners, and the expenditure of thousands or tens of thousands of BUCs as well. The Rituals involved would be complex, manifold, and lengthy, of course.

Law of Change

This Law deals with physical change. However, energy connected to the physical might be affected. As such it's most useful with beings subject to time or probability, or both. Time as a dimension provides volition, opportunity, action, and change. Probability provides possibility and reaction. The Law of Change is capable of causing massive alterations both in actual physical structure and in the motion of things, affecting either or both time and probability. There are two branches of this Sub-Area, *Metamorphosis* and *Motion*.

Metamorphic Magick: This type of dweomer causes physical change in objects. Humans might alter their facial features, gain or lose weight, or change their muscle mass, thus gaining an increase in Attractiveness, higher Physical ATTRIBUTES, or simply putting on an impenetrable disguise. Likewise, plants can be made to grow more rapidly or slowly, in mutant or different form, animals can be made to become monstrous, etc. Even more radical changes, such as altering the human body so that it grows wings and becomes capable of flight, are possible via this Law. Permanent changes are possible but more costly in Heka expenditure, and something undergoing a very radical change could be destroyed in the process. Physical things of all sorts are subject to this Law, but the degree of alteration from that prescribed by nature will increase Heka costs. Mental and Spiritual subjects can be affected in similar fashion at similar expenditure.

Motive Magick: This type of magick deals with momentum and inertia, energy, and the natural course of things. For example, this is a Law whose application can cause things to suddenly start moving around or to stop them from doing so. It gives velocity or takes it away. Its manipulation might also reverse the course of aging...for a brief span anyway.

Law of Emanation

The Law of Emanation deals with energy as it flows in its natural and prescribed channels. Use of this principle enables the tapping of energy. Various sorts of energy are contained in many things. Heka is the most important of these, of course. The Law of Emanation enables the channelling and/or drawing of energy of *all* types, so control can be exercised over many things from temperature, electricity, light, and Heka, to the energy of the Physical, Mental, and Spiritual TRAITS.

Note that by increasing or decreasing energy, one can greatly influence capability.

Law of Conduction

Whereas Emanation concerns the generation and direction of energy coming from things, the amount of energy presently stored in or flowing through a subject are influenced by this Law. Conduction Law controls to what use preexistant energy can be put, alters its flow, etc. This Law is divided up into two main parts: *Direction* and *Transportation*. Direction allows one to dissipate or intensify energy, to channel it through conductive routes. Transportation, on the other hand, both channels and controls the energy vibrations and frequencies, thus allowing the practitioner to walk through walls, travel through time, or step into other physical universes, for example.

Law of Obstruction

This Law is the opposite of the Laws of Emanation and Conduction. It basically *obstructs* (prevents) energy from flowing, increasing, decreasing, or being directed; or Obstruction diverts energy from a prescribed channel to some undesired one. It's that which negates, dispels, retards, restrains, lessens, and so forth. It's absolutely vital to many protective Castings as well.

USING CASTINGS

It is always necessary to make a K/S roll to activate a Casting. There is, then, always some (though possibly very small) chance that one will fail. The Heka-Based Attacks section of Chapter 12 in the **Mythus** book (pages 216-217) details how to go about determining the Difficulty Rating of that K/S roll, and for your convenience, the significant tables are repeated in this chapter.

Casting Difficulty

Base DR for Casting Grade*

Adjusted STEEP	*I*	*II*	*III*	*IV*	*V*	*VI*	*VII*	*VIII*	*IX*
1-20	Hard	*Diff*	*V Diff*	*Extr*	—	—	—	—	—
21-30	Mod	Hard	*Diff*	*V Diff*	*Extr*	—	—	—	—
31-40	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*	—	—	—
41-50	Easy	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*	—	—
51-60	Easy	Easy	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*	—
61-70	Easy	Easy	Easy	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*
71-80	Easy	Easy	Easy	Easy	Easy	Mod	Hard	*Diff*	*V Diff*
81-90	Easy	Easy	Easy	Easy	Easy	Easy	Mod	Hard	*Diff*
91+	Easy	Easy	Easy	Easy	Easy	Easy	Easy	Mod	Hard

*Note that the Base DR for the Casting Grade assumes that the caster is an individual without Full Practice. Full Practitioners (Mage or Priest) have a bonus of one Difficulty Rating easier for Casting Grade, but *only* in that K/S Area and their special Sub-Area of the overall Area; not with respect to all Castings of any sort. Thus, it is one DR easier (as if they had the next higher amount of STEEP) for Full Practitioners to use any Casting of *Dweomercræft (General)* or *Priestcræft (General)* and in their school or ethos. Note also that Full Practitioners are the only Heka-caster personas *always* able to employ Castings above their Grade limit. That is, personas normally able to employ Grade I Castings only would be able to attempt use of Castings all the way up to Grade IV (at DR "Extreme" modified downwards by the bonus of one step easier for Full Practice, so to be "Very Difficult") should they so desire. This bonus does not enable the Full Practitioner to utilize any Casting above the Grade for which a Difficulty Rating in italics is shown on the table. Partial Practitioners attempting to use higher Grade Castings than their own rating may, at the gamemaster's option, use them at the DRs indicated on the table.

Casting DR Modifiers

Situation	*DR Modifier*
Full Practitioner employing a Casting of a different school	0
Reading Casting text of garbled or incomplete sort	–1
Reading Casting text in an imperfectly understood language (under 31 STEEP)	–1
Reading Casting text which is imperfectly understood	–2
Reading Casting text absolutely not understood*	–3
Attempting a Casting of an opposite Vocation**	–3

*Such as Partial Practitioners attempting a Casting above their usable Grade.

**Mages attempting Priest Castings; Mystics attempting Witchcræft Castings. Except in the case where an individual is a Full Practitioner in both Vocations, in which case no penalty applies, and the bonus of one DR easier comes into play for Castings of the select school and ethos of both Vocational areas.

STEEP MODIFIERS (OPTIONAL)

For added "realism," before the K/S roll for a Casting's activation is made, the gamemaster might allow (or require) the caster to adjust *effective* STEEP for any number of reasons, including any advance preparations, conditions prevailing (distraction, harassment, attack, etc.), and so forth. While these modifiers add a bit of complexity to the Casting sequence, they are highly recommended. Your gamemaster will decide if this option is to be used in the campaign.

Some common effective STEEP adjustments are given on the STEEP Adjustments for Castings table. On that table, "primary" means the main (or one of the main) K/S Areas from which the persona draws Castings. If this is indeterminable, then it shall apply to Castings in the K/S Area(s) in which the persona has the greatest amount(s) of STEEP, and which are designated as being complimentary, or which have been so selected by the player of the persona as to be conjoined. Examples of "equal" Areas: Alchemy-Heka Forging-Astrology, Conjuration-Necromancy-Sorcery, Herbalism-Mysticism, Dweomercræft-Priestcræft, Dweomercræft-Spellsinger, Priestcræft-Spellsinger. The gamemaster will adjudicate all disputes with absolute authority.

"Readied" means that at least one CT is spent doing nothing else

other than considering the Casting in question. To "ready" a single Casting, then, requires 1 CT of time.

All adjustments made to arrive at an Effective STEEP are cumulative. DR modification is always applied to Effective STEEP.

STEEP Adjustments (Optional)*

Reason For Adjustment	*Change in STEEP*
Casting in "primary" K/S Area(s)	+20
Casting is Specific to caster**	+10
Casting known† and "readied" just prior to activation	+10
Casting chosen from one, two or three "ready"	0
Caster Recalling† Casting to employ at that moment	–10
Caster under stress/distracted/harassed	–10
Caster suffering from fear/horror	–20
Caster under damaging attack (M, P, or S damage)	–30

*These are only some of the possible adjustments. The GM may impose more, dependent upon exact circumstances.

**See Chapter 11 of this book for details of Specific Castings.

†See "Practitioners' Known, Recallable, and Studyable Castings" on page 29.

CASTING ENVIRONMENT (OPTIONAL)

The situation in which casters find themselves can prove to be distracting, thereby affecting the difficulty of activating a Casting. The Casting Environment table contains some examples of the suggested minimum DRs for Castings activated under such various conditions. Note that Castings which are more difficult than the environment's minimum DR do not increase further in difficulty (they already require enough concentration to block out less serious distractions).

For example, a Partial Practitioner with a STEEP of 31-40 would normally activate a Grade I Casting at a DR of "Easy." But if that caster were attempting to do so on a busy city street ("Slight background noise or activity in area"), the environmental DR of "Moderate" would take precedence. On the other hand, if that practitioner were attempting a Grade III casting—normally DR "Hard"—on the same street, the Casting would remain "Hard," rather than dropping to the environmental DR of "Moderate."

Whether or not this optional rule is used in your campaign will be up to the gamemaster to decide.

Casting Environment (Optional)

Conditions of Casting Activation	*Minimum DR*
Quiet, calm, well-lit surroundings	Easy
Slight background noise or activity in area	Moderate
Fair visibility of target (haze, dust, dim light)	Moderate
Minor environmental factors (wind, rain, etc.)	Hard
Poor visibility of target area (dark, smoky, foggy)	Hard
Loud/unexpected noises in immediate area	Difficult
Major environmental disturbance*	Hard** or V. Difficult

*Strong winds, electrical storms, earthquakes, etc.

**For a caster used to dealing with nature and the like.

SPECIAL SUCCESS/SPECIAL FAILURE

When a Casting has scored a Special Success, it has a highly enhanced effect. Often, this enhanced effect is detailed in the particular Casting description. In combat, Special Success means that the Casting inflicts full rollable damage (minus deductions for any armor, of course, see Chapter 12 of the **Mythus** book for details). In all other cases, the exact effect of the Special Success is left to the referee to decide, based upon the situation in which it takes place.

In addition to rolling for Special Successes, Joss Factors can be spent to make a Casting a Special Success, a Special Success a regular success, or either kind of Casting a Minimal Success. A Minimal Success is just the opposite of a Special one—it has a diminished effect, usually detailed in the Casting description (in combat, it inflicts the very minimum rollable damage). Note that when Joss is used to minimize damage from area affect Castings, it is reduced only for the individual spending the Joss.

As with other K/S rolls, Special Failures occur when a caster rolls too high (generally 99 or 100). What this basically means is that not only did the Casting fail, but that something went really wrong, and some other undesired effect might have taken place. Exactly what happened is up to the gamemaster to decide, but the Special Failure, Heka-Based Attacks table will provide a general guideline. Roll D%, deduct the caster's K/S

Special Failure, Heka-Based Attacks

*Adjusted D% Roll**	*Result of Failure*
0 or less	The Casting fails, but nothing else happens.
1-15	The Casting fails and persona may not attempt any further Castings for 1D3 CTs.
16-30	Temporary Heka short. Caster may not use any further Heka-based attacks for the duration of the combat, and takes 1D6 points of Physical damage.
31-45	The caster has accidently struck the wrong target. Roll damage and Exposure (if applicable) normally for the victim.
46-60	A serious Casting failure has occurred. Double the stated amount of Heka is used, and the caster takes 2D6 Physical damage.
65-80	A serious Casting failure has occurred, and also the wrong persona has been hit.
81+	The Casting completely backfired, and the caster suffers full damage/effect intended for the target.

*Roll D% and deduct the caster's K/S STEEP, deduct 20 for every JF the caster spends to ease the situation.

STEEP, and deduct 20 for every Joss Factor the caster spends to ease the situation.

Note that as in Chapter 11 of the **Mythus** book, there is a rule for the reduction of both the Automatic Failure and Special Failure chance for personas with high STEEP (51 or more). This reduction is repeated here—in the K/S Failure table—for your benefit.

K/S Failure

K/S STEEP	*Automatic Failure*	*Special Failure*
1-50	96-98	99-00
51-60	97-99	00
61-70	98-99	00
71-80	99	00
81+	*	*

*If a 100 is rolled, then roll 1D6. On a roll of 2-6 the result is Automatic Failure, but if it is a 1 then the result will be the dreaded Special Failure.

TIME REQUIRED FOR CASTING

Archetypical (and Tutelary) Castings—those Castings which have been developed and tried, refined and honed over centuries of time—all have their Time component as a standard part of their content. This is indicated by the inclusion in capital letters of an indicator name for the Casting. Thus, a given one will be followed by Charm, or Cantrip, etc. Furthermore, there are other forms of Archetypical (or Tutelary) Castings which have the potential of being enacted in a shorter or longer period of Time. The standard periods are summarized in the Standard Casting Times table.

The statutory Time of enactment for Archetypical/Tutelary Castings cannot be altered. The same is true for the use of an innate or other Power (q.v.) except as may be stated for a specific case. The specific sorts of Castings in question include all those which allow another Casting to be activated and stored for instant execution at a later time, and those which delay the effects of other Castings for a predetermined period (usually specified by the casting persona or the Casting itself). In addition, there is always a Time component in non-standard (Specific) Castings, as explained in the Specific Castings section later in this chapter.

The various Casting types listed on the Standard Casting Times table are explained in more detail below.

Standard Casting Times

Casting Type	*Time Required for Enactment*
Eyebite	1 Critical Turn*
Charm	1 Critical Turn
Cantrip	5 Critical Turns
Spell	1 Battle Turn
Formula	5 Battle Turns
Ritual	1 Action Turn or longer
Power use	1 Critical Turn or longer**

*Only the caster's gaze and will are required to activate the Casting. No words or gestures are necessary, although possession of *Materia* for the Casting might be necessary. The Casting takes effect *in* the CT of casting.

**The Power might, depending on its nature, take effect in the CT of its use.

Eyebite

This is a super-fast Charm which the practitioner is able to activate merely by looking at the target and thinking of the Casting desired. Casting an Eyebite occurs on the caster's Initiative portion of the Critical Turn. The only sort of practitioner generally able to employ such a Casting form is one who utilizes witchcræft.

Charm

In general, a Charm is a Casting which can be activated to operate at that corresponding moment of the following Critical Turn, or immediately upon the occurrence of a specific event in regards to held Effect. That is, it might be cast to manifest Effect exactly three seconds later, or else operate when something specifically provided for is coming to affect the target of the Charm. Typically, a Charm used in the "held" manner will have as its target only one subject, although others viewing that subject might then be affected by the Charm's Effect on the subject. Only minor preparations are necessary for the Casting of a Charm—a little rhyme, a slip of Sigil-inscribed parchment, a bit of some special Materia, a special little series of finger gestures, or so forth, which will enable the caster to activate the Charm with its required expenditure of Heka.

Cantrip

A Cantrip is a relatively brief Casting of 5 CTs activation time which takes a bit less to activate than, but is otherwise quite similar to, a Spell. It is usually of less power than more complicated Castings such as the Spell, Formula, or Ritual. That is, the preparations for a Cantrip are less elaborate, and paraphernalia is not needed. A bit of Materia, a gesture or two, and possibly a brief utterance, all requiring 15 seconds to accomplish, and the Cantrip Casting is activated!

Spell

In terms of complexity, this is a double Cantrip, and a Spell requires at least twice as much in terms of preparation of special things and Materia. The typical Spell requires 10 CTs of time, one Battle Turn, or 30 Seconds, to ready for activation. In addition, most Spells will require some special instrument (a wand, dagger, rod, sword, etc.) to activate it. It is not always necessary to have vocalized or somatic portions in casting a Spell, but in such cases an instrument will always be required. Some Spells are meant to be employed only under conditions of quiet and undisturbed concentration.

Formula

A Formula is a complex and complicated form of Spell Casting which requires some considerable period of time to activate. Five BTs (2.5 minutes) is usual. A Formula always requires the utilization of an instrument of some sort, vocalization and/or gestures, and Materia. Before activation, however, the Formula requires its would-be caster to spend time on preparation. A few Formulas are meant for use only under conditions which are quiet and undisturbed so as to be conducive to the Casting.

Ritual

These are long and highly complex and complicated forms of Casting meant to develop very great ends at a reduced Heka cost because of the Materia, instruments, preparations and so forth which Rituals demand. Few are such that they can be activated in conditions other than those offered by a specially prepared place and totally undisturbed surroundings. Of course, those are amongst the ones generally included herein! A Ritual takes at least one AT (five minutes) to perform, and many demand two, three, and more Action Turns before activation.

HEKA COST FOR CASTING

There are various components that go into determining the total amount of Heka that must be expended to activate a Casting. First, each Casting has a basic Activation Cost Energy (ACE) to initiate it. Additionally, a caster may have to expend Heka beyond the ACE to overcome a target's resistance, and/or to determine the amount of effect the Casting has.

Activation Cost Energy

Every Casting has a minimum amount of Heka that must be expended to activate it—its Activation Cost Energy (ACE). That cost is determined by the Grade of the Casting, as revealed in the Casting lists of Chapters 7-9 of this book.

Target Resistance

Some targets have a Resistance to Heka, whether a natural resistance or one created by (counter) Heka. Anytime a sentient creature is to be affected directly by Heka itself (not merely to suffer indirect or direct damage), the Resistance of the Physical, Mental, or Spiritual TRAIT (as applicable) of the subject must be overcome. Either is relatively easy to calculate: Heka resistance of any sort must be overcome on a 1-to-1 basis of resistance to Heka spent; TRAITS are overcome at a ratio of 1 point of Heka per 10 points of TRAIT.

Depending on the type of Casting, failure to overcome Resistance will have different results. In some cases it will negate the Casting's affects entirely. In others, it will lessen effects of the basic Casting, its TAD, or both. In rare instances the Casting will operate, but the subject with resistance will be unaffected or only partially affected.

Usually neither "armor" nor TRAIT can be known exactly, so the "tried and true" Archetypical Resistance Heka Additions are utilized for TRAITS; and only astute observation, supposition, and/or guesswork remain for possible "armor" considerations.

Casting Costs for Target Resistance

Resistance Type	*Added Heka Cost*
General Resistance:	
Slight to nil	*1*
Weak	*2*
Slight	*4*
Moderate	*8*
Strong	*15*
Very strong	*30*
Extreme	*60*
Near total	*125*
Target TRAIT:	
Minimal TRAIT Considered	*4*
Low Human TRAIT Considered	*8*
Medial Human TRAIT Considered	*12*
High Human TRAIT Considered	*16*
Superior Human TRAIT Considered	*20*
Maximal Human TRAITS Considered	*24*
Robust Animal Minimal Physical TRAIT	*28*
Robust Animal Low Physical TRAIT	*32*
Robust Animal Medial Physical TRAIT	*36*
Robust Animal High Physical TRAIT	*40*
Robust Animal Superior Physical TRAIT	*44*
Robust Animal Maximal Physical TRAIT	*48*
Target Nature:	
Preternatural Consideration Addition, low	*16*
Preternatural Consideration Addition, medial	*32*
Preternatural Consideration Addition, high	*48*
Supernatural Consideration Addition, low	*20*
Supernatural Consideration Addition, medial	*40*
Supernatural Consideration Addition, high	*60*
Entital Consideration Addition, low	*88*
Target Size:	
Small size (Physical adjustment)	*-4*
Pygmy size (Physical adjustment)	*-8*
Large size (Physical adjustment)	*+8*
Huge size (Physical adjustment)	*+16*
Giant size (Physical adjustment)	*+32*

Damage Factor Component

The final consideration for Castings intended to cause damage is their Damage Factor Component. This will take effect only after Heka armor(Resistance) has been taken care of in some way. No matter what sort of damage is the end result—Acid, Cold, Electrical, Fire, etc.—the cost is the same: one point of Heka per point of damage.

Finally, remember that any damage caused directly or indirectly as a proximate result of the activity of a Casting must be included to the

Base Heka Cost of a Casting. That is, if one desired a Casting to do 60 Physical damage points, that many points of Heka (at least) must be expended in the activation of the Casting.

Other Effects

If a Casting is not intended to cause damage, it may still require the caster to assign additional Heka to be spent to determine how much of an effect is created. Each such Casting explains how much Heka must be spent to achieve what effects.

USING CASTINGS ABOVE KNOWN GRADE

It is not recommended that the gamemaster allow Partial Practitioner Heroic Personas to employ Castings above the Grade they would normally utilize. However, if you must do so, use the italicized Difficulty Ratings listed in the Casting Difficulty table on page 25 of this book.

PRACTITIONERS' KNOWN, RECALLABLE, & STUDYABLE CASTINGS

There are limits to the number of Castings that any one individual can conceivably learn, remember, reference, and use. The following information explains those limits in detail.

Known Castings

A practitioner, Full or Partial, can "know" (recall immediately) only a limited number of Castings. This limited number can be recalled instantly, so that one can be begun in that Critical Turn. Thus, practitioners develop a "short list" of Known Castings suited to their ability to recall instantly (and players write down this "short list" or else!). The number of Castings on this list depends upon the practitioner's status and ATTRIBUTES. The parameters for both Full and Partial Practitioners are listed on the Known Castings table.

No Full Practitioner can have "Known" Castings totalling more than 120, and the likely number will be something around half that, 60 Castings, about two-thirds of which are from the caster's own school or ethos.

No Partial Practitioner can have Known Castings totalling more than 80, and the likely number will be something around half that too, 40 Castings, about one-half of which are from the caster's principal Area(s).

Before tossing this rule aside, gamemasters are advised to consider the alternative. That is players constantly delving into books to search for a desired Casting while everyone else, you included, awaits their decision as to which one they will attempt to activate. The "Short List" is a surefire end to this problem. If a Casting isn't on that list, then it will not be ready immediately, although it might be a "Recallable" one....

Note that the gamemaster can (and should) rule that any Special Failure in attempting to activate a Known Casting results in the persona totally forgetting the Casting in question. To regain it for the use as a Known Casting then requires the persona to study that Casting in a volume, as detailed under Studyable Castings, below.

Known Castings

Practitioner Type	*Casting Principle Area(s)*	*Casting Secondary Area(s)*
Full	MMCap + MRPow or SPCap + SPPow	MMCap or SPCap
Partial	MMCap or SPCap	MMSpd or SPSpd

Note that Physical Casting Areas are treated as if they were Mental ones.

Recallable Castings

As a supplement to the "Short List," it is assumed that the practitioner persona will also have Castings "tucked away" for dredging up in dire need. A practitioner, Full or Partial, can manage to "recall" only a limited number of Castings, just as there is a limited number of those immediately "on tap." This limited number can be recalled whenever a roll against an ATTRIBUTE or ATTRIBUTE total succeeds. Such a roll can be made once each Critical Turn. When success occurs, that Casting can be begun in that Critical Turn. The number of Castings which are Recallable also depends on the practitioner's status and ATTRIBUTES. The Recallable Castings table lists the parameters for recalling Castings with respect to both Full and Partial Practitioners. Percentage chance is the total of the ATTRIBUTE(S) listed, with the DR modifier shown.

Recallable Castings

Practitioner Type	*Casting Principle Area(s)*	*Casting Secondary Area(s)*
Full	MMCap + MRPow or SPCap + SPPow	MMCap or SPCap
	Difficulty Rating "Easy"	*DR "Moderate"*
Partial	MMCap or SPCap	MMSpd or SPSpd
	Difficulty Rating "Moderate"	*DR "Hard"*

Note that Physical Casting Areas are treated as if they were Mental ones.

This rule is set to allow more latitude to players while still limiting the use of rulebooks during play. Recallable Castings are likewise to be written down for each HP, and unless a

Studyable Castings

General Rules:

(1) There is no theoretical limit to the number of Castings contained in books for study.

(2) Each separate Casting-generating Area and Sub-Area must have its own unique, distinct volume to contain its particular Castings.

(3) At initiation of the player's HP, each Heka-producing, Casting-generating K/S Area and Sub-Area possessed by the HP provides that HP with a related volume, a unique and distinct "Tome of Castings," germane only to the related Area or Sub-Area. For example *Dweomercræft* produces such a volume, as does the *School Sub-Area*, so an HP initially possessing that K/S would have two "Tomes of Castings."

(4) Subsequently gained Heka-producing, Casting-generating K/S Areas and/or Sub-Areas do NOT so furnish the Heroic Persona with a commensurate Tome of Castings. These volumes must be purchased (at the cost of 1D10 × 1,000 BUCs each, or at whatever fees the gamemaster determines appropriate in the campaign), but the cost includes the inscription of the Castings therein.

(5) The number of total Castings contained in a Tome will be equal to the persona's STEEP as a percentage of the total number of Castings of that Area or Sub-Area.

(a) The player may select one-half the total Castings found in the volume.

(b) The remainder are to be found at random, or else picked by the GM.

(6) Additional Castings can be acquired by the HP, and such information may be written down within an appropriate Tome at the cost of 100 BUCs payable prior to entry of the Casting into the pages of the work.

(7) Each volume is capable of holding no more than 100 Castings. If more than 100 Castings of a specific Area or Sub-Area are to be maintained in a library for study, then the persona must acquire a blank Tome of Castings for those in excess of the 100 containable in the first volume. (Again, a cost of 1,000 to 10,000 BUCs is suggested, this time without copying costs of 100 BUCs per Casting.)

(8) A Casting contained in a Tome can be removed through an appropriate Casting or not at all.

(9) Without recourse to a Tome the persona can not study Castings to learn, re-learn, and put into the "Known" or "Recallable" lists.

(10) A full-sized Tome has the following features: Size: 24" high, 18" wide, 6" deep. Weight: 10 pounds. Thus, by extrapolation, we have the following: A mini-volume of 10 Castings could be as small as 12" × 9" × 3"—10% of the volume of the larger, with an allowance of approximately 2.5% for covers.

Casting is included on this list, it is not one which the persona can remember at all!

Note that the gamemaster can (and should) rule that any Special Failure in attempting to recall a Casting results in the persona totally forgetting the Casting in question. To regain it for the Recallable list then requires the persona to study that Casting in a volume, as detailed in the next rule section.

Studyable Castings

With a system which provides multiple hundreds of Castings (with well over a thousand different ones and the means to make an untold number of others, in this book), limits should be placed on the number of Castings any persona can possibly understand and know in order to reflect the realities of the human mind. Nobody can know everything about anything, let alone everything about everything! However, this is a fantasy game, so a less realistic stricture can be placed upon Heroic Personas. To the lists of Known ("short list" always available instantly) and Recallable Castings (remembered on the Critical Turn following a successful roll), players must each add for their HPs a final tally of Castings—those which are in the HP's "Books" and can be "Studied" so as to be placed on either the "Known" or "Recallable" lists. The gamemaster should follow the following rules:

If an OP's Tome of Castings is obtained, its Casting content number will be based on the Grade of the caster to whom it belonged, expressed as a percentage total, i.e., Grade V = 50% total possible Castings for the specific Area/Sub-Area. The Castings list can be determined by the GM or through player-GM selection.

Specific Castings

Most practitioners use tried and true Archetypical (or Tutelary) Castings that have been honed to the best effectiveness for the least expenditure of Heka. But some individuals prefer to experiment and devise new Castings of their own. In the **Mythus** game, such Castings are called Specific Castings. See Chapter 10 of this book for details of how to create Specific Castings.

DEVICE ENABLED CASTINGS

Magickal devices that are able to store Castings are not only very advantageous, they can prove to be lifesavers in tight situations. These devices must be painstakingly prepared (enchanted) beforehand by infusing them with Heka and binding the desired Castings to them, using the proper Rituals and Castings.

Such items are activated through reading (in the case of a scroll or other Heka writing), by command word or phrase, or merely by concentrating and willing the effect to manifest. Thus, activation is usually a matter of wearing or presenting the device and calling forth its Power. This allows for a rather reduced activation time, but is balanced for the most part by providing a fixed Effect or Force.

Many magickal devices that store Castings require recharging for reuse after the Power is activated and used. Some devices will provide for more than one use before recharging is necessary. Other items (particularly those of protective or defensive nature, or with minor effects) may be permanently charged.

Still other items will only allow but a single use, being destroyed after their Heka is tapped. This is especially true of those magickal devices whose Powers or Effects are very destructive or draw upon the Outer Planes. This latter rule of thumb helps retain game balance and avoids creating invincible HPs with limitless destructive Power.

ARCHETYPICAL & TUTELARY CASTINGS LISTS

As a preface to the long lists of Castings in the next several chapters, please note the following: In a milieu of such magick, there are so many different dweomers possible that no effort short of an encyclopedic one could begin to do the subject justice. The lists, then, are of the salient Castings, and none are by any means complete.

Also, there are some Castings which, in slightly varying form, are known to all able to bend Heka to their will, mage and hedge practitioner, priest and student alike. In truth, a plethora of amuletic devices (Amulets, Charms, Mascots, Scarabs, Talismans) are commonly possessed by all non-Heka-able persons so as to avoid being at a severe disadvantage in the everyday matters of life! Gamemasters are alerted to this, so that they can decide for themselves which "all-common" Castings will exist in their own campaigns. Here are ten examples, all being but of Grade I or II:

Aural Rainbow Charm: Causes a play of false aura colors.

Aura of Confidence Charm: Cloaks emotions.

Blank Thoughts Charm: Cloaks thoughts.

Defense Alert Charm: Identifies Heka directed at one.

Diffuse Heka Charm: Spread object emanation over wide area.

False Thoughts Aura Charm: Creates random, strong ones.

Neutral Aura Charm: Neutralizes aural colors.

Good Will Charm: Cloaks intent and bolsters Spiritual force.

Thought Origination Misdirection Charm: Scrambles all in area.

True Count Charm: Quick tally of a small number of items.

Imagine business negotiations, commercial dealings, or even a poker game without the use of such basic safety devices!

Mages' Archetypical Castings

Archetypical Castings for each School Of Dweomercræft are listed alphabetically below, by Grade, with Base Heka Cost for each indicated. Those with Resistance/Damage Component addition or "Other" Heka costs associated with their use have appropriate indicators in the right hand "Other Heka Costs" column. The reader is again reminded that these Castings are of less Heka cost than are Castings devised by an individual or group.

Before detailing those Castings which will be of most interest to the HPs, it must be noted that there are a host of other sorts. These latter are Mundane Castings used in service and commercial endeavors worldwide. Generally speaking, they are of Grade I sort, often covering two or three functions together and an Area of one cubic yard to one cubic rod. The following examples give a fair idea as to the diversity of these Castings:

Food & Potable Care, Preparation, Preservation, & Improvement:

Aftertaste	Age	Aromaticize	Bouquet
Blend	Carbonate	Chill	Clean
Cool	Color	Crisp	Crystalize
Curdle	Effervesce	Essences	Extract
Ferment	Fill	Firm	Flake
Flavor	Flavorwaves	Freshen	Grind
Heat	Intensify	Jell	Juice
Knead	Layer	Liquify	Mix
Mold	Multitastes	Piquancy	Pop-Tingle
Powder	Preserve	Press	Puff
Pull	Rise	Roll	Seal
Separate	Set	Sift	Sour
Stir	Sundry	Tang	Tenderize
Twist	Warm	Whip	

Associated Grade I Castings:

Cleanse	Deodorize	Dry	Oil
Polish	Sanitize	Scour	Shine
Wax			

Associated Grade III Castings:

Detoxify	Purify	Repel Insects	Repel Rodents
Repel Worms			

Manufacturing Grade V (and up) Castings:

Alloy	Compound	Fuse	Harden
Homogenize	Malleability	Plasticize	Plate
Resiliency	Tensile Strength		

Note that apothecaries and herbalists have certain Castings regarding food and ingestibles *et al.*, as do Priests; while alchemists and Heka-forgers have more of the manufacturing sort than do Mages. There are endless numbers of such specialist Castings, and their availability and use in the campaign is left in the capable hands of the GM.

Standard rates for use of these sorts of Castings are around 1 BUC per Heka point expended. Those which are not of obvious/permanent time duration last for one week, one fortnight, or one month (rare).

GENERAL DWEOMERCRÆFT CASTINGS

107 Total Castings

Grade I Castings

20 Total

Base Heka Cost: 20

Armor, Physical Cantrip	Avoid Deadly Attack Formula
Bounce Charm	Detect Heka Spell
Disembodied Voice Formula	Disjunction Charm
Lock Spell	Lockopen Spell
Magick Lock Spell	Quicken Cantrip
Reflections Ritual	Shutfast Charm
Spiderwalk Spell	Summon Mascot Ritual
Tangle/Untangle Cantrip	Trigger Effect Formula
Trudge Cantrip	Understanding of Ur Spell
Vrainx's Annoying Itch Charm	Wickaflame Charm

Grade II Castings

16 Total

Base Heka Cost: 35

Armor, Mental Cantrip	Buttress Charm
Circle of Magic Ritual	Directed Force Cantrip
Easyspeak Charm	Forcedart Charm
Halefellow Charm	Heka Trap Spell
Hold Effects Spell	Levitate Cantrip
Maximus Spell	Minimus Spell
Prolongation Charm	Ritual of the Heart Ritual
Slow Gravity Charm	Translate Script Formula

Grade III Castings

12 Total

Base Heka Cost: 50

Alert Spell	Armor, Spiritual Cantrip
Avoid Heka Attack Ritual	Dispel Invisibility Cantrip
Flight Cantrip	Heka Darts Charm
Implant Spell	Magick Trail Formula
Multilingual Charm	Resist Temperatures Spell
Ritual of the Archer Ritual	Untie Charm

Grade IV Castings

12 Total

Base Heka Cost: 75

Armor, Heka Cantrip	Attractive Force Charm
Barrier Formula	Bedlam Cantrip
Daylight Cantrip	Detect Heka Sources Cantrip
Literate Spell	Mask Heka Spell
Negative Gravity Charm	Parascopy Cantrip
Thought Message Cantrip	Wound, Mental Charm

Grade V Castings

10 Total

Base Heka Cost: 100

Armor, Full Persona Heka Cantrip	Cloud of Magick Spell
Heka Bolt Charm	Invisible Alert Formula
Invisible Chains Charm	Object Teleportation Formula
Pythagoras' Non-Dimension Formula	Reverse Attack Charm
Weapon of Defense Charm	Wound, Spiritual Charm

Grade VI Castings

10 Total

Base Heka Cost: 125

Ætheral Travel Formula	Arcane Lore Formula
Disperse Heka Flow Cantrip	Double Barrier Spell
Pythagoras' Extra-Dimensional Door Spell	Heka Blast Cantrip
Heka Shield Spell	Phase Shifting Spell
Inhetep's Quickcast Charm	Sphere of Secrecy Formula

Grade VII Castings

10 Total

Base Heka Cost: 150

Doublecast Charm	Escape Hatch Charm
Forcewall Cantrip	Heka Shell Cantrip
Juxtaposition Charm	Mind Mask Cantrip
Returning Charm	Scrambletongue Charm
Spirit Alert Spell	Teleport Cantrip

Grade VIII Castings

10 Total

Base Heka Cost: 200

Aura of Spell Failure Spell	Heka Beam Cantrip
Mask Heka Flow Formula	Merlin's Tower Ritual
Needed Things Formula	Object Transformation Formula
Pitfall Charm	Point of Joss Charm
Poisonous Charm	Triple Heka Barrier Cantrip

Grade IX Castings

7 Total

Base Heka Cost: 250

Create Portal Ritual	Full Alert Cantrip
Heka Absorb Cantrip	Heka Binding Spell
Heka Redirection Ritual	Magick Resistance Spell

Setne's Reverse Casting Cantrip

GENERAL DWEOMERCRÆFT CASTINGS

Casting Grade I

Armor, Physical Cantrip:

Time: 10 ATs or until destroyed — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Armor at 1:1

E/F/M: This Casting allows the Heka-using persona to bring into being a Heka force which surrounds one subject, providing protection similar to Physical armor. No persona can be the subject of more than one such Casting at the same time. (Exception: See *Elemental Armor* in Elemental School Castings.) The maximum applicable Heka armor thus possible is an amount equal to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner). This armor is effective versus any and all of the various forms of attack that produce Physical damage. For every point of Heka used beyond that required for activation, the subject will be equipped with 1 point of protection. It is destroyed on a 1-for-1 basis as it absorbs damage, and when it is gone, a new *Armor, Physical* can be cast upon the subject again.

Avoid Deadly Attack Formula:

Time: 1 BT/1 STEEP — *Other Heka Costs:*
Area: 1 creature — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Avoid Deadly Attack* Formula allows the recipient to have an automatic Avoidance ability in cases of deadly Physical peril of the non-Heka-related sort. Such cases include the attack of highly venomous reptiles, arachnids, insects, etc., as well as other attacks in which a single hit will likely cause the individual's death. The Casting's Effect enables the subject to make an Avoidance roll *before* the attack in question takes place. The base chance to avoid is PMSpd + PNSpd, and the Difficulty Ratings which apply are "Easy," "Moderate," "Hard," and "Difficult." The attacker's ability to attack and the defender's ability to defend against it will decide the DR. For example, a Wyrm spitting acid at a persona in a narrow passage will generally require a "Difficult" DR, but "Easy" might apply if there is a side exit immediately at hand.

Bounce Charm:

Time: Instantaneous (1 BT) — *Other Heka Costs:*
Area: 1 creature or item — *R&D:* Nil
Distance: 1 rod per 10 STEEP — *Other:* Nil

E/F/M: This dweomer temporarily alters the physical structure of an object, adding resiliency (even to hard or brittle items), and enabling otherwise bone-shattering collisions to occur between two objects without damage. Thus, a fragile item thrown against a stone wall will harmlessly bounce away if either of the two had been subject to this Casting (although if the *Bounce* had been directed at the wall, the object will likely break when it hits the floor). Likewise, personas falling from a height will suffer half damage only if they or the surface below are thus enchanted. The Casting persists in the subject for one Battle Turn.

Detect Heka Spell:

Time: 1 AT — *Other Heka Costs:*
Area: 1 chain diameter — R&D: Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell enables the caster to detect the presence and general nature (type, source, strength, etc.) of Heka within an object or area. Note that this ability is very limited in precise definition of the Heka's purpose, but it is effective in identifying objects of magickal nature, or Castings linked to an area, although not the kind of nor reason for the Casting.

This Spell is otherwise the same as the Grade I Astrology Casting *Heka Sense* (q.v.).

Disembodied Voice Formula:

Time: Permanent until triggered — *Other Heka Costs:*
Area: 1 object or area — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By means of this Casting, practitioners "record" in the Æther up to two words per 10 STEEP points possessed in this Sub-Area, using whatever voice tone they are capable of speaking in, in any language they are able to speak. The caster likewise dictates when the Casting's Effect is to be activated, i.e., specifies the conditions which will trigger the activation as to cause the disembodied voice to speak the words prescribed. The volume of the sound created by the Effect will equal that of the practitioner when the dweomer was cast. The distance for triggering cannot exceed the caster's STEEP in feet. The dweomer may be laid on an object or merely in a space.

Disjunction Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 casting — *R&D:* Special
Distance: 1 rod/ STEEP — *Other:* Special

E/F/M: The purpose of this dweomer is to disjoin the structure of a Casting which is in effect within the range of the caster using this Charm. If more than one such Casting is in operation, the *Disjunction* will attack the lowest Grade, unless the caster targets one of his or her own higher Grade Castings currently in effect. As the *Disjunction* operates, it will draw automatically from the caster's store of Heka to match that of the Casting it is to dispel. Dweomers that have been cast by the *Disjunction's* caster and are now targeted for disjoining have a known Heka quantity of course, and their disjoining is automatic. In all other cases, the gamemaster will inform the player of the total Heka cost for this Charm.

Two K/S rolls are necessary for disjoining other people's Castings. First, the usual roll for successful casting is made to create the Disjunction Charm. Thereafter, as applicable, a second roll for disjoining the target Casting is made. The following DRs will apply:

Target Casting is 1 Grade lower than disjoining caster's highest Grade = Easy
Target Casting is the same Grade as disjoining caster's highest Grade = Moderate
Target Casting is 1 Grade higher than disjoining caster's highest Grade = Hard
Target Casting is 2 Grades higher than disjoining caster's highest Grade = Difficult
Target Casting is 3 Grades higher than disjoining caster's highest Grade = V. Difficult
*Target Casting is 4 Grades higher than disjoining caster's highest Grade = Extreme**

**Certain Castings, notably Magick Resistance, will always have a DR of "Difficult" versus Disjunction (or any dispelling attempt of its ilk), because of the nature of the dweomers involved.*

Success in the second roll dispels the Casting in question; Special Success indicates only half the Heka was spent. Failure means the Heka for the *Disjunction* was lost; Special Failure indicates that the attacked Casting was *Buttressed* (see Grade II, below) by 10% of the total Heka expended to dispel it.

Lock Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 lock, bolt, etc. — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: With this Casting, the practitioner is able to manipulate any non-magickal lock(s) and/or door bolt(s) on, or affixing, a single portal or container, without physically touching them, or even having the key. Note also that it is not necessary for the locks/bolts to be visible, merely within the Casting's range, but the caster must be able to see (or otherwise perceive) the subject portal or container.

Lock-Open Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 lock, bolt, etc. — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This magickal operation enables the caster to manipulate so as to open (undo) any bolt(s), lock(s), latch(es), hooks, and other non-magickal locking/securing mechanisms affixing a single portal or container without physically touching them. In fact, the caster is able to affect mechanisms without even seeing them, such as those barring entry from the other side of a door or gate, as long as the subject portal or container can be seen (or otherwise perceived). Under no circumstances will this Casting unscrew nuts and bolts or screws, pull nails or spikes, break welding, etc. It functions as its name reads.

Magick Lock Spell:

Time: Permanent until dispelled — *Other Heka Costs:*
Area: 1 normal lock — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting causes any normal lock to become so dweomered as to require Heka to open it. A practitioner above the Grade of the caster who laid the dweomer can negate the Spell's Effect by mere touch, but those of equal Grade must roll against their STEEP at DR "Moderate," while those of lower Grade must do so at the next commensurately worse DR, one per Grade lower (i.e., "Hard" at one Grade below, "Difficult" at two, but never worse than "Extreme").

Quicken Cantrip:

Time: 2 ATs — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod per 10 STEEP — *Other:* Nil

E/F/M: This Cantrip doubles the normal movement rate and number of physical attacks of the subject(s) (including propelled missiles, such as bolts from crossbows). Initiative of those affected is at a bonus of –10 subtracted from their dice rolls for this purpose. This Casting does not affect beings of less than Full Physical Manifestation, nor will the rate of Mental, Spiritual or Heka-based attacks be increased.

Reflections Ritual:

Time: 1 AT/10 STEEP, or special — *Other Heka Costs:*
Area: 1 subject object, special — *R&D:* Nil
Distance: Touch, special — *Other:* Nil

E/F/M: The *Reflections* Ritual requires one Action Turn of casting for each degree of dweomer it is to effect. That is, in one AT it will affect some pool of liquid, reflective surface, or similar object to serve as a scrying device lasting for as many ATs Time duration as the caster has tens of STEEP in this Sub-Area. When used in conjunction with the creation of a Magick Mirror (see Chapter 18), however, the Casting requires considerably more time.

Once the dweomer has been cast, scrying is then possible. The subject of the attempt being known to the practitioner either personally, by likeness and repute, by name and locale, etc. Distance to the subject or locale is not meaningful except with regard to the Difficulty Rating of the attempt, as summarized below:

Distance to Subject	*Difficulty Rating*
Under 1 mile	Easy
Under 1 league	Moderate
Under 100 miles	Hard
Under 1,000 miles	Difficult
Under 10,000 miles	Very Difficult
Over 10,000 miles	Extreme

If the scrying individual is intimately familiar with the subject, allow one step easier in the DR. If, on the other hand, the subject is little known or virtually unfamiliar to the scrying persona, adjust by one or two steps worse to make it harder or impossible!

Note that various dweomers, thick stone, and metal sheathing of various sort prevent, distort, or otherwise interfere with or hinder scrying. Compare with *Crystal Gaze* under the *Fortune Telling* K/S in this rulebook.

Shutfast Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 object special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting allows the Heka-using persona to cause any normally opening object—such as a door, window, chest, drawer, lid, box, etc.—to seal closed for the duration of the Time specified by STEEP in this K/S Area. The dweomer can be dispelled, or a practitioner with greater STEEP can negate it by touch, but that will shatter any but those of high strength metals. Otherwise its Effect remains active until the expiration of the Charm's Time.

Spiderwalk Spell:

Time: 1 AT/2 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* 1/BT if slippery

E/F/M: The subject of this Spell is granted the ability to ascend, descend or cling to virtually any normal (non-slippery) vertical, horizontal, or diagonal surface, including walls and ceilings. When moving along surfaces which are not normally possible for human perambulation, the subject must use both hands and feet for stability, and movement is at half of the normal walking rate, maximum. When maintaining a still, stable position, the subject may maintain orientation with but two appendages, standing upside-down on a ceiling, etc. If the surface moved on is slippery (greasy, oily, glassy, icy, very smooth, highly polished, etc), then additional Heka at the rate of 1 point per BT of movement must be expended.

Summon Mascot Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject animal — *R&D:* Nil
Distance: 1 league — *Other:* Nil

E/F/M: This Ritual summons to the caster an animal of the kind named by the caster for use as a magickal mascot (see Chapter 12 of this book for details of mascots). The desired animal must be in the Area of the Casting (GM's decision), or else the Heka is wasted. The animal will appear in 1D6+1 ATs time. It will immediately recognize the caster as its "master," will be a loyal and obedient "pet," and can be trained as any very willing animal of its sort can. (Remember that some animals don't train well even at best! Untrained or trained, some wild animals will never be "friendly" around strangers or crowds, and they might be aggressive or deadly even to the caster's associates.) It will remain faithful for as long as it lives and the caster keeps it as a pet, being kind, loving, and caring, and caring for (food, water, rest, etc.) the animal. A properly trained mascot can be made into a familiar or fetish (qq.v.) through the use of the *Ritual of the Heart* Casting (q.v.).

Tangle/Untangle Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic yard — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This simple dweomer causes up to one cubic yard of loose fibers, thread, yarn, string, twine, cord, thong, rope, etc., to become either tangled and knotted (by loops and the like), or separated and coiled, at the caster's discretion. Note that subject material which is fixed or fastened (such as woven cloth, stays, guy ropes, rigging, tied and stretched lines, etc.) will not be affected by this Cantrip, unless the material in question has a weak point, i.e., a knot securing it is loosely and poorly tied, there is a place where it is unravelling, etc.

Trigger Effect Formula:

Time: Permanent or Instantaneous — *Other Heka Costs:*
Area: 1 casting — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting has two quite different employments. In the first, it allows the caster to set another Casting so that it has a specific triggering event to activate its Effect. In the second application, the Formula sends forth its dweomer into a radius equal to the Distance possible for the practitioner, thus triggering the held Effect of a Casting previously laid within that area.

Trudge Cantrip:

Time: 2 ATs — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod per 10 STEEP — *Other:* Nil

E/F/M: Through this Casting, the target subject(s) becomes physically lethargic and slowed to half of normal movement and number of attacks. Initiative of those affected is at a +10 penalty added to their dice rolls for determination of the speed of action. Note that this Cantrip will not affect beings of anything short of Full Physical Manifestation, nor does it affect Heka, Mental or Spiritual attacks.

Understanding of Ur Spell

Time: 1 BT — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Hearing (1 furlong) — *Other:* 1:1/BT added Time

E/F/M: This useful Spell enables casters to understand any and all Foreign Languages they can hear clearly and normally (but including Clairaudience) within the maximum Distance of one furlong. The understanding conferred is that equal to the caster's *Native Tongue* K/S STEEP. This Casting does not enable any speaking ability. To extend time of understanding beyond the normal Battle Turn, Heka must be expended at the rate of 1 point per BT of Time extension.

Vranx's Annoying Itch Charm:

Time: 1 CT + 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 creature — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The "Itch" Casting causes the subject to experience an immediate sensation of the most unpleasant sort—a sort of simultaneous subcutaneous and skin-surface crawling, tickling, tingling pang—in several difficult to reach places on/under its skin or hide or whatever covers it (including carapace, chitin, etc.). Although of a minor sort, irritation from the Casting grows progressively worse each Critical Turn it is active in regards to the subject. Thus, the recipient has the following penalty to Initiative, other action, and K/S dice rolls: +1 cumulative per CT of Effect, i.e., +2 on CT 2, +3 on CT 3, etc. Thus it is slowed and less able to perform. All penalties disappear at the expiration of the Casting.

Wickaflame Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 wick-sized area/10 STEEP — *R&D:* Nil
Distance: 1 rod per 10 STEEP — *Other:* Nil

E/F/M: This handy dweomer causes a small area of easily combustible material (such as a candle or lamp wick, a bit of dry, old paper, small wood shavings, etc.) to ignite instantly. For each 10 points of STEEP in this K/S Area, the caster may opt to affect another subject area. For example, a persona with 40 STEEP could ignite four areas thus.

The resulting fire is not magickal: it can be extinguished by normal means. However, any mass of flammable material ignited by the effects of this Casting will become engulfed in flames within moments, so action to put out the fire will have to be taken within 1D3+1 CTs, or there is a risk of the material burning out of control.

Casting Grade II

Armor, Mental Cantrip:

Time: 10 ATs or special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Armor 1:1

E/F/M: Personas using this Casting are granted magickally enabled protection versus damage from any Mental attack form on a 1-for-1 basis to the Heka spent. The maximum protection, in points, is equal to the caster's M TRAIT if that persona is a Full Practitioner, MR CAPACITY if a Partial Practitioner. While *Mental Armor* will reduce damage directed at the persona, it will not shield the persona from the forging of Mental Links by opponents.

Only one Casting providing this kind of protection can be in place on one individual at one time. *Mental Armor* is not regenerative and is reduced on a 1-for-1 basis by damage from each and every successful attack that strikes the subject. When the armor is reduced to 0, another protective Casting of this type can be placed upon the individual.

Buttress Charm:

Time: Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* 1:1 special

E/F/M: This Charm is meant to reinforce a Casting of the caster's which is already in force. In addition to the base cost for a Grade II Casting (35 Heka points), the persona employing the *Buttress* Charm must expend an amount of Heka equal to the base cost of the Casting in force which will receive the benefit of reinforcement. Ten percent of the total Heka expended will then be added to the cost of any other caster's attempt to dispel the subject Casting, and such attempts will also be one Difficulty Rating harder to make. A Special Success will add 50% of the total Heka expended to cast this Charm as a reinforcement (addition to the cost of dispelling the subject Casting). A Special Failure will act as a *Disjunction*, dispelling automatically the subject Casting.

Circle of Magick Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 ft. diameter per MRPow point of caster — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Heka special

E/F/M: This Ritual of varying Casting duration creates one of the various forms of Exclusive or Inclusive Pentacles in an area surrounding a central point selected by the practitioner. The Pentacle can serve as protection for the caster and all that persona places within its confines (Exclusive). It enables further Casting without interruption by outside forces, assuming that a "Door" for such Casting has been provided for by the practitioner (see Chapter 4 for a full explanation). The caster must remain within the Pentacle at all times, or else the protection—or the Pentacle itself, if temporary in nature—is negated. Otherwise, the Pentacle will serve to keep inside (Inclusive) whatever is therein. The types of Pentacles which may be used, and their effectiveness, are listed below:

Pentacle Type	*Minimum Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	3 Action Turns	Permanent	Hard
Complex, Mental	3 Action Turns	Temporary	Hard
Simple, Runic	5 Action Turns	Permanent	Difficult
Complex, Physical	7 Action Turns	Permanent	Difficult
Complex, Runic	8 Action Turns	Temporary	Difficult
Complex, Runic	10 Action Turns	Permanent	V. Difficult

All Pentacles keep out spirits, and at the caster's option, a Pentacle may also serve to keep out:

(1) Heka (DR as listed) with a Resistance strength (STR) determined by the caster through an additional Heka investment at the time of activation. No more points of Heka can be invested by a Partial Practitioner than a number equal to the total of M TRAIT plus STEEP (in this Area). For details of how a Pentacle's STR is applied in defending against Heka attacks, see "Attacking Pentacles," on page 20.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting Duration time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the less favorable modification.

Directed Force Cantrip:

Time: 1 CT/MRPow point — *Other Heka Costs:*
Area: 1 square foot — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Casting creates a physical force equal to the persona's mass at walking/shoving velocity and directs it outwards at the caster's will for the Time of the Casting or until the caster's concentration is otherwise broken. Note that since the amount of force is equivalent to that which the caster can normally employ, items or creatures that the persona could not physically move normally will not be affected. It is quite useful, however, in knocking things off balance (such as other casters), pushing open unlatched doors, or affecting things which are otherwise out of reach. Note that movement of *Directed Force* is always away from—never toward or parallel to—the caster. Think of this as an outward shove radiating in a straight line from the caster.

Easyspeak Charm:

Time: 1 AT + special — *Other Heka Costs:*
Area: 1 individual — *R&D:* Nil
Distance: 1 yard — *Other:* 1 AT additional T

E/F/M: By employing this Casting, one enables the target to be able to speak the Foreign Language she or he hears spoken in the general vicinity, including any and all dialects and accents. Speech is as if the target were conversing in his or her *Native Tongue* (at that STEEP). Note that this Charm does not enable comprehension of a tongue spoken by others, so the persona must have some ability to understand, such as the *Understanding of Ur* Casting.

Forcedart Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This Charm creates a thin, dart-sized missile of golden energy that springs from the caster's fingers and flies as fast as an arrow to its target. The Physical damage inflicted by the *Forcedart* is equal to 2D6 points of Impact damage, plus 1 additional PD point per 10 points of the caster's STEEP; and as it is a magickally generated missile, it is not affected by normal armor.

Halefellow Charm:

Time: 1 AT — *Other Heka Costs:*
Area: Caster's MRPow in subjects — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm bestows upon the recipient an aura of a charismatic sort—a combination of likableness, Attractiveness, inner beauty/ugliness, and personality characteristics—similar to those emanating from the single individual or group members the persona is desirous of impressing favorably. The DR modifier to cast the dweomer is usually "Easy," "Moderate," or "Hard" for interaction with humanoids, depending on their current situation, disposition, and general regard for personas of the sort they perceive the Charm's recipient to be. Generally speaking, stupid beings are less difficult to impress by *Halefellow*, but animal and animal-like ones are harder to influence thus. Up to one subject per MRPow of the caster can be influenced by this Charm. Subjects influenced by the Casting will treat individuals under *Halefellow* Effect as comrades, allow them to pass, give them common information, etc. They do not become followers or helpers in any respect, however.

Heka Trap Spell:

Time: Permanent (until triggered) — *Other Heka Costs:*
Area: 1 object of 1 cubic yard — *R&D:* D = 1:1 to MRCap
Distance: Touch — *Other:* Nil

E/F/M: Through application of this Spell, the caster enchants an object or container and stores a Heka-engendered trap within it. It can be applied to a door, shutters, window, rug, etc.—just as long as the object has a volume of one cubic yard or less. Such a trap will be activated upon opening the object, tampering with it, or passing through or over it without first speaking a predetermined (by the caster) Word of Deactivation. The damage done by such traps is 3D6 points of any non-Continuing type (Physical, Mental or Spiritual, at the caster's option), plus additional damage up to a maximum equal to the caster's MRCap in points. Additional damage can be designed into the Casting at a 1 Heka point per 1 damage point cost to the caster. The addition of 15 or 20 Heka points Cost, for instance, makes the *Heka Trap* quite dangerous.

Hold Effects Spell:

Time: 1 AT/10 STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This dweomer stores the release of a single, preactivated Casting. Its usefulness is obvious, for it allows the practitioner to activate another Casting (typically a more powerful one, with a longer activation Time), holding the Effect for later release. The dweomer so held may be released inside one Critical Turn, enabling the persona to launch the held Casting in the period of the following CT; the Casting activation coming at his portion of the Initiative sequence. Note, however, that only one Casting can be held by any persona at a time, so choosing the proper dweomer becomes a matter of strategy.

If and when the Time of the *Hold Effects* Casting expires, it, and the Effect held, are lost, of course.

Levitate Cantrip:

Time: Caster's STEEP in BTs — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The persona using this Casting is able to cause any single (loose, non-fixed, free-standing, etc.) object or creature (including him- or herself) to rise or descend at will, at the rate of 10' per Critical Turn. Maximum weight possible to *Levitate* is 10 pounds per point of STEEP of the caster. Note that "Touch" in regards to Distance must be maintained during the entire five CT activation time for this Cantrip, so it is not a useful offensive Casting. See *Heka-engendered Powers, Levitation* (page 312) for details of motion.

Maximus Spell:

Time: 2 ATs — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Casting alters the physical size of a single (distinct, discreet, unique, singular, identifiable, individual) creature or object, causing its mass to increase corresponding to the STEEP of the caster, as shown as follows:

Caster's STEEP	Size Increase
21-40	25%
41-50	50%
51-60	60%
61-70	70%
71-80	80%
81-90	90%
91 & up	1% per point*

*Note that it is not normally possible to enlarge the size of any creature or object beyond 100% through this Casting, although multiple attempts may do so.

The maximum height, weight, and volume of the subject is:

Height: 6 feet plus the caster's STEEP in feet.

Weight: Caster's weight plus the caster's STEEP in stones (14 pounds per each).

Volume: 1 cubic yard plus the caster's STEEP in yards.

Minimus Spell:

Time: 2 ATs — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Spell is something of the reverse of *Maximus*, altering the physical height, weight, and volume (size and mass) of a single distinct, discreet object or creature and causing its size and mass to decrease. The amount of reduction is based on the caster's STEEP, as shown in the table below:

Caster's STEEP	Size Reduction
21-40	10%
41-50	20%
51-60	30%
61-70	40%
71-80	55%
81-90	70%
91 & up	90%*

*Nothing can be reduce beyond 99% of its normal size and volume through this Casting, regardless of multiple attempts to do so.

Prolongation Charm:

Time: Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Casting will double either the base, normal Time of another of the caster's Castings, or else it will double the base, standard Area of Effect/Force/Material of such a Casting. The caster must announce before casting which Effect the *Prolongation* Charm is meant to have. In addition to the base cost of this Casting, the caster must also expend an amount of Heka equal to the base cost of the Casting to be prolonged. A Special Success will triple the Time or Area. A Special Failure will cut the Time or Area in half.

Ritual of the Heart Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Special — *Other:* 2 × S TRAIT

E/F/M: This special, week-long Casting seeks to bind a mascot (see Chapter 12) or object to the caster. First the dweomercraefter must select the item or mascot and begin an entreaty of the subject by expending an amount of Heka equal to his or her Spiritual TRAIT, offering praise, deeds, reasons for its proposed loyalty, and other convincing reasons or rewards. Then, over the course of the next week, it (the mascot or object) must remain always close to the caster: a distance in feet equal to the caster's Spiritual Psychic Power, (note that an animal mascot will not willingly leave this distance). If during that week the mascot or object ever does get beyond that distance from the caster, then the whole Ritual is ruined and must be started over. Finally, at the next full moon, the practitioner must succeed in a "Hard" roll against *Dweomercraeft* K/S and again expend Heka equal to Spiritual TRAIT, in order to bring the Ritual to closure.

Once bound by the *Ritual of the Heart*, a mascot will be absolutely loyal and faithful unto death, as long as it is treated well and properly cared for. The mascot will have an innate Heka Resistance to any Mental or Spiritual Casting, Power, or attack which seeks to alter, pervert, subvert, lessen, weaken, or otherwise change its loyalty and faithfulness. Heka Resistance gained by the mascot will be equal to the caster's SP CATEGORY.

Slow Gravity Charm:

Time: 1 AT — *Other Heka Costs:*
Area: 1 subject at a time — *R&D:* Nil
Distance: 1 furlong — *Other:* Nil

E/F/M: This Charm slows the speed of a single falling object or creature, reducing potential damage inflicted by eventual impact. The dweomer instantly reduces the velocity to one half, and continues to reduce the speed by a like amount each Critical Turn, up to 10 CTs of time, or until the subject is virtually floating/falling like leaf. That is, a subject slowed to a falling rate of 0.5 or less feet per CT is then "floating" down. That rate of descent will be sustained for up to one AT of time, and the subject will take no damage from the descent during that period.

Note that the maximum weight (of a subject) which can be affected is a diminishing multiple of the caster's STEEP in pounds, dropping one stage each CT of Casting operation. This multiple is: 100, 90, 80, 70, 60, 50, 40, 30, 20, 10.

Free falling rate (i.e., acceleration by gravity) is 32 feet per second squared: Each second, an object will fall a distance specified by the formula "$d = 1/2\ gt^2$" (where "d" means distance, "g" means acceleration of gravity, and "t" equals time in seconds), assuming air resistance is not a factor. The velocity increases each second according to the formula "$v = gt$." Therefore, an object falls 16' the first second, 48' the second (for a total descent of 64' in 2 seconds time), etc. In four seconds time, a falling object will descend 256 feet, and that is the time typical for a Casting of this type to be activated and come into play. Thus, during the fifth second, rate of falling would be cut from the potential 160' to a mere 80', and on the next CT descent will be cut to 40', then 20', then 10', then 5', then 2.5', then 1.25; and so on, until on the 9th CT of *Slow Gravity* operation the subject will be in a "floating" fall of 0.3125'—assuming that its weight doesn't exceed the caster's STEEP in pounds multiplied by 30.

Objects unable to be supported by this Casting resume free falling. Anything under a free falling object will suffer Impact damage if struck by the object. Consider any solid, hard object falling to have a minimum weight of one pound. Multiply weight by velocity in feet per second at time of impact to find the number of PD points suffered by a persona struck by the object.

Translate Formula:

Time: 1 AT — *Other Heka Costs:*
Area: 1 persona — *R&D:* Nil
Distance: Touch — *Other:* 1 per BT added T

E/F/M: This Formula enables not only the translation of the exact meaning of foreign writing (script or printing) to the native tongue of the persona, but it also communicates non-written signs as well. That is, the persona can understand the body language of other creatures to express like, dislike, curiosity, lack of interest, threat, acceptance, and so forth.

Casting Grade III

Alert Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster's STEEP in feet d. — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: This highly useful Casting creates an invisible sphere centered on

the caster or some point that the individual selects. If any Material body, including liquid, but excluding gas (such as air), passes into or out of the sphere created by the *Alert* Casting, an alarm is triggered instantaneously in the caster's mind. This alarm will awaken him immediately if he is sleeping. It intelligences the caster as to direction of passage, point of breach, and who or what has passed into or out of the sphere. Note that beings of spirit sort, those with Partial Physical or Non-Physical Manifestation, will not trigger this Effect. Time for the duration of this Casting may be extended by spending 1 Heka point for each additional AT of time desired.

Armor, Spiritual Cantrip:

Time: 10 ATs or special — *Other Heka Costs:*
Area: 1 persona — *R&D:* Nil
Distance: Touch — *Other:* Armor 1:1

E/F/M: Used to ward against attacks of Spiritual nature, this Casting protects one subject from the damage of such an attack. Only one Casting of this nature can be in effect upon an individual at one time. The maximum amount of armor possible to this Casting is equal to the caster's M TRAIT if a Full Practitioner, MR CATEGORY if a Partial Practitioner. Spiritual damage points will be reduced on a basis of one point per point of Heka expended by the caster (beyond that required for activation, of course). Note that *Spiritual Armor* provides no protection against initial attempts to forge Spiritual Links, nor do the armor points replenish themselves after each attack—the effective value of the armor is reduced by each point of damage made from successful attacks.

At such time as the protection reaches 0, the Casting can again be placed on the same subject.

Avoid Heka Attack Ritual:

Time: 10 ATs/10 STEEP — *Other Heka Costs:*
Area: 1 creature — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Avoid Heka Attack* Ritual allows the recipient to make an Avoidance roll for any Heka attack or Heka-related attack directed at her or him. Effect can be of Mental, Physical, or Spiritual affect to the persona. Such cases include attack by Casting, Power, Heka-engendered Power, device, object, trap, etc. It is not necessary for it to be a directly life-threatening attack.

Such personas are enabled to apply Avoidance to *any* such attack directed at them or the area in which they are in. The Casting's Effect enables the subject to make an Avoidance roll *after* the attack in question takes place. The base chance to avoid is the average of Physical Speed scores ([PMSpd + PNSpd] × 0.5). If the subject has STEEP in the K/S Area of the Casting being used in the attack, or STEEP in a K/S Area which is related to a Power, device, or object making the attack, 10% of that STEEP may be applied as a bonus to the Avoidance value. For example, a persona with an average PM & PN Speed of 16 with 40 STEEP in *Dweomercræft* would have a base chance of 20% (16+4) on Avoidance of any *Dweomercræft* or related Power, device, or object attack.

The Difficulty Ratings which apply are "Easy," "Moderate," "Hard," and "Difficult." The attacker's ability of attack and the defender's ability to defend against it will decide the DR. For example, an individual standing in an area that is being attacked by a *Scorpionfire* (q.v.) will generally be subject to a "Moderate" DR if near the area's edge, "Hard" if near its center, and "Difficult" if within the very center of the target area.

Dispel Invisibility Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The caster utilizes this Cantrip to negate the invisibility of all creatures and objects within the designated area of effect, whether such invisibility is the result of a Casting, a Heka-engendered Power, or an ability conferred by some magickal device. Castings conferring Invisibility Effect are thus negated. Note that while a persona will become fully visible upon completion of this Casting, a device such as a Cloak of Invisibility will return the wearer to the invisible state on the very next Critical Turn, for this Casting cannot permanently negate device/object Heka. Also, naturally invisible creatures, such as Air Elementals, will not be affected, nor will spirits or other Non-Physical Manifestations—although a vague shimmering in the air during the CT of Casting Effect will indicate to the alert persona the presence of such beings within the Area.

Flight Cantrip:

Time: 1D3+2 ATs +1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 special

E/F/M: This Casting confers upon the subject the temporary ability to fly. Maximum weight possible for a subject is six times the caster's STEEP in pounds. The duration of the Cantrip always has a bit of a random element, so the wise subject will not attempt *Flight* for a longer period than necessary. The movement rate of the subject, while flying, will depend on the relative locomotive ability of the subject under normal (non-flying) circumstances, but a good rule of thumb is a modifier of 10 times normal (walking) rate (or about 30 to 40 miles per hour). Additional Heka on a 1:1 basis can be expended either to add 1 additional pound of weight, or to extend flight time by one BT, or both for 2 points of Heka.

Heka Darts Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* 10/dart

E/F/M: This magickal Casting creates and directs magickal missiles which spring from the caster's fingers and unerringly fly as fast as arrows to their target. The caster can create *Heka Darts* at a cost of 10 Heka points per dart (to a maximum of one dart for every 10 points or fraction thereof of STEEP possessed). Each missile does 1D6+2 points of Physical Piercing damage, and is not affected by normal, natural or artificial armor. Only magickal Heka protection—such as Castings or enchanted armor—can negate the potential damage of *Heka Darts*.

Implant Spell:

Time: 1 day — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Spell, the subject can memorize information (including Castings) from scrolls, books, maps, charts, tables, or other written/printed/drawn material. Such information need not be wholly understandable to the subject, but Castings must be of a K/S Area normally usable to the subject. The subject can, during the Time of the Casting, duplicate in written/drawn form whatever has been memorized through the *Implant* Casting.

Magick Trail Formula:

Time: 1 AT/10 STEEP — *Other Heka Costs:*
Area: 1 furlong/STEEP — *R&D:* Nil
Distance: Touch or 1 rod — *Other:* Nil

E/F/M: This Casting allows subjects to leave a dim Preternatural trail of Heka for orientation, or as a means to find their way back along a complicated path. Also, as this sort of Heka has 100 known aura variations, the trail will leave a signature of sorts. A path of this type can and might be visible to those personas and creatures and beings capable of Heka detection, and it will certainly be so if another uses Castings such as *Heka Sense* or *Heka Sight* (qq.v.) to detect it.

Multilingual Spell:

Time: 1 AT — *Other Heka Costs:*
Area: 1 individual — *R&D:* Nil
Distance: Touch — *Other:* 1/AT additional T

E/F/M: This Spell enables the subject of the Casting to both understand and speak those foreign languages (including dialects, slang, cants, etc.) she or he hears. Both capacities are at the same STEEP as the individual's own *Native Tongue* STEEP. Note that this Casting doesn't confer the ability to read or write the foreign language(s) heard.

Resist Temperatures Spell:

Time: 1 AT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 extension

E/F/M: This Spell enables a subject to withstand hostile extremes of temperature garbed in whatever was being worn at the time prior to the activation. Through this Casting, the subject will be able to endure in comfort everything from the withering chill of an arctic blizzard (-50° F, wind 50 mph) to the blistering heat near an active volcano's lava flow (150° F, no wind). For each additional point of Heka beyond the activation cost, the subject can withstand an additional 10° F below or above those limits, or the Time of Effect can be extended for one AT. For 2 additional Heka points per step, both can be accomplished.

Ritual of the Archer Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 object (or special) — *R&D:* 20/arrow or bolt
Distance: Touch — *Other:* Special

E/F/M: Used by dweomercrafters in the creation of Pyramids, this Ritual both prepares and enchants the physical structure of the Heka Reservoir. The magick of the Casting and the structure of such a device enables it to collect and store Heka automatically, provided there is at least some minimum amount of the energy present. For further information regarding Pyramids and this Casting in their preparation, refer to the section on Heka Reservoirs in Chapter 2 of this book.

However, the *Ritual of the Archer* has another function: that of creating magickal, Heka-charged, missiles. With this Casting the persona can prepare either arrows or bolts (quarrels). As many as eight of either sort of shaft can be thus enchanted. The quality of the shafts must be of the finest sort, including nocking portion, wood, fletching/vanes, and head. When completed, each shaft has +5 to the BAC and adds 1D6 to damage, for only 10 Heka points additional per shaft so enchanted. Note that this Ritual bestows a 10 point factor against Heka Resistance, and this factor can be increased by expending Heka on a 1:1 per shaft basis versus Heka Resistance (and Heka armor). That is, all shafts must be treated equally, so if one is given an additional 10 points of Heka to make it Resistance 20, all other shafts in the group must be treated likewise. (Yes, a shaft of this sort discharged at a persona is considered a Heka attack for purposes of the *Avoid Heka Attack* Casting.)

Untie Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic yard — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Casting enables the unknotting/untying/untwisting of any string, twine, thread, thong, cord, line, rope, rope-like line, cable, metal cable, wire, etc. in the Effect Area. The Casting operates even in cases where the subject material is fastened securely, stretched, etc. It will not affect chains, chain links, chain mail, and the like, however. Note that all knots/ties/twistings in the Area of Effect will become undone; this includes laces, bindings, and weavings.

Casting Grade IV

Attractive Force Cantrip:

Time: 1 CT/MRPow point — *Other Heka Costs:*
Area: 12 cubic inches/STEEP point — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Cantrip creates a physical force equal to the persona's arm strength and directs it at the caster's will for the Time of the Casting, or until the caster's concentration is otherwise broken. Note that since the amount of force is equivalent to that which the caster can normally employ, things that the persona could not physically move normally with a single hand and arm will not be affected. The object of this Casting must be within the caster's sight to be affected. The Casting is quite useful however, in pulling things which are out of normal, physical reach. Movement of *Attractive Force* is always toward—never away from nor parallel to—the caster. Think of this as an inward pull radiating in a straight line toward the caster.

Armor, Heka Cantrip:

Time: 10 ATs or special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Armor 1:1

E/F/M: This form of magickal protection is useful in reducing damage from any Heka-based attack, regardless of whether the form was Mental, Physical, or Spiritual. Up to the caster's M TRAIT in armor—MR CATEGORY only if the caster is a Partial Practitioner—can be conveyed through this Casting. Only one Casting of this type can be active on a person at one time. For every point of Heka beyond the base activation cost which the caster expends, 1 point of Heka armor is created for the subject. The protection created will absorb 1 point of damage per point of Armor. When Armor is reduced to 0, another Casting of this nature can be activated upon the subject.

Barrier Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1-foot radius/STEEP — *R&D:* Nil
Distance: Touch — *Other:* 1/per AT added Time

E/F/M: The *Barrier* Casting creates an invisible sphere centered on the caster or some point that individual selects as central. If any creature or being—including a spirit or other being with a Partial Physical or Non-Physical Manifestation—touches or attempts to pass into or out of the sphere created by the Casting, an instant Heka jolt of 1D3+1 points of Physical damage (or Spiritual or Mental, depending on the creature's principal makeup) is delivered to that subject. Then and there, at initial contact, the subject must make a K/S check against its PNPow (or SPPow or MRPow, as appropriate) at DR "Hard." Any success means it may pass through the *Barrier*. Any failure means that the subject *recoils* from the sphere. A Special Failure indicates double damage from initial contact. A nonrecoiling subject must immediately pass on through the *Barrier* sphere, accepting an additional 1D6+1 points of (appropriate type) damage. Recoiling subjects, or those who hesitate about passing through the sphere immediately, must again contact the initial effect of 1D3+1 damage, then accept the additional 1D6+1 damage points, if they succeed in a K/S check for recoil at DR "Moderate" for the second attempt, "Easy" for the third and subsequent attempts. Contact with the *Barrier* sphere causes a low "snap-crackle-zap" sound which is audible to normal human hearing of an alert and listening persona at up to 30-feet distance.

Bedlam Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Cantrip causes all creatures and personas within the specified Area to become highly disorganized and agitated. Those present in this

environment will be unable to marshal any form of organized assault, and leaders will lack the necessary control over their underlings to accomplish anything significant. Initiative and K/S rolls will suffer a +10 penalty. In addition, the turmoil will cause all Heka casters to suffer a Difficulty Rating adjustment of 2 factors (harder) when attempting to activate their dweomers in the Area of Effect. This includes any others entering it—even allies of the persona casting the *Bedlam* Cantrip, if they enter or are within the Area of Effect!

Detect Heka Sources Cantrip:

Time: 1 BT/STEEP point — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This is a Casting which enables the caster to actually see the sources and flows of Heka and the type (Preternatural, Supernatural, and/or Entital) within a radius of 33'. In addition to revealing items and devices of a magickal nature, the Casting will also uncover areas influenced by Castings which would otherwise go undetected until an unwary subject entered.

With the exception of the area of effect, this Casting is otherwise the same as the Astrology Casting *Heka Sight* (q.v.).

Literate Formula:

Time: 1 day — *Other Heka Costs:*
Area: 1 individual — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: A *Literate* Formula empowers the recipient to read, comprehend, and write the normal printing/writing of any and all foreign languages seen during the Casting's Time duration. Note, however, that this Formula does not enable the reading of arcane languages, codes, ciphers, or Heka-protected writings, but the affected persona could otherwise read and write Casting information.

Mask Heka Spell:

Time: Permanent until dispelled — *Other Heka Costs:*
Area: 1 object or area — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer's Effect is used to mask the presence of Heka in an item so that it is not detectable by virtually any means. This will effectively hide the item's enchantment from discovery through Divinatory Castings or a persona's ability to see Heka (cf. *Detect Heka Sources*). An Area of up to 1 rod diameter per 10 STEEP points of the caster can be masked by this Casting. If Supernatural or Entital Heka are concerned, though, each type will need a separate Casting to mask them. For each separate Power or different function of the item to be masked, this Casting must be repeated. A Special Failure at later time means that all previous masking is undone.

Parascopy Spell:

Time: Special — *Other Heka Costs:*
Area: 1 creature or object — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This Casting relates to "X-ray" viewing capacity and is a function of energy drawn from the Æthereal Plane. To utilize Parascopy, the caster must first slowly and carefully examine the object or persona visually for at least one BT. Then, at a cost of 10 additional Heka points per BT, the caster may use the parascopic Power to examine the interior of the subject. A strongbox with coins, gems, vials, and a scroll in it would require four BTs time and at least 40 Heka points for the time spent to parascopically examine the various items. Examination of a body for disease, a foreign object, or the like can also be accomplished since it is similar to the *Chiromancy* Casting (q.v.). The Difficulty Rating is based on the exactness of what is being searched:

Details of Parascopic Target	*Base DR*
Known, large, obvious, gross	Easy
Assumed, moderate-sized, partially obscured	Moderate
Uncertain, small, general search	Hard
Doubly shielded	Difficult

An article covered with more than six inches depth of surface material is one DR step harder to examine, or two steps harder if beyond one foot. Anything separated by more than three feet of distance from the surface layer is beyond Parascopic range.

Thought Message Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or 1 mile — *Other:* Nil

E/F/M: The *Thought Message* Charm sends a brief one-way thought message to another subject within Effect Distance of the caster. The message, which can be no more than two or three short sentences or visual information of 30-seconds length, can be clearly understood and/or pictured by the subject—provided, of course, if it is a verbal message, that the subject understands the caster's native tongue. If the subject is not in sight, the caster must know to whom the message is to go in order to broadcast it, but will have no way of knowing if the subject did or did not receive it.

Wound, Mental Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* 1:1 M damage
Distance: Sight or perception — *Other:* Nil

E/F/M: This Casting is a form of Mental combat designed to wound an opponent. It forges automatically a successful Mental Link with the target, and the caster will have established an amount of Heka for Mental damage which is channelled on the *following* Critical Turn. For each point so channelled, the target will suffer an equal amount of Mental damage. This damage may be countered by the target through use of Mental armor of any sort or through expending Heka to negate it (if the target is also capable of Mental combat or of employing Castings enabling such combat. For more information on Mental combat, see Chapter 12 of the **Mythus** book.

Casting Grade V

Armor, Full Persona Heka Cantrip:

Time: 10 ATs or special — *Other Heka Costs:*
Area: 1 persona — *R&D:* Nil
Distance: Touch — *Other:* Armor 1:1

E/F/M: This protective Cantrip provides the subject with protection from the damage component of Heka of Physical, Mental, and Spiritual attack forms, by reducing such damage on a basis of one point per point of Heka expended by the caster (beyond activation cost). The armor so created is not automatically replenished, and the total will be reduced by any successful attacks directed at the subject.

When activated, the caster must decide how the armor is to be applied—i.e., 30 points may be split evenly in any P, M, and/or S combination totalling the overall armor value, etc., damage taken is then deducted from the appropriate protection type provided by the Casting.

Cloud of Magick Spell:

Time: 1 AT/10 STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: A broad diffused area of Preternatural Heka is created via this Spell, emanating equally from everywhere within the area of effect. This Casting is

useful to casters who wish to ruin magickal readings designed to pinpoint the source of Heka within an area, for the latter is quite impossible within the Area of the *Cloud of Magick*. The Spell will also disrupt attempts to identify items which may possess magickal properties, unless the Heka concerned is of Supernatural or Entital sort.

Heka Bolt Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1-foot-wide path — *R&D:* 10/extra 1D6 damage
Distance: Sight to 1 furlong — *Other:* Nil

E/F/M: This attack Casting creates a powerful bolt of Mixed Heka energy and unerringly directs it along a straight path of flight at any target within the range of 660' in the caster's sight or perception. The *Heka Bolt* springs from the caster's fingers and speeds along its path towards the selected target faster than a sped arrow. Such a magickal attack inflicts 5D6 points of Piercing Physical damage on each and every target in its path, out to the Distance selected by the caster, or until the bolt of energy strikes a very solid object such as a tree, wall, etc. Even though stopped by such a solid object, the *Heka Bolt* will inflict its damage, as applicable, to that object. Heka Bolts are not affected by non-magickal armor. Note that the caster may opt to expend additional damage-causing Heka energy by investing 10 additional Heka points for each additional 1D6 Physical damage to be inflicted by the Casting. The maximum amount of damage potential for this Casting is 10D6, so the caster may invest no more than an additional 50 Heka points in the damage component.

Invisible Alert Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster's STEEP in feet diameter — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: This highly useful Casting creates an invisible sphere centered on the caster or on some point that individual selects as the central one. If any material body, including a gaseous liquid (but excluding harmless and common gasses such as air), or a spirit or other being with a Partial Physical Manifestation passes into or out of the sphere created by the *Invisible Alert* Casting, an alarm is triggered instantaneously in the caster's mind (awakening a sleeping caster immediately). It informs the caster as to direction of passage, point of breach, and who or what passed into or out of the sphere. Note that beings of spirit sort or of Non-Physical Manifestation will not trigger this Effect. Time for the duration of this Casting may be extended by spending 1 Heka point for each additional AT desired.

Invisible Chains Charm:

Time: 1 AT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 1:1 STR

E/F/M: This Charm creates an invisible set of appendage "chains," bonds of Heka energy which fasten the subject's appendages to the most substantial place up to one rod distance of the subject, i.e., the ground, floor, wall, or whatever. In regards to non-corporeal subjects (spirits, PPM/NPM creatures, etc.) this is not a problem, for the "chains" will affix to a Planar extension! Note that these "chains" consider four appendages (two arms & two legs, four legs, etc.), but if the subject has more or less it is of no import. However, the caster must invest an amount of Heka in *each* of the four bonds which he or she believes will exceed the Physical Muscular (or Mental Reasoning or Spiritual Metaphysical) Capacity of the subject to be held by *Invisible Chains*. If the strength of the "chains" exceeds Capacity, then the subject is held fast until the Casting is negated, dispelled, or its Time Duration expires. If the Heka expended is equal only to that Capacity, then the subject will break free in one CT. If the Capacity exceeds the Heka invested, then the "chains" are broken instantly.

Object Teleportation Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Through use of this Formula, the caster can transport non-living items to or from another location, possibly even to another plane or sphere. Distance is usually not a question. The Difficulty Rating is determined by the caster's familiarity with the destination or the object to be transported and by its location and is modified by the number of planes (or interposing spheres) removed from the caster's current location.

Normal Object Teleportation

Destination	*Base DR*
Known intimately (belongs to, own rooms, etc.)	Easy
Well known and often handled item, place well known and often viewed	Moderate
Known item/place last handled/seen within one month	Hard
Known item/place last handled/seen within one year	Difficult
Item/place handled/seen only a few times	Very Difficult
Item/place seen only in an illustration, by means of Heka (scrying, etc.), or but once	Extreme

For each plane removed from caster add one step (harder) to the DR. For each intervening sphere do the same. For distances beyond the caster's M TRAIT in thousands of miles add one step per unit to the DR. (If M TRAIT was 100, then for each 100,000 beyond 100,000 one DR step would be added.) Distance does not apply anywhere but on the Mundane Plane, i.e., the normal universe.

Viewing of a well-known/often-handled or known/handled place/item via means of Heka to reinforce the teleporter's memory will suffice. Any place/item intimately scrutinized via Heka means will at best be DR "Difficult"/"Very Difficult" without several personal visits there to view/touch as well to familiarize oneself with the actuality.

Pythagoras' Non-Dimension Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject or item — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting causes the subject or item to become two-dimensional. At the caster's discretion, the subject may consist of height & width, width & breadth, or breadth & height. At certain attitudes, this Effect equates to virtual invisibility! Subjects of this Casting are immune to any physically damaging attack (including weapons/all Castings except those that affect an Area) if they are turned so as to present the non-dimensional side toward the attacker. The recipient can move normally, and the lack of one dimension enables some very handy things in this regard—passing under doors, between cracks of horizontal or vertical sort, etc.—depending on the dimension negated.

Reverse Attack Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This powerful defensive Casting causes all physical attacks directed at the subject to reverse, upon the attacker. Attackers cannot parry such attacks, and must roll normally to see if the attack was successful, thus hitting themselves!. Note that directed Castings causing physical effect, such as *Heka Darts*, will be reversed, but Castings affecting an area, including Mental or Spiritual attacks as well, operate normally and are unaffected by this Charm.

Weapon of Defense Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 weapon — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Charm causes a weapon of the caster's choice to materialize instantaneously in the caster's grasp. The weapon type is determined by the practitioner and can be any kind of artificial hand or missile weapon known to and usable by that person. The weapon is a non-magickal one of its type for purposes of attack speed, damage, etc. The weapon's Quality is "Very Good." It will *either* enable a parry when one is not otherwise possible to the persona due to attack actions having all been used *or* will add 20% to each normal attempt to parry by the caster.

Casting Grade VI

Æthereal Travel Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: *Æthereal Travel* enables its target to enter the named plane and thus travel virtually anywhere in æthereal, non-material form.

The non-corporeal form of the individual is a Non-Physical (NPM) one, and in no case, can it influence Physical objects. Anything on another plane or sphere seen from the Æthereal Plane will have an insubstantial, filmy quality to it, as if the viewer were looking through a not-quite-transparent veil (cut vision in half). However, the caster is able to roam anywhere in the Material and Mundane Planes and Spheres of the universe particular to the caster. The caster can also opt to travel to Supernatural or Entital Planes and Spheres. Such travellers are not, as is an astral body, attached to their material body by a cord-like energy flow of silvery color. If material form is assumed, then the Casting terminates at that moment.

*Travel Situation**	*Base DR*
Remaining on the Mundane while travelling in the Æthereal	Easy
Another plane or sphere of the same type, such as from one Preternatural Sphere to another (Air to Positive or Air to Mundane for example). Also from one tier or Sphere of a Supernatural Plane to another (such as from the 6th to 7th Netherhell). From any non-Preternatural Plane to the Æthereal.	Moderate
One Plane removed. To a Preternatural Plane from the Material (Sphere of Ærth to the Sphere of Air, for example), or from the Preternatural Plane to the Supernatural, etc.	Hard
To a Plane two "rings" removed. To a Supernatural Plane from the Material, or to an Entital Plane from the Preternatural.	Difficult
Subject to a "storm" on the Astral Plane or the Æthereal sphere.**	Very Difficult

*See page 21, for a map and description of the multiversal layout.

**"Storm" refers to being subject to the Astral Storm or Æthereal Wind, or some similar hazard. The listed roll must be made immediately: failure to do so means such travellers are either cast from the Æthereal Plane to their point of origination, taking 4D6 points of Mental damage and remaining in a coma for 1D6 days after returning to Physical form, or they are blown randomly to another place, taking 2D6 Mental damage, and when they arrive there will be in Full Physical Manifestation (as appropriate to the place) and unable to utilize any Heka for 1 hour/point of Mental damage sustained. (The GM may determine destination by a 1D20 roll, 1 being Astral, 20 Abyssal (shudder!), and the 18 in between the 2 = Concordelysian, 3 = Temporal, 4 = Pan-Probable, 5 = Empyreal, 6 = Celestial, 7 = Positive, 8 = Air, 9 = Fire, 10-12 = Æthereal, 13 = Water, 14 = Ærth (earth), 15 = Shadow, 16 = Negative, 17 = Entropical, 18, = Nether, and 19 = Pandemonian.

Once Astrally Projected, the rates of travel per hour are as follows:

Within the Material Plane	1,200 mph
In the Preternatural/Supernatural Planes/Spheres.	12,000 mph
In space between between worlds or spheres on any plane; Anywhere on the Entital Planes.	1,200,000,000 mph

Naturally, one can move at any speed slower than the maximums given, moving or remaining still as desired.

Note that this is a highly perilous state in which to be if enemies are prepared for an Æthereal visit—i.e., there are evil spirits nearby, and/or magickal traps are laid for spirits in the area. The Æthereal form is essentially a standard NPM subject to normal Mental and/or Spiritual attack and damage. Chances of meeting a hostile being in the Æther are about 1 in 100 per hour of travel.

If attacked, the practitioner can try to flee or battle the foe. If the attacker chooses to pursue (which it usually will) the practitioner can escape by beating it in a contest of MR CATEGORIES (good luck). Such creatures can be Mentally and/or Spiritually attacked and will retreat if they suffer damage which equals or exceeds their EL.

Navigating in Æthereal form is, for the most part, done instinctively. By concentrating on a particular individual or place the persona will naturally tend to glide towards it. As with other Non-Physical Manifestation spirits, practitioners in this state are invisible to all except other non-corporeal spirits (or those personas with certain Powers or Heka Castings) and totally insubstantial in mundane terms. A persona with the Casting or Power of Hyperæsthesia (q.v.) however, might be able to sense the presence of an Æthereal form, and various forms of magick can enable sighting, sensing, or trapping of such spirits. Otherwise, the Æthereally travelling body can walk through walls, sink into rock, etc.

Note that it is possible to cross very large distances in a plane by traveling through the Æthereal for a ways and then switching back to the Material Plane. One mile in the Æthereal Plane is equivalent to 10 in the Material, Preternatural, or Supernatural (in space or on spheres). For example, a practitioner who wished to go from Point A to Point B some 820 miles away could project into the Æthereal Plane, travel 82 miles, then switch back and be there. However, it can be very difficult to navigate while so doing (the persona might inadvertently wind up in Point C or Point D miles removed from the desired Point B!), and so this technique is mainly reserved for getting "most of the way there" on long journeys and circumventing hazards of travel in other planes.

Obviously, *Æthereal Travel* is a useful means of covering great distances to discover information, and in many cases the practitioner will be invisible to those under observation. It might also be a means of communication between far-removed parties who wish to exchange information but because of possible eavesdropping or interception of messages, do so in this manner. The latter can offer near-foolproof secrecy if one persona can detect the projected individual or both parties are Æthereal.

Arcane Lore Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* 1/BT additional T

E/F/M: By means of this Casting, the persona is able to read, understand, translate, comprehend and remember arcane and lost languages, secret scripts, magickal writings, and any other writing not specifically protected by

means of Heka from such scrutiny. This is a very useful Spell, but it must be noted that the more complex the document under scrutiny the longer the reading time. For example, a moderately complex page of material will typically take one hour's time to comprehend and remember.

Disperse Heka Flow Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This Casting neutralizes a single Heka flow, and it is thus very effective in countering Heka projectile attacks such as *Heka Beam* or dispelling the effects of Castings which do Continuing damage. Another use of this Cantrip is in disrupting Castings or Powers that have created magickal barriers or traps.

Preternatural Heka will always be affected by this Casting. Supernatural Heka will not be dispersed permanently, but the flow will be stopped for a time equal to the caster's STEEP in BTs, while Entital Heka flows will be stopped for only the same number of CTs.

Double Barrier Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster's STEEP in feet radius — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: The *Double Barrier* Casting creates an invisible sphere centered on the caster or some point selected as central. If any creature or being, including a spirit or other being with a Partial Physical or Non-Physical Manifestation, touches or attempts to pass into or out of the sphere created by the Casting an instant Heka jolt of 2D3+2 points of Physical (or Spiritual or Mental, depending on the individual creature's principal makeup) is delivered to that subject. At initial contact, the subject must make an immediate K/S check against its PNPow (or SPPow or MRPow) at DR "Hard." Any success means it may pass through the *Double Barrier*. Any failure means that the subject *recoils* from the sphere, and a Special Failure indicates double damage from initial contact. A non-recoiling subject must immediately pass onward through the *Double Barrier* sphere, accepting an additional 2D6+2 points of (appropriate type) damage. Recoiling subjects, or those who hesitate about passing through the sphere immediately, must again suffer the initial effect of 2D3+2 damage, then accept the additional 2D6+2 damage points, if they succeed in a K/S check for recoil at DR "Moderate" for the second attempt, "Easy" for the third and subsequent attempts. Contact with the *Double Barrier* sphere causes a moderately low, "snap-crackle-zap" sound which is audible to normal human hearing of an alert and listening persona at 40 feet distance.

Heka Blast Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* 20/1D6 damage
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This very powerful offensive Casting produces an explosive blast of concussive energy in a relatively small area. A central target must be selected and named by the caster. The damage type is considered Impact, and the amount of damage points to all within the area of effect is determined by the caster. The caster must expend 20 Heka points for each 6 points (1D6) of potential damage. For each die, there is an addition of three PD points, so the roll is actually 1D6+2, with secondary targets having a plus one (1D3+1). No more than six dice (6D6+12) can be considered under this Casting. Unlike some other area effect Castings, this damage amount is then applied (the number of D6 are rolled, with a+2 addition to each of course) to the practitioner's main target, and a like number of D3 (maximum 6D3+6) rolled for all other targets in the area, to arrive at the final damage, primary and secondary, in the Area of Casting Effect. Note that the force of a *Heka Blast* will shatter and break things much like dynamite does. Heka armor provides protection from such a blast, of course.

Heka Shield Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch — *Other:* Additional armor 1:1

E/F/M: This Spell creates an invisible shield of armor of Heka energy which absorbs not only Physical and Heka-enabled attacks directed at the persona(s) inside but area effect Castings as well. The shielding Power of this Spell will absorb a total of 6D6 points of Physical damage *plus* that amount of additional Heka invested by the caster for this purpose. A Full Practitioner can expend up to M TRAIT in Heka, a Partial Practitioner up to MR CATEGORY in Heka to create the strength of the *Heka Shield*. It will negate attacks whether they are Heka-based or caused by weapons. Note that two such Castings can not be in the same Area or overlapping Areas. However, personas inside the Casting area can have another form of Heka armor covering their person.

Phase Shifting Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting, although only a very limited application of the actual Power of changing vibratory frequency, enables the caster to change form from the Material to either of the two stages of Non-Material form. A Partial Physical Manifestation is a ghostly form. A Non-Physical Manifestation is totally invisible to normal human senses. Such personas are able to remain in whatever form they have shifted into for as long a period as they wish, until the Casting Time duration expires. Neither form needs to breathe, drink, eat, rest, sleep, etc.

The time to change Physical state is one Critical Turn per phase spent shifting. Thus, to go from Full Physical Manifestation (FPM) to a Partial Physical Manifestation (PPM) would take 1 CT. Then to go from PPM to Non-Physical Manifestation (NPM) requires another CT of time. In any case, the persona is unable to do anything else while *Phase Shifting*.

In PPM, such personas may opt to be either visible (as a near-transparent, ghostly or wraith-like, figure) or be essentially invisible, but in either case, they will be incapable or making noise or otherwise using physical means to influence material objects. They will be capable of walking through walls, floating through the air (at normal movement rate), levitating up and down (through walls and floors if desired), and completely immune to all types of normal Physical damage, though they will be unable to cause any such damage. The ill effects of any Physical damage previously suffered (shock, dazing, etc.), however, will still continue to plague them in their Phase Shifted state of Partial Physical Manifestation.

In Non-Physical Manifestation, personas are essentially on the Æthereal Plane and viewing the material as if through a thin, gauzy veil. Of course, NPM personas are quite undetectable to normal human perception. In many respects this form is the same as the PPM, invisible, but in addition the personas can attempt to enter the Æthereal Plane. This requires a K/S roll against their MR CATEGORY at DR "Hard." Failure means that the Casting is negated, and they become Physical again wherever they happened to be while in Phase Shifted state.

Subject individuals may change from NPM to PPM or FPM whenever they desire. Phase Shifting provides a very, very powerful means of traveling, exploring, investigating, and so forth!

Pythagoras' Extra-Dimensional Door Spell

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: This dweomer creates a temporary form of minor magickal Portal (a Door) that bypasses walls, locked doors, etc.—in fact most dimensions are bypassed by this Casting! The area is the entry point, and the caster must determine where the exit will be. The terminus of the Door can be no more than 1 rod per 1 STEEP point of the caster, i.e., a persona with 60 STEEP could have a Door with its exit point up to 60 rods (990 feet) distant. The caster and any other persona or creature knowing where the "entrance" to the Door is (or blundering into it) can enter and will pass through instantly to the exit point. Unless specifically dispelled by a Casting, this Spell will not cease operative status until its Time duration has expired. Note that this Casting does not affect magickal Pentacles in any way.

Quickcast of Inhetep Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This useful Charm enables the caster to reduce the time of any other Casting, save a Ritual, by two steps. A Charm becomes faster than an Eyebite (cast and active in the same CT at –5 Speed Factor), a Cantrip becomes an Eyebite (cast and active in the same CT), a Spell a Charm (1 CT time to activation), and a Formula a Cantrip (cast and active in but 5 CTs). Unlike a *Hold Effects* Casting (q.v.), this Charm requires no pre-Casting of a specific dweomer. Once the *Quickcast* has been activated, the caster need only decide when to employ it at a later period as deemed desirable during its Time duration. To apply the *Quickcast* to another Casting, the practitioner needs merely to decide to do so.

Sphere of Secrecy Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster or object — *Other:* Nil

E/F/M: The invisible spherical shield created by this dweomer is able to block all attempts by other creatures or personas aimed at scrying, detection, or divination on those creatures or objects within its area. This applies to Heka attempts, Mental or Spiritual Powers, and so forth. Any such attempts will detect the Area of the Casting as a normal and unremarkable one, similar to all the rest of the space adjacent.

Casting Grade VII

Doublecast Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: A *Doublecast* Charm enables the caster to conjoin any two Castings so as to activate the two at once! By first activating this Charm on his or her person, the caster is then able to recall both of the two Castings desired to be activated together. The practitioner will cast the pair as one, paying Heka for both, of course, with the Casting time of the longer of the two determining the period that must be spent activating them. Thereafter, the two Castings will activate simultaneously.

Both Castings can be the same or they can be different. The lesser of the two will constrain the greater, however. That is, Time, Area, Distance, and so forth will not not be matched, so the caster must keep in mind such limitations.

Escape Hatch Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard radius — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This handy little Charm enables the caster and any others in direct physical contact with that persona to pass through a temporary, limited-range Gate of special sort, arriving at a spot nearby. The destination must either be in sight or familiar to the caster. In the latter case, it might be an area where the persona has just been. Once the Casting is activated, and the caster (and any others to be affected) is transported instantly to the destination point, the *Escape Hatch* vanishes, and it cannot be employed by another party. Furthermore, this dweomer bypasses most Heka-powered wards aimed at preventing the operation of Castings into, within, or from an area because it operates in the Ninth Dimension. This Casting will, for example, enable entrance into a Pentacle, but only if that device was constructed by the caster of the *Escape Hatch* Charm. Compare *Pythagoras' Extra-Dimensional Door* Casting, above.

Forcewall Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 7 cubic yards — *R&D:* Nil
Distance: 1 furlong — *Other:* Nil

E/F/M: This Cantrip creates a temporary invisible barrier of impenetrable Heka force. A *Forcewall* is capable of resisting all physical attacks, whether combat, directed Heka, or area effect Castings or Powers. Thus, this barrier will block Heka-based attacks such as *Firebursts, Heka Blasts,* and others. Note, however, that such a barrier will not stop Mental or Spiritual combat forms. The area covered by the Casting assumes a thickness of force of one yard, but this leaves plenty of space for barrier creation with the remaining volume! This Casting can also be used to create a temporary bridge or pathway of up to 343 yards in length, by 1 yard width and depth (7 × 7 × 7 = 343).

Heka Shell Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 7 cubic yards — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The invisible shell created by this Casting provides a radius of protection versus all forms of Castings, whether Mental, Physical, or Spiritual in nature. All Heka-engendered attacks will bounce harmlessly off the deflecting surface. The Cantrip is cast on a central point, and if that center is a persona or object, the *Heka Shell* will be movable, going with the persona or object when it moves. However, movement reduces the Time duration of the Casting on a one-for-one basis, so an AT of moving equals two Action Turns of staying at rest.

Compare the Astrology Casting, *Forcewall.*

Juxtaposition Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: Through the *Juxtaposition* Casting, the subject persona is able to move instantly to a strategic position within striking distance of a specific foe and in view or perception of the subject. The Charm will silently transport its subject to the exact location of his or her choosing (usually directly behind the enemy if the opponent is visible). Once such subjects arrive, they will not only gain Natural Surprise automatically, but they may roll against their *Criminal Activities, Physical* K/S (if possessed) with a 10% bonus to succeed (or at a 10% chance for success in any case) to attempt Total Surprise.

If the foe is hidden, however, the subject will arrive in a random position—

though the subject will always be so positioned as to arrive facing the enemy and will always be able to gain Natural Surprise. The position of the subject in the circumstance of a hidden opponent will be determined by rolling 1D6 and consulting the following table:

1D6	Placement of Subject vs. Hidden Opponent
1	Directly behind opponent
2	Opponent's left rear
3	Opponent's right rear
4	Opponent's left front
5	Opponent's right front
6	Directly in front of opponent

Mind Mask Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 shielding

E/F/M: A most powerful defensive Casting, the *Mind Mask* is the ultimate form of thought cloaking. Not only will it serve to block attempts to forge a Mental Link with the subject for purposes of combat, but in the case of attacks in which a Link is not needed or is otherwise made automatically, such as a *Wound, Mental* Casting, the shielding added to the Cantrip by the caster will deflect the attack. *Mind Mask* also prevents such Heka-engendered Casting and Power Effects as mind-reading and *Empathy*.

Shielding is equal to one point per point of additional Heka expended by the caster when the dweomer is activated. No more than the M TRAIT—MR CATEGORY in the case of a Partial Practitioner—of the practitioner can be expended to create shielding Heka. The shielding negates an automatic Link at a cost of 1 Heka point per Grade of the Casting used in attacking the subject. Thus, using the mental wounding Casting example cited above, an attempt to employ such a Grade IV Charm against the subject protected by Mind Mask would reduce the shielding by 4 Heka points.

Compare the Astrology Casting, *Influence of Aquarius*.

Returning Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Drawing upon the Law of Motion, this operation allows casters to return instantly to any place they have visited on the current plane or sphere within the past 24 hours. This transfer takes one CT from activation until arrival. The caster always arrives safely at the desired locale, save if the time factor is longer since the persona last visited, or the plane or sphere is different. For each 24 hour period beyond the first that the caster has not visited the place desired as the destination for the *Returning* Charm, there is a 5% chance of Casting failure. Also, for each Plane and/or Sphere removed from the one of destination, there is a 5% chance of Casting malfunction. Failure means only wasted Heka and no activation of the Casting. Malfunction means that the caster ends up in some entirely different place. (See *Teleport* Cantrip, below.)

Scrambletongue Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Charm has the effect of disrupting all verbal communication between those in the area. The caster selects a central point for the Area of Effect, and then activates the *Scrambletongue*. When cast upon an Area all creatures, beings, personas, etc. therein are confounded in their ability to communicate verbally, even in regards to telepathic or similar mind-to-mind conversation, Heka-engendered, Powered, or otherwise. Note, however, that any potential subjects with command of Supernatural or Entital Heka have innate resistance to the Effect of this Casting, the former at their MR CATEGORY, the latter at their M TRAIT. Let the caster beware!

Spirit Alert Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster's STEEP in feet radius — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: This highly useful Casting creates an invisible sphere centered on the caster or some point that individual selects as central. If any Material body, including liquid gas (but excluding harmless and common gas such as air) or a spirit or other being with a Partial Physical or Non-Physical Manifestation, or Preternatural Heka passes into or out of the sphere created by the *Spirit Alert* Casting, an alarm is triggered instantaneously in the caster's mind. This alarm will awaken a sleeping caster immediately. It intelligences the caster as to direction of passage, point of breach, and who or what passed into or out of the sphere. Note that this Effect does not identify the source, purpose, or other details of Preternatural Heka, and does not alert to/identify Supernatural or Entital Heka at all. Time for the duration of this Casting may be extended by spending 1 Heka point for each additional AT of time desired.

Teleport Cantrip:

Time: 1 CT — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Special

E/F/M: This Casting enables practitioners to travel to another location of their choosing. There is a one CT delay between activation of the Casting and arrival. Teleportation range maximum is equal to STEEP times thousands of miles—i.e., 36 STEEP equals 36,000 miles. Individuals are able to move themselves, what they wear and hold, and/or any other sort of matter they touch. Other matter Teleported is controlled by the caster's STEEP. For each point of *Dweomercraft* STEEP, up to 10 pounds of other matter can be Teleported.

The distance travelled isn't a factor in how much Heka it costs to Teleport. In fact, this dweomer negates the dimension of normal distance entirely insofar as the *Teleportation* extends. The cost of matter transported by the Casting as regards the caster and what that persona wears and carries is covered by the Heka used to activate the *Teleportation* Charm, but any other material transported in addition to the caster is a matter of concern. There is an additional Heka cost which must be expended, or the other material will not be transported. This is show below:

Material Teleported	Heka Cost In Points
Non-living mineral	2 per pound
Non-living vegetable	1 per 2 pounds
Non-living animal or living mineral	2 per 5 pounds
Living vegetable	1 per 5 pounds
Living animal	1 per 10 pounds

To transport a fully clothed human weighing 200 pounds it would cost about 25 Heka points; that includes roughly 1 pound or less of non-living mineral and 2 or less pounds of non-living vegetable material, as well as 5 or less pounds of non-living animal material (coins, small dagger, cloth of vegetable and animal hair fibers, dyes, shoes, belt, pouch, etc.). If the subject had armor, shield, sword, axe, and dagger then another 80 to 100 Heka points would have to be spent to Teleport such non-living mineral and associated non-living vegetable and animal items. The GM may opt to utilize the following "rule-of-thumb" Heka cost chart which assumes a moderate amount of adventuring equipment carried by the individual:

Subject of Teleportation	*Heka Cost*
Average lightly armed/armored persona	50
Average moderately armed/armored persona	100
Average heavily armed/armored persona	150
Average very heavily armed/armored persona*	200

*Including considerable weight of extra metal such as gold.

Note that conscious unwilling subjects cannot be Teleported, but unconscious subjects or willing ones can be.

Familiarity of destination determines the Difficulty Rating for accuracy of *Teleportation* once the Casting is activated successfully:

Destination	*Base DR*
Known intimately (own rooms, etc.)	Easy
Well-known place often viewed	Moderate
Known place last seen within one month	Hard
Known place last seen within one year	Difficult
Place seen only a few times	Very Difficult
Place seen only in an illustration, by means of Heka (scrying, etc.), or but once	Extreme

Viewing of a well-known or known place via means of Heka to reinforce the caster's memory will suffice. Any place intimately scrutinized via Heka means will at best be DR "Difficult" without several personal visits there as well to familiarize oneself with the actuality Special Success indicates only half the Heka, if any, was expended in the *Teleportation*. Failure indicates that the transfer was to someplace other than that the persona envisioned. The gamemaster will decide how stupid, embarrassing, or dangerous the "miss" was. For example, instead of going to his own room, a mage might have appeared in the room next to it, the public square of the town he lives in, the town's gaol (jail), the neighboring town's bordello, a villa some distance away, etc. Only a Special Failure will bring real danger or death. When a Special Failure occurs, the GM will use the six degrees of Difficulty Rating to find the chance for fatality, giving 10% for "Easy," 20% for "Moderate," and so on to 60% for "Extreme." Non-fatal results place the caster (and any with the caster) far from the intended destination.

Casting Grade VIII

Aura of Spell Failure Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius + special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell generates an area of anti-Heka, similar to *Disrupt Casting* (q.v.). The one rod radius area of force created by this Casting may be fixed or movable. If it is a fixed area, it will block Castings for one hour per point of Heka. If it is mobile, the one rod radius aura surrounding the subject will move with the caster. This anti-Heka aura will dissipate up to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner) in points of Heka. It is non-regenerative. Only one such Casting may be on the same Area at one time, but the *Aura of Spell Failure* will not interfere with personal, non-radius Castings which provide the same sort of protection. When the Casting has been negated by Heka dissipation or Time duration expiration, another of its type may be cast.

Heka Beam Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* 10/1D6 additional PD
Distance: Sight to 1 furlong/10 STEEP — *Other:* Nil

E/F/M: This awesome dweomer generates a 1' wide beam of pure Heka force, which flows from the caster's palms to the intended target. It flashes faster than an arrow along a straight path, aimed directly at the target subject in the caster's sight (or perception). Its damage is conveyed to each and every target in its path, out to the range Distance selected by the caster, or until the beam of energy strikes a very solid object such as a tree, wall, etc. Even though stopped by such a solid object, the *Heka Beam* will inflict its damage, as applicable, to that object. *Heka Beam* is not affected by non-magickal armor. The damage from such an attack is 8D6 points of Impact damage plus an extra 1D6 points of damage per each additional 10 Heka points expended by the caster beyond the Casting's base activation cost. However, no more than 80 additional Heka points can be expended, so the maximum Physical damage potential from this Casting is 16D6.

Mask Heka Flow Formula:

Time: 1 day — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 chain — *Other:* 10/extra day T.

E/F/M: By means of this Formula, a caster obscures any and all Heka emanations within the Area. Attempts to detect, see, and/or divine the source(s) and flow(s) of Heka within it, including Castings such as *Heka Sight*, are useless until the Formula is dispelled or otherwise expires. Because of its low cost for expanded duration of Time, casters will frequently expend several hundred Heka points so as to *Mask Heka Flow* in an area for weeks without having to recast it.

Merlin's Tower Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The length of time required to complete this Ritual is 100 Action Turns (600 minutes or 10 hours), less the caster's STEEP, with a minimum time of five ATs (10 ATs for Partial Practitioners). When activated, *Merlin's Tower* appears to be nothing other than some prominent natural (or possibly artificial) feature of the surrounding terrain which is above the other features nearby. Thus, in order to succeed, the caster *must* select some outstanding place or thing upon which to center the Casting. Typical placement is on a lone hill, huge tree, rock spire, boulder of largest proportions, or (at worst) a hillock, termite mount, etc. The feature seems unchanged, but around it the Formula shapes an invisible structure as strong as stone into which the caster can go as a refuge. A dozen or more can be housed in this tower. All inside are invisible, and no sound emanates from the area. Inside, the tower seems to be made of stone, and has a diameter of 20 to 50 feet, depending on the size of the prominent object the Casting is centered upon. It also has a winding stair which leads to the story(s) above and to the tower's flat roof. The tower will have two stories, plus one additional story for every 10 feet of height of the prominent feature. Note that even when observing the surrounding terrain from the roof, occupants of *Merlin's Tower* are not visible to normal sight. Tower strength is equal to stone of a thickness and hardness commensurate with the feature selected. Rock equals 10-foot-thick walls of the sort of stone concerned. Hills are equal to half that thickness in limestone of a hardness commensurate with the size or steepness of the hill. Trees equal one to three feet of hard to semi-soft sandstone. A hillock in a swamp, or a termite mound on a plain, will produce only a 20 foot high tower with walls one foot thick whose hardness equals one foot of soft sandstone! However, the caster can expend additional Heka to thicken and harden the protection. Each additional 25 Heka points adds one foot thickness equivalent, while hardness can be increased by expending 50 per degree. Stone hardness degrees are: sedimentary—soft, semi-soft, hard; then igneous—soft, semi-soft, hard.

Needed Things Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 cubic yard — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This general purpose Casting is one which provides the right

thing at the right time. That is, it will produce some needed material upon activation as stated, inventoried, described, and envisioned by the caster. Thus, *Needed Things* might provide food and drink; weapons and ammunition; rope, grapples and pitons; warm garments; a ladder or footbridge (up to 50 feet long); a sled or sledge; backpacks filled with outdoor gear; 48 or so quart-sized bottles of passable wine (or beer, liquor, etc.); or just about any other such materials. Note that nothing Heka-containing or affected will be produced by this Casting nor will it produce material of great value or worth (valuable furs, ivory, silver, gold, gems, and so on). Quality of items coming via *Needed Things* Casting is Good, possibly Very Good, but not above that. (However, the Casting can be utilized to produce things to be sold or traded for that which is precluded by the dweomer.) Only non-living material can be generated via means of this Casting.

Object Transformation Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The magickal operation of this Formula affects a temporary alteration of the size, shape, consistency, material, and/or color of any non-living object. A non-living object can't be made living by this Casting. The object changed by this dweomer will remain in the new state until the duration of the Casting's Time expires, or it's otherwise transformed again, or the Casting is negated or dispelled. The object must be one of distinct sort, discrete, and of a cubic volume equal to or less than the caster's STEEP in cubic yards. The alteration possible can't be greater than 10 times true size and/or weight or one-tenth of true size and/or weight.

Pitfall Charm:

Time: Permanent — *Other Heka Costs:*
Area: up to 1 cubic yard/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Pitfall* Charm is a dweomer which interposes a *Non-Dimensional* space into a normal, "three-dimensional" space so as to effectively allow an invisible shaft to exist. Other than its Heka emanations and special aura, one of these anomalies is undetectable. Vibrations, including energy, inside the anomalous space remain therein—i.e., you can't see, hear, smell, etc. what is inside it. Likewise, outside vibrations remain outside. This space looks solid, but instead it is insubstantial, and anything having material weight will pass through it, dropping (or otherwise moving of its own volition) to the bottom (or end) of the anomaly. Thus, the *Pitfall* is most commonly cast upon a walking surface so as to cause intruding creatures to fall into it and be trapped/killed. This Casting is also employed to make secret passages. It is also useful for making escapes. However, if the Casting is somehow negated or dispelled with creatures inside the *Non-Dimensional* space, all thus caught are effectively *Teleported* in random fashion to some unknown destination or varied destinations with a 10% per individual likelihood of being killed in the process.

Point of Joss Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: When utilized, this Charm conveys a single point of Joss to the subject. In all respects the Joss is like any other, save that after one day has passed, the Effect will disappear. So the Joss should be taken advantage of within 24 hours of the activation of the Casting. There is an innate Heka resistance involved in placing a *Point of Joss* Casting upon a subject already possessing Joss. For each point of Joss possessed, a 10 Heka point cumulative cost must be expended—i.e., 1 JF existing on the subject equals 10 additional Heka points cost, 2 JFs equals 30, 3 JFs equals 60, 4 JFs equals 100, and so on.

Poisonous Charm:

Time: Instantaneous + special — *Other Heka Costs:*
Area: 1 subject — *R&D:* 1:1 poison STR
Distance: 1 chain — *Other:* Poison longevity

E/F/M: This deadly Casting enables the caster to cause the subject of the dweomer to be poisonous—if consumed or touched or in its attack weapon modes (teeth, fangs, claws, knife, etc.). Note that a subject cannot be directly poisoned via this Casting; the poison must be ingested, contacted, or insinuated. The poison engendered by the Charm will act in 1D6+1 CTs. For each point of Heka above activation cost invested by the caster, 1 point of poison Strength is gained. Thus, for 100 Heka points, the result is a 100 STR poison (doing 100, then 100, and then 50 PD if effective). The Longevity of the poison engendered by *Poisonous* Charm is only one CT in duration. In order to increase this period, the caster must expend additional Heka at a rate of 10 points for each extra CT of Longevity.

Triple Barrier Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster's STEEP in feet radius — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: The *Triple Barrier* Casting creates an invisible sphere centered on the caster or some point that individual selects as central. If any creature or being—including a spirit or other being with a Partial Physical or Non-Physical Manifestation—touches or attempts to pass into or out of the sphere created by the Casting, an instant Heka jolt of 3D3+3 points of Physical (or Spiritual or Mental, depending on the individual creature's principal makeup) is delivered to that subject. Then and there, at initial contact, the subject must make a K/S check against its PNPow (or SPPow or MRPow) at DR "Hard." Any success means it may pass through the *Triple Barrier*.

Any failure means that the subject *recoils* from the sphere, and a Special Failure indicates double damage from initial contact. A non-recoiling subject must immediately pass on through the *Triple Barrier* sphere, accepting an additional 3D6+3 points of (appropriate type) damage. Recoiling subjects, or those who hesitate about passing through the sphere immediately, must again contact the initial effect of 3D3+3 damage, then accept the additional 3D6+3 damage points, if they succeed in a K/S check for recoil at DR "Moderate" for the second attempt, "Easy" for the third and subsequent attempts. Contact with the *Triple Barrier* sphere causes a moderate "snap-crackle-zap" sound which is audible to normal human hearing of an alert and listening persona at 50 feet distance.

Casting Grade IX

Create Portal Ritual:

Time: Special — *Other Heka Costs:*
Area: 3 square yards or rods — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This powerful Casting allows the Heka user to bring into being a magickal Portal, either a Door or a Gate to another place. A Door will be permanently in place until dispelled or otherwise negated. The Door will enable the passage of one creature of up to twice normal human size once each AT, coming or going. A Gate, which is larger and will accommodate more usage, will last for the caster's STEEP in hours. The Gate will allow the passage of 12 human-sized (or roughly equivalent) creatures every BT Note that either sort of Portal is invisible, and the caster and all others thinking to utilize it must know of its whereabouts from memory or via being able to detect and/or see its Heka. However, others so able can likewise detect/see the same, and there is always the chance for inadvertent passage by unaware creatures. Either Door or Gate can be dangerous....

The distance is a factor, but familiarity with the desired location is very much a factor. So too is the distance between Casting point and egress point with respect to sphere and plane. These factors are shown in the table on the following page:

Condition	Modifier
Location on sphere/plane is well known to caster	+10
Location on sphere/plane is known to caster, or researched	0
Location on sphere/plane has been described to caster	–10
Location on sphere/plane is unknown to caster	–20
Location is in another sphere of the same plane	–10*
Location is on another sphere or plane	–20*

* For every sphere or plane removed increase modifier by –10 and/or –20.

The gamemaster applies the modifier to the K/S roll with respect only to *where* the Portal opens, not with regard to failure to activate. That is, if the caster activates the Casting, then a second K/S check is made in secret, with modifications per the above table, and the location of the Portal terminus known to the GM but not to the caster.

Full Alert Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster's STEEP in feet radius — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: This indispensable Casting creates an invisible sphere centered on the caster or some point that individual selects as central. If any Material body, including liquid gas (but excluding harmless and common gas such as air), Spiritual body, a spirit or other being with a Partial Physical or Non-Physical Manifestation or Mental and/or Spiritual components, Heka of any kind, or a Mental or Spiritual probe or presence (*Clairvoyance, Telepathy,* etc.) passes into or out of the sphere created by the *Full Alert* Casting, an alarm is triggered instantaneously in the caster's mind. This alarm will awaken a sleeping caster immediately. It intelligences the caster as to direction of passage, point of breach, and who or what passed into or out of the sphere. Note that this Effect *does* identify the source, purpose, or other details of Preternatural Heka, but *does not* with respect to Supernatural or Entital Heka, alerting the caster only to its entry/exit/presence. Time for the duration of this Casting may be extended by spending 1 Heka point for each additional AT of time desired.

Heka Absorb Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster or object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer, when used properly, not only allows casters to absorb potentially damaging Heka from attacks and thus nullify their harmful Effects, but it further enables them to *reuse* the energy directed at them or the object in which they have placed the *Heka Absorb* Cantrip. The total amount of Heka energy directed at the caster/object must be able to be absorbed by the subject. There is a chance, however, that absorption of Heka can be even more dangerous than the effect being absorbed. If the object's or the caster's (depending on which has received the dweomer of *Absorb Heka*) maximum capacity for stored Heka is exceeded by the Casting being absorbed, there is a percentage equal to the excess amount that:

(1) The caster will take damage equal to 1D6 times Heka which was to be absorbed.

(2) The object will explode, causing full Impact damage equal to the total of the Heka which was to be absorbed to all within a radius of 1 rod of the object.

Otherwise, the object or the caster has successfully taken in the Heka aimed at it and stored it for use.

Heka Binding Spell:

Time: Special or 9 ATs — *Other Heka Costs:*
Area: 1 subject or object — *R&D:* Nil
Distance: Touch + special — *Other:* 2:1 Heka bound

E/F/M: Through this Spell's dweomer, the practitioner enables the binding of Heka to an object or creature/being upon which or whom she or he has laid a dweomer needing Heka to power its activation of Effect. The practitioner must expend twice the amount of points of Heka to gain whatever additional amount of Heka is required for the result desired. Note that this Casting can be utilized to provide a persona with a Heka Reservoir, but in such case the Time duration—rather than being indefinite as usage demands—extends to only a 9 Action Turns.

Compare the Alchemy and Heka-Forging Castings of this same name.

Heka Redirection Formula:

Time: 1 AT — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through the use of *Heka Redirection,* casters are able to charge magickal devices, or resupply another persona (but not themselves) with free-flowing Heka energy. Casters can direct up to their M TRAIT (MR CATEGORY if a Partial Practitioner) in free-flowing Heka to an object—up to 10 times that amount (5 times if a Partial Practitioner) if directed to a living subject. Up to the caster's M TRAIT (or MR CATEGORY, if applicable) in free-flowing Heka can be channeled each BT while this Casting is in operation. Naturally, this Casting assumes there is, in fact, free-flowing Heka available to the practitioner. Such flow can be from Hekalite mineral, naturally occurring sources (rainbow, spring, pool, large beds of the correct herbage, etc.), or a Portal of some kind opened to a Preternatural or Supernatural Sphere or Plane through which channel a stream of Heka energy passes. (See Heka-Forging on page 216 for more details of free-flowing Heka.)

Magick Resistance Spell:

Time: 1 AT/STEEP point + special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This Casting confers complete resistance to Castings and Heka-engendered powers designed to affect the subject, whether directed or area-based Castings. However, it likewise prevents the recipient subject from employing Heka or activating anything utilizing Heka energy. Furthermore, Supernatural Heka employed against the *Magick Resistance* Spell will shorten its Time duration by one-half, and Entital Heka so employed cuts Time duration to a mere one-tenth its normal length. However, the protection provided is highly valuable in all other respects, and of particular use to personas able to perform ably without benefit of Heka. In the event of an object being imbued with this Casting, it can have no greater volume than the caster's STEEP in cubic yards, plus one additional yard per additional point of Heka expended. The Time duration for non-living matter is measured in days, not six-minute intervals—i.e., caster's STEEP in days. Time duration can also be extended in regard to non-living matter with one Heka point additional extending duration by one day.

Note that a *Disperse Heka* Casting employed against a *Magick Resistance* one will always require the former to succeed versus a DR of "Extreme."

Setne's Reverse Casting Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard radius — *Other:* Nil

E/F/M: This defensive/offensive Cantrip works essentially the same as *Reverse Attack* (Casting Grade V, above), but it operates against Castings directed at the subject. It causes all Heka Castings or directed Heka-engendered Power attacks aimed at the subject to reverse, returning to the attacker. Attacker must roll normally to see if the Casting (Power) attack is successful, thus affecting themselves!

Area effect Castings (and Powers) are *not* reversed, but the Area (radius surrounding the subject) negates the area-affect of the Casting within its own radius, and Mental or Spiritual attacks will not function within the *Magick Resistance* area either.

DWEOMERCRÆFT–BLACK SCHOOL

THE BLACK SCHOOL

52 Total Casting

Grade I Castings

6 Total

Base Heka Cost: 20

Acclumséd Cantrip	Cause Discord Cantrip
Fright Charm	Paralysis, Physical Spell
Pox Cantrip	Vertigo Cantrip

Grade II Castings

6 Total

Base Heka Cost: 35

Ambush Ritual	Degrade Cantrip
Pulldark Cantrip	Pilfer Charm
Ringer Charm	Treacherous Blow Formula

Grade III Castings

6 Total

Base Heka Cost: 50

Badfeelings Charm	Blindness Cantrip
Body Control Spell	Malediction Spell
Memory Drain Spell	Weakness Cantrip

Grade IV Castings

6 Total

Base Heka Cost: 75

Disfigure Formula	Field of Hysteria Spell
Missile Trap Spell	Netherblight Ritual
Petrifying Gaze Cantrip	Venomcloud Charm

Grade V Castings

6 Total

Base Heka Cost: 100

Adderguards Formula	Badwill Spell
Derange Cantrip	Mind Numb Spell
Paralysis, Mental Charm	Wound, Spiritual Charm

Grade VI Castings

6 Total

Base Heka Cost: 125

Bane Cantrip	Blackwhips Charm
Mind Control Charm	Soulstone Formula
Strength Drain Spell	Willpower Drain Spell

Grade VII Castings

6 Total

Base Heka Cost: 150

Darkplague Formula	Destruction Ritual
Ebonclaws Charm	Evil Reflections Spell
Lycanthropy Ritual	Ratpack Cantrip

Grade VIII Castings

5 Total

Base Heka Cost: 200

Circe's Transformation Spell	Death Hound Formula
False Witness Spell	Mind Transfer Ritual
Wyrmform Ritual	

Grade IX Castings

5 Total

Base Heka Cost: 250

Curse Spell	Death Magic Ritual
Heka Drain Formula	Hex Spell
Oppressive Ebon Spell	

Casting Grade I

Acclumséd Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The Effect of this Casting causes a single subject to become clumsy. The subject so affected will move more slowly (–10% movement rate, +5 Speed Factor/Initiative), have a tendency to drop any items held or wielded (10% chance per CT), and stumble or trip (10% chance per CT). The subject's chance to hit (BAC) wielding hand or missile weapons also suffers a –5 penalty. The latter Effect (–5 BAC) can be countered with regard to single-hand striking weapons if the subject uses both hands.

Cause Discord Cantrip

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/10 STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The *Cause Discord* Cantrip is a nasty little Casting which provokes irritability and disagreeableness amongst those within the Area of its Effect. Any and all within the affected diameter will be quick to take offense at any statement made by another present, have negative feelings about proposals, dislike orders, be surly in responses, and so forth. The Effect generates quarreling, shouting and insults, mutinous behavior with respect to authority, and possibly even physical fights. However, all individuals within the Area who have a MR or SM CATEGORY score of 41 or higher are able to sense something wrong, and such individuals will realize dark Heka is at fault if they succeed in a roll against their MR or SM CATEGORY or both, if applicable, at DR "Hard." Success means that they know what is happening and aren't affected by this Casting. Special Failure means that they begin brawling!

Fright Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: This Charm affects a number of target subjects equal to one-tenth the caster's STEEP (round up) in *Dweomercræft, Black* K/S, causing a brief, uncontrollable wave of fear. Subjects must each roll against their Mental Reasoning CATEGORY at DR "Hard." Failure means the subject will bolt immediately and run a distance of 6D10+6 yards (66 yards total if a Special Failure) directly away from the caster.

Paralysis, Physical Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This temporary *Paralysis, Physical* affects a single subject, rendering that subject frozen in place and unable to move until the Spell's Time duration has expired or another Casting is used to neutralize the Effect. The subject must be touched only momentarily on exposed skin (or other body surface, including hair, etc.) to transfer the Effect. The autonomic nervous system will remain functional, but other muscles are stiffened and will not respond to neural command. A subject with a higher PN CATEGORY than the caster's MR CATEGORY is entitled to a roll against the positive difference at DR "Hard" to be able to fight off the Effect of this Casting. (Example: An animal with a PN CATEGORY of 200 is touched by a caster whose MR CATEGORY is 110, so the subject in this case has a 90% chance of not being affected!)

Pox Spell:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The target of the *Pox* Spell, when touched by the caster, will begin to break out in thick scabrous sores within 1D6 BTs. The subject of *Pox* will suffer a penalty of –10 Physical Neural points, +5 on Initiative, and have –3 Attractiveness points for the duration of the Casting. The healing process will take as many hours as the Casting was in effect unless negated by some Heka-curative means. These sores will fester and crack open after 1D3 ATs. Once this has happened, any persona who comes into physical contact with the poor victim is exposed to the contagious affliction (CON-R = 40), with a duration of D% hours and all of the symptoms given above.

Vertigo Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The persona using this Casting is able to affect one target, creating a dizziness and disorientation within the subject for the duration of the Cantrip. A subject which is in a position where balance is required at the time when the *Vertigo* is activated will certainly lose its balance (and fall, if applicable). The subject's movement rate will be halved. Its abilities will be reduced likewise with respect to any action requiring Physical Neural employment or accuracy/precision of action, this is to include all forms of combat and spellcasting.

Casting Grade II

Ambush Ritual

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Ritual enables its casters to be able to select a place in which they and/or their associates (servants, henchmen, etc.) will be able to lie in wait, hidden by the *Ambush* Ritual, as well as possible considerations for the terrain/surroundings, for their foe (or prey) to come into the Area of ambuscade. This is not by any means an invisibility, odor, or noise covering Casting. The site selected by the caster must provide at least nominal cover in which to lurk, and the Casting will then assist in hiding the ambushing force.

Degrade Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: Perishable material, food, and drink within the Area of Casting Effect will suffer accelerated decay or degradation. Normal things with a brief period time in which they are suitable for use will be ruined. Ink dries up, as does paint. Alcohol evaporates. Flowers wilt. Herbs (including coffee, tea, tobacco, etc.) go stale and unusable. Food becomes terrible to the taste or utterly ruined and poisonous, ale and beer become flat and sour; wine vinegarizes; milk curdles and rots; water becomes unpotable and slime-filled. This Casting will also counter the Effect of preservation Castings, negating them, so that items will no longer be protected, therefore they will but be subject to normal decay rate. Note that living things, normal long-service objects (clothing, weapons, etc.), Heka and Heka-enchanted objects, of course, are not affected.

Fulldark Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Special

E/F/M: This Cantrip is the reverse of *Daylight* (q.v.), producing abnormal darkness within the Area of Casting Effect. All creatures within the Area who require normal (human spectrum) light to see will effectively be blinded until the Time duration of *Fulldark* expires or the Casting is negated. In full, bright sunlight the Effect is that of bright moonlight; other daylight conditions are lowered to visibility equal to a clear but moonless night; and in all other cases the *Fulldark* brings a lightless condition equal to a deeply clouded and foggy, moonless midnight. Infrared radiation is cut in half. Regular normal light sources such as fires, lamps, torches, candles, etc., will illuminate only a one foot radius surrounding them. Magickal Castings or powers which produce bright, normal-human-sight spectrum only light are cancelled by this Cantrip and *vice versa*. If they exist at the time the *Fulldark* is cast, then they are negated, but so is this Cantrip. However, if the caster expends an additional 20 Heka points per Heka-engendered normal-human-sight spectrum only light, these luminaries can be extinguished and the *Fulldark* Casting function for its appointed Time duration.

Pilfer Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic inch/10 STEEP — *R&D:* Nil
Distance: Sight to 1 rod — *Other:* Nil

E/F/M: This Charm enables its casters to bring a loose object or object group in their sight to their hand as if by *Apports* (q.v.) Heka-engendered Power. It must be a relatively small object/object group, as noted by the Area of the Casting. Objects fastened securely, held by clasps or clamps, lashed or tied down, affixed by screws, nails, etc., and others held in such fashion are not subject to this Casting.

Ringer Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic inch/10 STEEP — *R&D:* Nil
Distance: Sight to 1 rod — *Other:* Nil

E/F/M: A *Ringer* Charm empowers the caster to duplicate a small object or object group by visually examining and mentally picturing the subject. The duplicate object will not be noticeable to a cursory examination, but if it is scrutinized, its falseness will become apparent immediately, for a *Ringer* object will be of coarse quality, different (base) composition, etc. It appears sound only on the surface. However, this is a very useful Casting to employ in conjunction with *Pilfer* (above).

Treacherous Blow Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: Practitioners cast this Formula upon themselves so as to have the ability to strike a deadly blow with a concealed blade (knife, dagger, or possibly even a short sword) to an unsuspecting victim. If actual combat is in progress, this Casting is useful only of the caster means to strike one who assumes he or she is allied to the caster. Otherwise, the Formula enables the caster to deliver an attack upon the unsuspecting target so that the weapon does full maximum damage and the location is Ultra-Vital, (a multiplier of four). For example, a dagger doing 2D6+1 PD would deliver 13 × 4, or 52 PD points to the victim of a *Treacherous Blow*.

Casting Grade III

Badfeelings Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This vile Charm evokes the worst in all creatures—save the caster—caught within its radius of Effect. The dweomer produces emotions and thoughts

of the worst sort in those subject to *Badfeelings*—aggression, avarice, bigotry, covetousness, envy, fearfulness, greed, hatred, jealousy, lust, mistrust, prejudice, rage, spite, suspicion—as appropriate to the situation. Each subject might have a somewhat different reaction, according to the circumstances. Thus, for instance, a group subjected to the Casting while viewing a treasure map might individually and separately experience covetousness (desire to have it for themselves), mistrust (think the others will cheat them out of their share), prejudice (always knew that one of the others was greedy), and suspicion (believe all the others will leave them out). Naturally this quickly brings discord and probable combat. Any persona not succeeding in a "Hard" roll against MR will fall prey to the feeling and act accordingly (grabbing and running, leaving, attacking, etc.). When the Casting is activated with aggressive/carnivorous animals as subjects it can produce particularly deadly results, but the caster is in danger too, unless precautions have been taken....

Blindness Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Any creature or persona touched on their physical body by the caster after this Cantrip is activated will be blinded for the Casting's duration or until the Casting is somehow negated or dispelled. Blinding refers not only to eyes, but to any and all sensory means serving in the same general capacity as sight.

Body Control Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/10 STEEP — *Other:* Nil

E/F/M: This Spell enables the caster to control the gross physical actions of the subject, causing undesired movement or other responses. The subject will move clumsily jerkily, and have no ability for precise actions in any event while so controlled. The caster must concentrate to exercise *Body Control*. A subject possessing a Physical Neural Capacity (PNCap) of 20 or better may attempt to break loose from the control by successfully defeating the caster in a K/S vs. K/S contest pitting the subject's PNCap against the caster's MRCap.

Malediction Formula:

Time: 1 day — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Casting begins its Effect immediately upon activation. Each human/humanoid subject caught within the Area of the Casting will feel a chill pass down its spine. The Casting then causes the subjects to experience considerable physical discomfort (like a "flu") for a 24 hour period. The aches, pains, and stiffness associated with the Formula will cause them to suffer a +5 Speed Factor penalty, reduce all Physical-based K/S chances for success by 20%, and all Mental ones by 10%.

Memory Drain Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 special

E/F/M: The caster of this Spell is able to draw forth selected memories from the target, temporarily erasing them from the subject's mind in the process. No more than one K/S Area per 10 STEEP of the caster can be so erased. This temporary amnesia will last a number of hours equal to the caster's Mental TRAIT score plus *Dweomercraft* STEEP, unless the Casting's negative Heka is somehow negated or dispelled. The process of affecting the subject of this Casting requires that there be a reduction of the subject's Mental Mnemonic points by one-half the MM CATEGORY. Thus, for each point removed, the caster must expend 1 point of Heka, or else the *Memory Drain* will fail. If the Casting activates, then the MM CATEGORY points lost are restored next CT, but the temporary amnesia persists.

There is a potentially dangerous side effect for the caster. If any caster views events or creatures which caused insanity or madness in the subject must make appropriate rolls against that effect or be similarly afflicted.

Weakness Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 3:1 PM points

E/F/M: The subject of this Casting suffers a temporary loss of one PM point —and thereby one point from a PM ATTRIBUTE—for every three points of additional Heka channelled by the caster. Multiple point losses to PM ATTRIBUTES are divided equally among them (Cap, then Pow, then Spd). The subject will become Dazed if all three PM ATTRIBUTES fall below 6 points each, but no subject may be reduced below 1 in any ATTRIBUTE. All points lost by the subject will return upon the Casting's expiration, or when the Casting is negated or dispelled.

Casting Grade IV

Disfigure Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The caster using this Formula alters the subject's facial features in such a violent and horrible manner as to cause possible insanity in any human. The pain and obvious facial feature changes will force subjects to make every possible attempt to see their reflection and survey what occurred. They must then make a "Hard" roll against their S TRAIT, adding the number of points of Attractiveness lost to the dice score rolled, or become permanently and totally insane. The disfigurement reduces the subject's Attractiveness by 1D6+7, but in no event below Attractiveness 1. The Effect of this Casting can be negated by a special Heka Casting only—not dispelled as can be most others.

Field of Hysteria Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Spell creates a fixed Area which will engender a strong sense of dread in all who enter its malign sphere. Creatures of animal intelligence will "spook" automatically and bolt from the area. Any subjects possessing a higher degree of intelligence will have to make a roll against their MR CATEGORY at DR "Hard" or run from the Area for 1D6 CTs in a panicked state; shrieking, crying in terror, calling for help, etc., as they flee.

Missile Trap Formula:

Time: Permanent until triggered — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This magickal Formula enchants a single portal or container, activating a Heka-engendered *Ward*. Whenever the Portal or container is tampered with, such as opening or damaging it, the Casting is activated. The persona triggering the trap will suffer 6D6 points of Piercing PD. All and every other individual within the 1 rod diameter Area of Effect will suffer 3D6 points of Piercing Physical damage from being hit by the spray of needle-like negative Heka-energy missile that spew forth when the *Missile Trap* is triggered.

Netherblight Ritual:

Time: Special — *Other Heka Costs:*
Area: up to 1 league diameter — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: The Effect of this Casting comes in the form of a Preternatural blight

and disease which decimates all livestock, crops, and vegetation within the Ritual's area of effect. There are three stages to this Ritual:

First, in 1D3 hours after completion of the Casting, a dark low-lying fog begins to form at the center of the Area of Casting Effect. After about an hour in which it thickens and blackens, this cloud oozes outward at a rate of about 100 yards per hour. Within the unnatural, fuliginous fog, sunlight is dimmed to a paleness barely visible, and all vegetation hangs limp. Animals are listless. Sound is muted and discordant. All colors appear in sickly shades of their normal hue.

Second, within 1D6 days, all fruit and flowers on the vegetation wither and die, and the leaves of plants and trees begin to turn brown at the edges and drop off. Animals weaken and sicken due to lack of food, for they will not eat.

Finally, after 1 3 days Time, the full Effect of the Ritual is complete. All flora and fauna in the region, even humans who stayed within the suffocating fog, are dead. Then the fog dissipates, but the land is stark and ashen in color.

Of course, the Casting can be stopped at anytime by its caster. Usually, for a sufficient sum, this will occur prior to the completion of Ritual Effect. Naturally, this Casting can be negated through countering Heka, but a *Disjunction*, for example, must be cast upon the exact center of the *Netherblight* to effectively stop it. This feat is "Very Difficult," so the extortion is frequently paid.

Petrifying Gaze Cantrip:

Time: Permanent & special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Casting confers upon the persona of the caster for one Critical Turn the ability of petrifaction of living flesh by mere gaze, allowing the caster to turn creatures or personas to stone. Although the Effect of this Cantrip is instantaneous, the caster may delay its *activation* for up to five Critical Turns in order to maximize timing. Any unlucky subjects who meet the persona's gaze on the CT in which the Casting is activated will become petrified. Note that subjects who purposefully avoid looking at such casters will be unable to attack them or respond to attacks from them or their nearby associates. The petrifaction caused by this Cantrip can be altered by special means only, not through dispelling of the Casting, for it has no operation remaining after activation. Note, however, that a petrified subject brought to the Elemental Plane (or a Sphere) of Ærth will be "normal" again, but only so long as that subject remains on that plane (or sphere).

See also Dweomercræft, Elemental School, *Stoning*, Grade VII and Priestcræft, Ethos of Gloomy Darkness, *Petrify*, Grade I Castings.

Venomcloud Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod /10 STEEP — *Other:* Nil

E/F/M: The *Venomcloud* is a phosphorescent green mist of toxic fumes that rise from the ground (or floor, or similar surface) and billow forth at the caster's command in the direction desired. Moving along at a rate of 1 rod (16.5') per CT, this noxious cloud of vapors rolls swiftly and silently in the direction in which the caster predetermined before activation. It will be affected by any wind, of course, with course alteration according to direction and wind speed. Crosswinds will move it diagonally forward, for example. Wind up to 20 mph will simply not affect its speed of progress, however. Any and all animal (or animal-like) life caught within the poisonous mist suffer 2D6 points of Physical damage for each CT they remain within its bounds. The terrible vapors will penetrate cracks and crevices and can only be stopped and dispersed to harmless shreds by a strong, sustained wind of above 30 mph, a Heka-engendered wind, or through negation of the Casting via Heka.

Casting Grade V

Adderguards Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square foot/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 1:1 AT additional T

E/F/M: This is a dweomer which creates snake-like forms of negative Heka energy based on the floor, wall, or ceiling of a place to be guarded. Only one continuous area of the same plane (horizontal, vertical, underfoot, overhead, beside) can be subjected to the Casting. The Effect is activated 1D3 CTs after any living thing other than the caster enters the Area. One "adderguard" is created for each square foot of the Casting's Area of Effect. Each negative *Heka form has a range of two feet* (up, out, down) and inflicts 1D6 Physical damage equal to Impact. The forms are invisible until the Casting activates, and thereafter they will be vaguely visible in good light as hazy distortions (much as if heat waves rising) of the air to a careful observer.

Badwill Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject + special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Badwill* Spell is a Casting which affects up to the caster's STEEP in average humans/humanoids, in a radius of feet around the central subject equal to the caster's STEEP. The dweomer makes them feel bad emotions and think bad thoughts about whomever the Casting is centered upon, and that subject will become the target of progressively worse expressions of the surrounding individuals. They will notice the individual, begin to mutter aloud, exchange derogatory comments, speak aloud rudely, jeer, jape, accuse, and finally shout angry threats. If left uncontrolled, the onlooking subjects might actually do bodily harm to the hapless subject. The *Badwill* Casting is countered by a number of other Castings and can be negated by *Disjunction*, of course.

Derange Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Special
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: This Mental attack sends a wave of such foulness to the brain of a target that that victim is threatened to be overwhelmed by the horror thus experienced. An amount of Heka equal to the target's MTRAIT will be drained automatically from the caster's store. The success of the Casting is then rolled for, and if the caster succeeds, then the target must make a "Hard" roll against MR CATEGORY or become permanently *Deranged* (insane).

Mind Numb Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Special
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: This Casting seeks to overwhelm the Mental Reasoning CATEGORY of the subject, and thus make that individual useless for the Time duration of the Charm. There is no Mental Link required or made, and the subject is never under the command of the caster, but if the Casting succeeds, the subject individual will be in a bewildered state. To accomplish this, the caster must invest as much Heka as she or he deems necessary to exceed the subject's MR CATEGORY. For each point of Heka in excess of the MR, the subject will be *Mind Numb* and unable to think or function, and will simply stand and stare around in a dazed fashion for an equal number of Action Turns.

Paralysis, Mental Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Special
Distance: Sight to 1 chain — *Other:* Special

E/F/M: This form of Mental combat is designed to overpower the mental faculties, rendering its target unable to react for a variable period of time. One Critical Turn must be spent forging a Link, and the attack occurs on the CT following the Casting. (For details of the remainder of the functioning of this Casting, see Mental combat, Chapter 12 of the **Mythus** book.)

Wound, Spiritual Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: A dweomer which inflicts Spiritual damage upon the subject. *Wound, Spiritual* does a base 5D6 points of such damage. The subject reduces the damage by any amount of Spiritual armor in effect at the time of attack.

Casting Grade VI

Bane Spell:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 furlong/STEEP — *Other:* Nil

E/F/M: This Spell places a curse of evil type upon the target victim. When activated, this Casting causes the subject to become violently hated by one specific type of animal or other mundane creature, as selected by caster. This makes the subject the instant enemy of any and all such creatures encountered, and such type of creature will always refuse to carry the subject, will attack, and will otherwise react with hatred towards the subject.

Blackwhips Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 foot/STEEP — *R&D:* Nil
Distance: Caster's sight in Area — *Other:* Nil

E/F/M: *Blackwhips* is a dweomer which creates a lash of sooty hued negative Heka force which is under the direction and control of the caster. One such lash is generated for each 10 STEEP of the caster, but all act together as if a single, multi-"tailed" weapon. Each lash does 1D6 Cutting PD. Because the lashes are controlled mentally by the caster, that persona must concentrate on attacking with the *Blackwhips* Casting while the Charm is in effect. However, it is noteworthy that the caster is able to attack with the Casting from any position relative to the target subject—i.e., the lashes can strike at front, flank, or rear if the subject of attack is in the open.

Mind Control Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Special
Distance: Sight to 1 chain — *Other:* Special

E/F/M: Utilizing the most potent Mental attack form, this Casting seeks to confer complete mental control of the subject upon the caster. A Link is attempted on the CT of Casting, and the effort to Mind Control the subject occurs on the following Critical Turn. For more details, see Mental combat, Chapter 12 of the **Mythus** book.

Soulstone Formula:

Time: 1 AT and special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Special

E/F/M: This Casting imprisons virtually any spirit being or the spirit of a subject, trapping it by forcing it into a previously prepared (Heka-forged) mineral of about fist-size or smaller, down to as little as about one cubic inch. The Effect is withheld for as long as one Action Turn while the practitioner seeks the subject of this dweomer. When the Casting is to be brought into Effect with regard to the subject and imprisonment is attempted, the caster must expend an amount of Heka equal to or exceeding the subject's combined Mental and Spiritual TRAIT scores. A subject can resist the imprisonment by succeeding in a contest which pits its Mental Reasoning CATEGORY versus the caster's MR CATEGORY score in a K/S versus K/S contest. Victory by the subject means that the Casting has failed. Either or both contestants, if otherwise able, can use Heka to reinforce their scores. Note, a subject controlled or below Mental EL, or otherwise impaired (drugged, drunk, hypnotized, etc.) in a similar manner, is unable to offer resistance.

If the subject is imprisoned by this dweomer, the spirit will be trapped there for eternity or until freed somehow. If the subject had a material body, that physical form will disappear, all of its energy will be held in limbo awaiting the freeing of the spirit to which it belongs, unchanging, not aging. (However, what the physical body wore and carried remains where the body had been....) The trapped spirit is alive and well but unable to utilize any Heka or Power beyond the confines of its prison. It can do nothing to enable its escape.

An object imprisoning a spirit can be carefully examined through Heka sight and aura reading and discovered as such unless dweomered not to reveal the tiny spirit therein.

If the imprisoning *Soulstone* object is broken, the trapped spirit is freed. Note that this is radically different from what happens if a *Soul Object* is broken, for no damage of any sort thereby accrues to the trapped spirit. If the now-freed spirit had a material body, that form will immediately reassemble (nude, of course) for occupancy by the spirit. If a powerful negating or dispelling dweomer is properly laid upon the imprisoning object, the Casting's Effect will be terminated, and the spirit freed. Because of these possibilities, practitioners generally take extreme precautions to strengthen such objects against breakage, as well as disguising and hiding them by all manner of means and methods!

Compare the Priestcræft, Moonlight Ethos, Casting *Spiritprism*, and the Apotropaism Casting *Netherbottle*.

Strength Drain Spell:

Time: Instantaneous + special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: Through this Spell, the caster drains Physical strength from the subject, becoming more powerful in the process. The maximum amount of Physical Muscular CATEGORY points that can be drained at one time when using this vampiric Casting is equal to the caster's Mental Reasoning Power. The subject loses points from PM CATEGORY just as if taking Physical damage. However, the lost points return in 1D6+6 ATs time. Note that a subject who has been reduced to Wound Level or less will be Dazed until these points return. A subject who, due to this Casting, arrives at 0 P TRAIT will simply pass out, remaining in a comatose state until the lost strength is regained in the time noted above. The caster, however, gains PM points to a maximum total of 30 per ATTRIBUTE from the *Strength Drain*, retaining this vampirically attained muscular strength for 1D6+6 ATs. All benefits of such vampirically gained strength accrue to the caster. Physical damage taken after a vampiric gain comes first from such points, thus not actually accruing PD to the caster's body! Points in excess of the maximum possible gain are simply dissipated; the excess doesn't remain with the subject. Even when at maximum PM CATEGORY a caster can utilize this Casting to *Strength Drain*, and dissipate the points so drawn off a subject. Only Heka-based magickal physical protection (not magickally enchanted physical armor) will prevent such an attack as this, negating the draining Power on a one-for-one basis. Compare the *Weaken* (Sorcery) Casting.

Willpower Drain Spell:

Time: Instantaneous + special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: This Casting enables the caster to perform a vampiric drain of a subject's willpower by drawing off Spiritual Metaphysical CATEGORY points. The maximum amount the caster may drain is equal to his or her Mental Reasoning Power total. The subject loses points from the SM CATEGORY just as if taking Spiritual damage. However, the lost points return in 1D6+6 ATs time. Note that a subject who has been reduced to Effective Level or less will be Dazed until these points return. A subject who, due to this Casting, arrives at 0 or less (negative) S TRAIT simply passes out, remaining in a comatose state until the lost strength is regained. The caster, however, gains SM points to a maximum total of 40 per ATTRIBUTE from the *Willpower Drain*, retaining this vampirically attained Spiritual Metaphysical strength for 1D6+6 ATs. All benefits of such vampirically gained Power accrue to the caster. Spiritual damage of the Metaphysical sort which is taken after a vampiric gain comes first from such points, thus not actually accruing SD to the caster's spirit! Points in excess of the maximum possible gain are simply dissipated; the excess doesn't remain with the subject. Even when at maximum SM CATEGORY a caster can utilize this Casting to *Willpower Drain*, and dissipate the points so drawn off a subject. Only Heka-based magickal spiritual protection (not magickally enchanted physical armor) will prevent such an attack as this, negating the draining Power on a one-for-one basis. Compare the *Willpower Drain* (Priestcræft, Ethos of Gloomy Darkness) Casting.

Casting Grade VII

Darkplague Ritual:

Time: Instantaneous + special — *Other Heka Costs:*
Area: up to 1 league diameter — *R&D:* Nil
Distance: 1 furlong/STEEP — *Other:* Nil

E/F/M: This Ritual creates an Evil, Supernatural plague that affects all living beings within a specific, limited region, such as a village, town, etc. The sickness caused by the *Darkplague* always has three stages lasting 13 days, and has a total of 13D6 STR points. Note that the practitioner has no control over a disease once it is created. It is possible for casters to catch, and even die from, one of their own diseases. Casters each do, however, get to design their *Darkplague* diseases themselves, with the final plan being subject to the approval of the gamemaster.

Stage One: On the day of Casting activation one notable symptom of the disease appears. D% of the afflicted population are infected and evidence of the symptoms appears within that 24 hour period.

Stage Two: 1D3+1 days later, Physical damage from the Casting begins to accrue to the victims. If the D% roll was under an amount equal to the caster's MR CATEGORY, 1D10% additional of the potentially afflicted population contract the disease.

Stage Three: During the period of from 5 to 13 days after activation, the disease will run its full course, and deaths will occur at a rate commensurate with the sickness inflicted.

As usual, the caster can negate the Casting whenever it is so wished. The usual method for halting such a disease is for the caster to claim to be a Healer willing, for a fee, to stop the sickness from running its course. Another persona capable of so doing can counter this Casting with a successful *Remove Curse* or other forms of Castings which remove disease—provided that such may be done within 24 hours of the *Darkplague*'s activation. All later attempts are made at a DR modification of "Extreme" thereafter!

Destruction Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 cubic rod/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This is a 3 AT-long Ritual which enables the caster to cause structural ruin. The Casting activation may be held for as many CTs as the caster has STEEP points in this K/S Area. It affects wood (logs, timber, etc.) normally, but if stone (brick, mortar, concrete, etc.) and/or metal are to be affected the caster must expend additional Heka at the rate of 10 points per cubic rod of stone, or cubic foot of metal, to be so considered. Buildings and other major structures crumble at the touch of the caster. It is also useful for getting through walls, locked doors, gates, etc. if practitioners are willing to chance a wall falling on them. However the wood/stone/metal differential can come in very handy in this regard. There is but a 0 to 9 CT delay (1D10, 0 equals immediate!) between activation touch and the collapse of the effected structure. Note, however, that Heka-protected construction is totally unaffected by this Ritual, and touching such a building or construction will have no Effect, save to waste the caster's Heka, when *Destruction* is activated.

Ebonclaws Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 square yard/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The dweomer of this Charm evokes appendage-like areas of negative Heka energy. One such area of energy is centered in every square yard of the Area of the Casting's Effect. Each has an attack range of one yard. (Thus all personas and beings within the Area must each roll 1D3 to find how many force "Claws" have potentially attacked them.) Each appendage-like area of force has a FAC of 50 to hit a target. Success inflicts 1D6 Impact PD, and the "claws" then hold the subject target immobile, unless that individual passes a K/S roll versus PM CATEGORY at Difficulty Rating "Moderate"—one step higher (harder) for each force "Claw" above one holding him or her immobile. Success negates those appendage-like force areas in contact with the victim. Special Success negates all cubic yard areas (4 or 8) surrounding the victim. Failure means the subject is immobilized but able to try to get free next CT, and suffers no additional Physical damage from these particular appendage-like force areas. Special Failure means the victim suffers 1D6 PD from each claw holding him or her.

Evil Reflections Spell:

Time: 1 AT + 1 BT/10 STEEP special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This scrying Spell functions to any distance as long as the target subject and/or the location are well-known to the practitioner. By its dweomer, the reflective surfaces within 1 rod of the subject of the Casting serve to show the subject, and the area normally reflected by the surface, to the watching practitioner. Thus, mirrors, pools of liquid, polished metal, and so forth serve as windows from which the caster spies on the subject's activities. The watching practitioner need have no scrying device, for whenever the subject is reflected, it is as if the caster were on the other side of the reflecting "window" watching with his or her own eyes.

The Effect is active only when the caster is so able to scry, and thus the duration of Time is typically intermittent and will cover a greater period than the total active one. A subject who has keen *Perception* or a *Sixth Sense*, however, will have a chance of noticing the practitioner's phantom visage in the reflecting surface. (All DRs "Hard" or worse.)

Lycanthropy Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Perhaps one of the most fearsome of all magickal operations, the *Lycanthropy* Ritual requires but 2 ATs Casting time to begin its force, and can turn a human/humanoid into a horrible half-human/half-animal creature with tremendous Supernatural Powers. While the deadly werewolf is the most well-known example, this Casting is also able to create such creatures as werebears, weretigers, weresharks, etc., as well.

There are two basic ways of using this Casting. One is for casters to transform themselves or a willing subject into a free-willed lycanthrope. This willing transformation itself requires a full AT (during which the subject can do nothing else) after Casting activation to complete. At the end of the AT, the special powers will be gained as the subject's change to the new form is completed. The transformation back to human form likewise requires 1 AT, during which any and all special powers are lost. Note that any damage sustained in lycanthrope form will be carried back to the subject's usual form, and that the subject may then be subject immediately to whatever death, dazing, shock or other ill effects that she or he was resistant to with the higher Physical TRAIT as a lycanthrope. Regardless of the way the Ritual is used, *the transformation can be made on the night of a full moon only and will last either until dawn only, until the lycanthrope has suffered over its Spiritual Effect Level (EL) in damage, or upon the creature's death.*

The second method of Casting use seeks to transform an unwilling human into a monstrous thing which will do the caster's bidding. The process for turning an unwilling persona into a lycanthrope servant is similar to the first means, but has a few modifications. First of all, the Ritual can be performed at any time of the month, but activation isn't actually completed without several other steps and not without a full moon. Success indicates that the victim will receive the "mark of the lycanthrope." As long as this "mark" remains on a subject, that individual is affected by this Ritual and vulnerable to the caster's attempts to transform him or her. If the Casting fails, nothing happens—although the caster may attempt the entire Ritual again at a later date. A Special Failure indicates that the caster can never affect the target again using this Casting.

Next, as the sun sinks beneath the horizon on a night of a full moon, the caster must be within visual range of the subject and then engage that individual in a struggle of respective *Dweomercræft* STEEP scores (MR CATEGORY if the subject doesn't possess that K/S Area). Either party may spend Heka to increase effective STEEP (or MR CATEGORY) on a one-for-one basis. A tie indicates that the victim does not transform, but retains the "mark" and may again be attacked next full moon. A victory for the defender means that the "mark" is gone as well!

If the practitioner wins, however, he or she then needs only expend a number of Heka points equal to the victim's Spiritual TRAIT plus the number of Physical TRAIT points the subject stands to gain. Upon doing so, the subject will transform into the lycanthrope creature desired by the caster. The caster can communicate Mentally with the thing as well as utilize its senses—i.e., see through its eyes, hear through its ears, etc.—to monitor its progress. The practitioner may require the lycanthrope slave to carry out any command save self-destruction, but, as with other bound beings, the monster is only obligated to interpret the commands literally. Note that as long as the subject retains the "mark" (until winning the transformation struggle), that persona may be used again and again by the caster. The rules for the transformation and powers are otherwise the same as those above, and the information regarding werewolves is given in Chapter 16 of the **Mythus** book.

Ratpack Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 furlong radius — *Other:* Nil

E/F/M: First, this Casting assumes that the practitioner is on a plane and sphere where rats exist, and in such locale as is not so isolated that rodents of this nature cannot enter. By means of this dweomer, the caster sends forth a commanding wave of Heka which rats must and will obey. Within one Critical Turn after activation of the Cantrip, 1D6 rats of large size and robust constitution will appear, and more will be coming from afar in answer to the summons. Each CT after the initial one, for 9 CTs total time, twice that number (of D6s) of rats will be on hand and evidence themselves—i.e., 2D6 on CT 2, 4D6 on CT 3, 8D6 on CT 4, 16D6 on CT 5, 32 on CT 6, 64 on CT 7, 128D6 on CT 8, and finally 256D6 rats on CT 9. (On average, this is between 1,533 and 2,044 rats.) These rats, as if a single pack, will obey the unspoken desires of the caster as if they were controlled by *Telempathy*. That is, whomever or whatever is the caster's foe or target will be their enemy, and whatever the caster sees the rats will "see." Naturally, the rats can do only what rats of normal sort are able to do. Command of the pack of rats extends for as many CTs in Time duration as the caster has STEEP points in this K/S Area (*Dweomercræft, Black School*).

Casting Grade VIII

Circe's Transformation Spell:

Time: Instantaneous & permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Spell, the caster is able to cause a Physical *Transformation* of one creature, changing the subject into virtually any other form the caster desires. The size and weight of the subject cannot exceed the caster's own, times STEEP in this K/S Area, times 20, as a percentage. For example, 90 STEEP equals 1,800%, so something as heavy as 18 times the caster's weight could be affected. Assuming a 200-lb. caster, that means almost 2 tons of creature! As a further stricture, this Casting can't change the subject into something more than twice as large as it was nor make it smaller than one-tenth of its former size and weight. The transformed subject will assume the Mental, Physical, and Spiritual properties of its new form if it is of a different species, with the *Transformation* taking place over the subject's M TRAIT in days; but if there is a radical difference between old and new form, some vestiges of the old will remain in the new form. (A bullfrog with soulful eyes?) Obviously, an intelligent, unwilling subject will be harder to transform, and will therefore affect the Difficulty Rating, adjusting it one factor higher (worse).

Death Hound Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Death Hound* Formula is a dweomer which summons a hound-like Beast from the Netherrealms. This thing appears within the stated Distance from the caster, and will obey, to the letter, commands given it, as long as those orders involve its immediate "hounding" of a specific, named or otherwise appropriately identified human/humanoid victim so as to slay it and devour it *in toto*. That is, the Netherling will not serve as a guard or companion! It must hunt down and slay!

The Beast is virtually invisible to normal vision. In daylight it is a vague, darkly shimmering patch. In shadowy light it is a deeper, hound-shaped shadow. In full darkness it is seen as a pair of glowing eyes, and then only when it faces the viewer. It has an M TRAIT of 99, a P TRAIT of 166, and an S TRAIT of 133. It has a movement rate at a walk-trot at 16 feet/CT, 48/CT (about 9 mph) when loping, and 99 feet (about 19 mph) when running. The Beast never tires, but unless the prey is close by (scented strongly or sighted), it will move at less than full speed. At first it will typically trot, as it uses its instructions and senses to get the trail down, so to speak. It then begins to lope in pursuit. It has *Perception (Physical)* which is double that of any normal hound, so it can see, hear, and (most of all) smell the victim with uncanny ease.

It attacks at a BAC of 66%. When it is attacking its named subject victim, the *Death Hound* causes fear to all within a 13-foot radius of it, and each individual so exposed must make a K/S check against SM CATEGORY at DR "Hard" or else suffer a +5 penalty to Initiative and K/S rolls due to this fearfulness. The Beast inflicts a bite which causes 2D6 Physical and Spiritual damage simultaneously. Even if armor prevents the PD component, S damage will occur unless there is Heka providing Spiritual armor. There is a 13 point, automatically renewing, Average armor protection of Heka covering the Netherling. The armor is good against all kinds of damage, including Impact. The Netherling is invulnerable to normal weapons and attacks (acid, electricity, fire, etc.). It is susceptible to iron, silver, and enchanted weapons insofar as it will suffer PD from wounds inflicted by these substances. It can, of course, be attacked by such Castings as will affect a Beast of its sort.

False Witness Spell:

Time: Special/10 STEEP — *Other Heka Costs:*
Area: 1 subject + special — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: This is a dweomer which affects a person, place, or thing. Which is determined by the caster at the time the Spell is begun. If the Spell is to be activated on a person, the caster must invest that amount of additional Heka equal to the subject's M TRAIT, but that individual will then have a mindset and "memories/recollections" according to the caster's desire with respect to any emotions, feelings thought, opinions, ideas, and/or testimony regarding something which has happened or is under discussion. Note that this is not mind control or the like, it is more like hypnotic suggestion and brainwashing combined. This Effect persists in the subject for 1 ATs Time duration.

If a place (area) is so dweomered, the Area cannot exceed the caster's STEEP in square yards. The setting will be altered (evidence, clues, etc., changed) so as to fit the caster's picture of the situation. Flowers might grow, bloom, wither, etc., at a highly accelerated rate so as to match the desired "look." A chamber might have locked doors but a previously unopened trap floor may now be ajar. Dust marred by footprints might have those step-marks changed so as to lead in a different direction. Blood might be fresh or old, a corpse warm or cold and stiff, a weapon present and bloodied that wasn't actually so stained, furniture displaced or broken, etc. The actual objects present will not be different, but their placement, condition, and so forth will be changed as the practitioner desires. This will last permanently, unless somehow dispelled prior to any considerable changes made in the setting by others. Once things have been disturbed/moved around much, there is no negation possible!

If an object is the subject of the Casting, then the dweomer will make it match what the caster desires. No more than about 1 cubic inch of material volume of an object can be affected by the *False Witness* Spell, however. A faceted quartz crystal will take on all the properties of a diamond, lead will be gold, a clean sword besmirched with gore, a whole garment torn, etc. Thus, the dweomer can alter something to make it seem outstanding, ordinary, incriminating, etc. The Casting's Time duration in this latter employment is measured in days—plenty of time for the caster to get clear, dispose of the object, etc.

Mind Transfer Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 2 subjects — *R&D:* Nil
Distance: 1 chain radius — *Other:* Special

E/F/M: This Ritual of 13 hours preparation time transfers minds between two creatures or personas, one of which may be the caster. Activation may be deferred for up to 13 ATs at the caster's discretion, for the two subjects of the dweomer must be within a radius of 66 feet when the Casting's Effect is triggered. The *Mind Transfer* will be permanent unless one or both subjects make a successful roll versus *Mysticism* K/S Area (or MR CATEGORY, if higher or no *Mysticism* K/S Area STEEP is possessed) at a DR of "Difficult." Note that the caster must expend additional Heka equal to the M TRAIT of each unwilling subject in order to activate this Casting. (The Dweomercræft, White School, *Memory Restoration* Casting will reverse this Casting if both subjects are within the Casting's radius of Effect, and Heka for unwilling subjects is expended, with a DR modifier from "Hard" to "Extreme" is applied to Casting success chance, depending on the comparative Power Grades of the two casters.)

Wyrmform Ritual:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This is a Ritual of 10 ATs duration, but which empowers the caster to then withhold for as many hours for such later use the activation of Effect. The subject must be present during the course of the Ritual. If the subject is other than the caster, that individual's M TRAIT in Heka points must be added to the cost of the Casting. In any case, the result is a dweomer which, upon 1 CT activation time, changes the body of the subject from its normal form to that of a Wyrm (see hereafter). The subject, in *Wyrmform*, is then able to recall its own mind but has also all the thoughts and powers of a Wyrm at its command for the Time duration of the Casting's Effect of 1 AT/STEEP point of the caster's *Dweomercræft, Black School*, K/S Area. Note that this dweomer is subject to negation/dispelling. It can be cancelled at will by the caster, but a subject other than the caster must otherwise remain affected until expiration of the Time duration.

The Wyrm is a Phæree creature of Unseelie sort, i.e., Goblinkind (Evil). It is a distant, degenerate relative of Wyverns and Drakes, and thus of dragons. A Wyrm is a wingless, flightless, scaled reptile normally inhabiting dark places and deep waters. M and S TRAITS are only 36 each, but P TRAIT is equal to two times the caster's M TRAIT. Length of body in feet is equal to the caster's MR CATEGORY points. Wyrms are scaled and snake-bodied, but move on four clawed legs at 10 to 30 feet/CT walking-slithering, 60 at full speed (sustainable for only 1 BT). If the body is wounded, Wyrm cells regenerate at a slow rate (1 PD point/BT), and if it is severed, the hinder portion will writhe and move until it touches its other half (10% chance/CT), and at that instant it rejoins to form a whole Wyrm (healing 10% of all PD at that moment).

All Wyrms have four attacks (at up to two targets), each CT at BAC 25%. One is biting for 6D6 Piercing PD, two are clawing for 3D6 each Cutting PD, and the final one is tail swing for 1D6 Impact PD (and plus possible Poison contact), with a K/S check to see if a target so struck is knocked down (PMPow&Spd + PMPow&Spd total at DR "Hard"). All Wyrms have Immunity to acid and poison. They have Susceptibility to ferrous metals, taking +2 Physical damage per die from wounds made by weapons of iron/alloyed metal. Average armor protection of the Wyrm is 30 points. This applies to all damage except Piercing (15 point armor), Acid (totally immune), and Electrical (15 point armor).

There are no less than three sorts of Wyrms, so the caster must decide which *Wyrmform* is desired at the time of the Ritual:

Acid-spitting: Wyrms which expectorate their highly acidic saliva to kill opponents/prey. BAC is 50%, increasing by 10 per attack made against the same target. Acid PD is 2D6 times an area multiplier of 1D6.

Adhesive-disgorging: Wyrms which vomit a gluey sort of mucous onto prey. This substance is of a revolting odor which weakens the victim at –3 PM CATEGORY per CT to a maximum of –9 (distributed equally between PMCap, PMPow, and PMSpd). BAC is 50%, increasing by 10 per attack made against the same target. The secretion causes the target and all that subject touches to stick together. There is a base chance equal to the individual's PMPow (roll at "Hard" DR) for one attempting to free any object from being so stuck to another object or surface.

Poison-vomiting: Wyrms able to regurgitate toxins from their intestines. These wyrms also secrete poisonous slime from their pores, so physical contact with one can be fatal. BAC is 50%, increasing by 10 per attack made against the same target. Poison spat is STR 2 times an exposure roll of 1D6, damage is immediate, with similar PD occurring on the following CT, half that amount on the next CT thereafter. Secretion STR is 6, any touch subsuming some secretion has contacted the subject's exposed flesh.

Casting Grade IX

Curse, Mundane Spell:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This most powerful of *Mundane* curses allows the caster to place a conditional Effect (or reactive Effect) upon the subject, which will either continuously cause problems, or be active only when certain conditions are (or are not) met. The caster must actually touch momentarily the exposed body of the subject as the Spell is being activated. Then the caster must pronounce aloud the *Curse, Mundane* being placed upon the subject individual. For example, personas who are cursed to "never to be able to be the first of a group through a portal or doorway" might suffer the caster's MR CAPACITY in points of Physical damage when they do not heed the curse and enter ahead of others in their group. The player (or GM) representing the persona using this Casting needs to be clever and inventive. All curses of this sort are subject to the control and amendment of the gamemaster.

Death Magick Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: Designed to kill a specific target, this Ritual requires six hours to complete and activate its dweomer then causes the subject to lose 1 point from each TRAIT each hour until dead, death occurring when any TRAIT reaches zero (0). This will typically require less than one week of time. The caster must know many details about the individual to suffer the Effect of this Casting, including at least the subject's name, occupation (Vocation), deeds, and origin. The more details known the easier the DR for success in casting. Having some article of or belonging to the subject, such as a piece of clothing, a lock of hair, etc., will assure a higher success probability. A drawing or an effigy of the intended victim is then made for use in the Ritual. After the Ritual has been completed and its dweomer activated, the draining Power should commence its fell work. The caster will need only refer to the symbol representing the victim to determine that persona's state.

Base DR is always "Extreme," and then made easier by known information. With basic information only, as noted above, and an item belonging to the individual, or a part of the subject in hand, the success chance will be modified by DR "Hard."

Heka armor will not prevent the action of this Casting. This Ritual may be countered by Castings or powers which negate curses/evil, or if sufficient healing can be performed so as to keep the subject alive until the Ritual has expired. Note that the caster of the *Death Magick* Ritual will be aware of such attempts to counter this Casting, and may take other steps....

Heka Drain Formula:

Time: 1 BT — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula opens for one Battle Turn a channel between the practitioner and a subject—a living creature, being, spirit, or inanimate object containing Heka. Via this channel such casters are enabled to drain Heka from the subject, transferring it to their own person for their own use. Note that casters may not drain more than their Mental TRAIT (MR CATEGORY if a Partial Practitioner) in Heka per CT, or else they will suffer damage per the *Heka Absorb* Casting. If touch is interrupted during any CT of the Casting's Time duration, the channel is broken and the Casting is thereafter negated, its Effect no longer functioning. Naturally, unwilling subjects will try to break this dweomer!

Hex Spell

Time: Variable special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod per 10 STEEP — *Other:* Nil

E/F/M: The caster of a *Hex* Spell must state which form is desired. The primary one is a dweomer which extends for a Time equal to Action Turns equal to one-tenth the caster's STEEP in this K/S Area and temporarily reduces the subject's Joss Factors by 1D3+3 (negative (Bad) Joss possible thus) until the Time duration expires. The secondary application of this Spell extends for a number of days equal to one-tenth the caster's STEEP and temporarily reduces the target's Joss by 1D3, but never below zero (negative (Bad) Joss not possible), for the Time duration concerned. Negation or dispelling of a *Hex* is very hard to accomplish, and any attempt will have a DR of at best "Very Difficult."

Oppressive Ebon Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The practitioner utilizing this Spell must select a stationary center point for the Casting. The *Oppressive Ebon* activation creates an Area which deadens the human and/or normal senses of all within its diameter. Normal sensory ability is cut in half. All *Perception* (*Mental* and/or *Physical*) K/S ability is at one-half normal. Initiative for all (subject to the Effect of the dweomer) is at a penalty of +10. Creatures (including Heroic Personas, of course) so affected will generally feel a helplessness and dejection; this will increase as each suffers 1 point each of Mental and Spiritual damage per Battle Turn they remain within the Area.

THE ELEMENTAL SCHOOL

72 Total Castings

Grade I Castings

10 Total
Base Heka Cost: 20

Airbubbles Charm	Commune with Inanimate Ritual
Diffusion/Cohesion Spell	Elemental Shield Formula
Fireknives Charm	Frost Spell
Icearrows Charm	Hotmetal Formula
Slingstones Cantrip	Thermology Cantrip

Grade II Castings

10 Total
Base Heka Cost: 35

Acidspray Charm	Alter Gravity Cantrip
Aurora Cantrip	Cold Ray Cantrip
Elemental Armor Cantrip	Elemental Force Formula
Know Element Cantrip	Magnetic Field Spell
Ærthlore Spell	Waterspider Formula

Grade III Castings

10 Total
Base Heka Cost: 50

Absorb Element Ritual	Elemental Augury Formula
Fireflash Cantrip	Icewall Cantrip
Quagmire Cantrip	Summon Elementary Cantrip
Stonebarrier Spell	Vaporization Spell
Windblast Charm	Zephyrgo Cantrip

Grade IV Castings

10 Total
Base Heka Cost: 75

Dissipate Spell	Electrify Cantrip
Elemental Hands Charm	Firebarrier Charm
Fireflies Spell	Moletunnel Formula
Pyrokinesis Cantrip	Shatter Cantrip
Summon Elemental Aid Cantrip	Wizardwind Spell

Grade V Castings

10 Total
Base Heka Cost: 100

Elemental Missile Charm	Elemental Pathway Spell
Energy Transfer Spell	Globelight Cantrip
Lavahome Cantrip	Quicklime Spell
Shockbolt Charm	Solidification Spell
Thales' Elemental Cloak Formula	Vortex Spell

Grade VI Castings

6 Total
Base Heka Cost: 125

Abram's Elemental Manipulation Formula	Cagliostro's Sheet Lightning Cantrip
Elemental Storm Cantrip	Elemental Walk Spell
Lightningbugs Cantrip	Pass Through Stone Spell

Grade VII Castings

6 Total
Base Heka Cost: 150

Cloudkin Charm	Energy Drain Spell
Repel Elemental Force Cantrip	Scorpionfire Cantrip
Stoning Spell	Triton Formula

Grade VIII Castings

6 Total
Base Heka Cost: 200

Aristotle's Matter Alteration Spell	dePayne's Disintegration Spell
Fallingstar Cantrip	Lightningwalk Cantrip
Resist Disintegration Cantrip	Work Base Element Spell

Grade IX Castings

4 Total
Base Heka Cost: 250

Deluge Spell	Elementalform Formula
Newton's Negative Gravity Spell	Pythagoras' Heka Diversion Spell

DWEOMERCRÆFT–ELEMENTAL SCHOOL

Casting Grade I

Airbubbles Charm:

Time: 1 AT +1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/ STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Through this Charm, the caster creates a pocket of bubbling water or similar liquid in which the oxygen is such that it enables "breathing" while submerged.

The sphere might also permit others to do likewise. While the caster is within this bubbling Area (possibly with compatriots), movement is twice as fast as normal swimming, and gill-breathing creatures will find acute discomfort within it, so after experiencing it once they will tend to shun away from its radius.

Commune with Inanimate Ritual:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through completion of this one Action Turn-long Ritual, the caster releases stored vibratory pattern recordings from objects, or else draws the power and knowledge of Material Plane spirits (such as Elementaries) into some otherwise inanimate and unintelligent object, causing the object to speak, with the intent of gathering information from the item.

Information of this sort will always pertain to the item's surroundings, so an object will relate only what has transpired in its presence. An object which has been moved or transported may be able to give (replay) an account of situations in several locations.

Diffusion/Cohesion Spell:

Time: Instantaneous or 1 BT/STEEP — *Other Heka Costs:*
Area: 1 cubic rod/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The *Diffusion* Casting affects gases, causing them to scatter and dissipate. Harmful clouds and gaseous material will be broken up within 1D3 Critical Turns. Note however, that this Casting will not affect those gases if they are contained somehow, such as in a sealed room. Its opposite, the *Cohesion* Spell, effectively forms gases into a cohesive whole, just as if they were bound by a container. Gas so enspelled will not dissipate until this Casting expires or is dispelled.

Elemental Shield Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* 1 Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting creates the Effect of a visible, material shield of Elemental substance of one of four sorts, one of which must be selected by the caster for the material of the *Elemental Shield*. It has virtually no weight, so there is no Speed Factor penalty to the shield's user. The protection lasts until it has absorbed damage beyond its capacity, is dispelled or negated, or the Time of the Casting's duration expires. The material shield will be of base 10 Armor Protection, and it will also give the following bonuses and penalties based on the type of shield created:

Shield Type	*+15 Bonus Versus*	*–15 Penalty Versus*
Air	Air, Lightning	Ærth-based (stone etc.)
Fire	Fire	Cold, Water
Water	Cold	Fire
Ærth (Earth)	Ærth-based (stone, etc.)	Air, Lightning

Fireknives Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 10:1 additional missile

E/F/M: The *Fireknives* Charm is a dweomer which enables casters to send bursts of incandescent flame from their fingertips to fly as fast as a hurled dagger and with unerring accuracy to their target. At the Charm's base cost, one such flaming missile is created, but casters can expend more Heka to create additional ones at a rate of one for each/10 points of STEEP in the K/S Sub-Area, *Dweomercræft, Elemental School*. Each missile does 1D3+1 Fire PD, and any inflammable or generally combustible material on the target (such as normal cloth garments, fur, hair, etc.) will be set afire by this contact. Note that subjects with Susceptibility to Fire damage will take additional damage as commensurate to this weakness.

Frost Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell reduces the ambient temperature within the Casting Area, coating all surfaces within with a thin layer of icy frost. The effects of this are twofold:

First, all smooth surfaces will become slippery and the resulting grip or traction will be reduced drastically. Movement afoot (walking, running, etc.) in this area will be reduced to half normal rate or else a K/S roll against PNCap at DR "Hard" will have to be made each CT, failure meaning a slip and fall with no other activity possible that CT or the next (while getting up). Movement on vertical and overhead surfaces will be likewise penalized or impossible.

Second, all beings not well-clothed will be subject to 1 point of "Exposure" Physical damage per CT as detailed in Chapter 12 of the **Mythus** book. Beings with a Susceptibility to cold will suffer an additional 1D3 points per CT, as explained in that chapter.

Icearrows Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 10:1 additional missile

E/F/M: The *Icearrows* Charm is a dweomer which enables casters to send glittering shafts of icicle-like shape from their fingertips. These missiles fly as fast as a arrows and with unerring accuracy to strike their target. One such frozen missile is created by the base Casting, and more Heka can be spent to create additional ones to a maximum of one for each 10/points of STEEP in the K/S Sub-Area, *Dweomercræft, Elemental School*. Each one does 1D6 Piercing PD. Note that subjects with Susceptibility to cold will take additional damage as commensurate to this weakness.

Hotmetal Formula:

Time: 1 CT + 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 3:1 special

E/F/M: This is a dweomer by which the caster causes any sort of metal to grow hotter. Heka-enchanted metals have a Resistance factor equal to their Armor Protection, so these are difficult to affect. The Casting causes the subject metal to heat up at the rate of 10% of the caster's STEEP in degrees F per Critical Turn of Effect. The temperature increase can be hastened by expending additional Heka at the rate of 3:1 to a maximum of 25° F additional increase in temperature per CT. Assume the subject is at room temperature unless worn or held. Worn metal will be at 20° below the body temperature of the wearer, or room/ambient temperature, whichever is higher. Held metal will be at the holder's body temperature or room/ambient temperature, whichever is higher. The effect of heated metal is as follows:

150°-189°: Uncomfortable/painful to wear/grasp. Subject takes 1D3 PD points/CT for worn metal in contact (or padded only by one layer of light cloth) with flesh, 1 PD point for that held in direct contact with flesh.

190°-219°: Very uncomfortable/painful to wear/grasp. Blisters form if contact is made with exposed flesh. Subject takes 1D3 PD points/CT for worn metal+1D3 points if in contact (or padded only by one layer of light cloth) with flesh; 1D3 PD+2 points for that held in direct contact with flesh.

220°-249°: Searing pain. Exposed flesh reddens and wounds. Subject takes 2D3 PD points/CT for worn metal+1D6 points if in contact (or padded only by one layer of light cloth) with flesh; 2D3 PD+4 points for that held in direct contact with flesh (2D3 if some insulating material between), and unless a K/S roll vs. PNCap at DR "Difficult" ("Hard" if insulating protection) succeeds, the metal will be released from grasp.

250°+: Excruciating pain. Exposed flesh chars slowly. Subject takes 3D3 PD points/CT for worn metal +3D3 points if in contact (or padded only by one layer of light cloth) with flesh, and will have to remove the metal in favor of any other activity; 3D3 PD+6 points for that held in direct contact with flesh (3D3 only if insulating material between), and metal will be released from grasp.

At the expiration of the Casting's Time duration, the heated metal will cool at the same rate at which it heated.

Slingstones Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 10:1 additional missile

E/F/M: The *Slingstones* Charm is a dweomer which enables casters to send flinty ovals of mineral from their fingertips. These projectiles fly as fast as sling missiles and go with unerring accuracy to strike their target. One such rock-hard missile is created by the base Casting, and the caster can expend more Heka to create additional ones at a rate of one for each/10 points of STEEP in the K/S Sub-Area, *Dweomercræft, Elemental School*. Each one does 1D3 Impact PD.

Thermology Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 cubic special/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* 1:1 Special

E/F/M: This Spell increases or decreases the overall temperature of a single non-living/non-part-of-a-living, non-metallic object or type of material which is in solid, liquid, or gaseous state. The base temperature change is equal to one degree Fahrenheit (1° F) for each additional point of Heka expended beyond the Casting's activation cost. No more than twice the caster's M TRAIT + STEEP in this

K/S Sub-Area in Heka can be added, half that amount if the individual is a Partial Practitioner. Temperature increase is at 10% of the total rise per CT over 1 BT, and eventual decrease (after the Time duration expires) will also be in CT steps as the matter cools. The temperature of the subject material will not affect/be affected by the surrounding medium/media because of the magickal nature of the thermal change.

The temperature of the item is then adjusted based on the medium to be affected resulting in the final, Casting-determined temperature after 10 CTs graduated increase. The modifiers are shown in the following table:

Item Made Of	*Temperature Modifier*	*Cubic Area* Base
Water or gas*	×1	rod
Stone	×0.9	yard
Dirt/sand	×0.8	yard
Other liquid**	×0.7	foot
Wood or leather	×0.6	foot
Anything else	×0.5	foot

*Assumes a discrete body or an amount of the material held within a container or chamber of some sort, for in large bodies of water or gas, rapid heat/cold dissipation will occur.

**Assumes a discrete body or an amount of the material held within a container of some sort, for in large bodies of water, rapid heat dissipation will occur. As the size of the item or material is important, assume a number of cubic feet equal to or less than the caster's MRPow. This may be increased by expending more Heka—double the cost for each additional cubic foot beyond the persona's MRPow.

The boiling, melting, vaporization point of the subject is a consideration. The GM must adjudicate each case. Note that inflammable, volatile liquids (refined petroleum products, alcohol, turpentine) when vaporized have a "flash point" at which they will spontaneously ignite. So do some other combustible materials such as tar, pitch, paper, etc., especially when they are surrounded by insulating material so heat can't dissipate.

Casting Grade II

Acidspray Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot wide/10 STEEP — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Casting creates a fan-like mist of caustic acid which flies outward from the persona's fingertips, spraying those within Casting range in feet of the caster's appendage. The liquid causes 1D6 points of Continuing Physical damage of the Chemical variety, capable of eating through even the hardest metal. The effects of the acid last for 2D3 Critical Turns or until it is washed away. With respect to damage to armor and similar objects, treat each CT of exposure to the *Acidspray* Effect as a hit exceeding its capacity to withstand.

Alter Gravity Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The *Alter Gravity* Spell causes the effective weight of all things in or entering the Area of Casting Effect to be doubled or halved for the duration of the Casting. This causes any respective falling damage to be doubled or halved. Movement will be at half normal rate for any unaccustomed to the Effect, at twice normal for those used to this Effect. Note that mass will not be affected, so that missiles will both have their trajectory affected by the Area (straighter, less velocity loss), yet do normal damage. One propelled from the edge of/within the Effect Area will have double normal range within that Area.

Aurora Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 square yard/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP point — *Other:* Nil

E/F/M: A dweomer which brings into being a sheet of glowing illumination very much as if it were the "Northern Lights" in miniature. The Effect is always a planar one with one surface facing the caster. The plane can be square or rectangular. The *Aurora* Casting causes the air to shimmer and radiate a pale illumination or greenish, reddish, or blue-violet hue. The extended distance this light illuminates is in a radius from its center to the extent of its average Area width; thus a 20 square yard Area (regardless of the actual shape) would illuminate a 10 yard area before its front and rear planar surfaces. Anything situated between the curtain-like Area of glowing light and a viewer will be starkly outlined (assuming it blocks light). Illumination in the extended area, unless that area is already brighter, will equal light conditions on a "starry but moonless night."

Cold Ray Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 10:1 additional missile

E/F/M: This Casting creates a thin ray of freezing cold which emanates from the caster's fingers and speeds in a flash to a single target. The ray of icy energy causes certain items to freeze, potentially becoming fragile due to brittleness. A persona or creature struck by the ray will suffer 1D6 points of cold Physical damage from the attack, unless otherwise shielded or immune to cold. (For purposes of attack versus armor, treat as Electrical damage type with regards to its protection against cold). For each additional 10 Heka points expended by the caster, another 1D6 of cold PD is added, up to a maximum of nine extra dice—10D6 maximum for this Casting.

Elemental Armor Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Armor at 1:1

E/F/M: This Casting creates the effect of an improved sort of Physical armor (q.v.). If cast upon a subject already protected by the *Armor, Physical* dweomer, there is no additional Heka cost, and the former Casting has the added protection noted hereafter. If this Casting is to provide both *Armor, Physical* and Elemental protection described hereafter, then the caster must expend additional Heka on a one-for-one basis to provide Physical armor. Maximum applicable Heka armor thus possible is an amount equal to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner). This whole of the armor protection is effective versus any and all of the various forms of attack that produce Physical damage. It is destroyed on a 1-for-1 as it absorbs damage. When it is gone individuals can have new *Elemental Armor* and/or *Armor, Physical* cast upon them again. The following additional bonuses and penalties apply to armor, based on the type of protection created:

Armor Type	*+10 Bonus Versus*	*–10 Penalty Versus*
Firemail	Fire	Cold, Water
Icearmor	Cold	Fire
Stoneplate	Æarth-based	Air, Lightning
Zephyrsark	Air, Lightning	Æarth-based

Elemental Force Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 quasi-being — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Formula creates a semi-intelligent and motive force of Elemental energy. The quasi-being has no susceptibility to Mental or Spiritual attacks,

however. It has a P TRAIT equal to the caster's M TRAIT (one-half that if a Partial Practitioner). The quasi-being is vaguely humanoid, and is under explicit control of the caster for the entire duration of the Casting. Directing the being requires the caster's full concentration, so if it is broken for any reason, the Casting is terminated. The being can move things, bring things, carry things, etc., at a PMPow equal to the caster's MRPow. The dweomercraefter may cause the Elemental force to attack, if desired, with Initiative equal to the caster's roll + 2. The PD resulting equals 2D6 points of the following types:

Elemental Force	*Damage Type*
Firefriend	Fire
Forcebeast	Electrical
Waterwere	Cold (exposure)
Ærthropold	50% Blunt/50% Impact

Quasi-beings of elemental force may sustain damage equal to their P TRAIT, after which they dissipate harmlessly.

Know Element Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject/examination — *R&D:* Nil
Distance: Touch and sight — *Other:* Nil

E/F/M: This Cantrip creates a dweomer which enables the caster to examine something of mineral sort and determine its Elemental makeup. It requires one Critical Turn to analyze the basic Elemental nature (air, fire, water, ærth, and Heka) combination and each separate element mineral. For instance, enchanted armor would be ærth, Heka, adamantine, iron, carbon, calcium, magnesium, and (let's say) tungsten. With a total of eight separate things included, the caster would require 8 CTs of time to state that the item was, "Enchanted armor of high-quality, with (some approximate amount) of Heka infused." It would require only 3 to 6 CTs for the caster to examine most crystals and note Heka, if any, and kind—diamond, corundum varieties, beryl varieties, etc.

Magnetic Field Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting induces a positive or negative charge in ferrous items such as swords, armor, etc., causing them to attract or repel (at the caster's option) other items made of like material. The attraction/repulsion is as follows:

Attraction: The pull of the magnetic field is equal to the caster's MR CAPACITY in strength, so to separate two such items, each needs to be grasped by some firm and easily held portion and tugged with combined PMPow which equals or exceeds that MR CAPACITY. Attractive force will operate over a range with increasing force with 1 pound attraction at 10 feet, 2 at 9, 4 at 8, 8 at 7, 16 at 6, 32 at 5, 64 at 4, 128 at 3, 256 at 2, and 512 at 1 or less.

Repulsion: The same amount of strength (force) is needed to bring together or hold onto repelling ferrous metal bodies as is required to separate them. The velocity of a repelled one-point-weight ferrous metal object is equal to its relative distance from the other object at time of repulsion according to attractive force. Thus, assuming a 17- to 32-pound object and a 1 pound or under object in contact at time of Casting activation, the heavier would be repelled 5 feet, the lighter 512, each in opposite directions, at an acceleration of 16 feet per second squared (half that of gravity). The formula is "d = 1/2 at2" (where "d" equals the total distance travelled, "a" equals acceleration, and "t" equals time passage in seconds). This works out to 8 feet total by the end of the 1st second, 32 total by the end of the 2nd, 72 by the end of the 3rd, 128 for the 4th, 200 for the 5th, 288 for the 6th, 392 for the 7th, and 512 for the 8th. Thus, the 1 pound object would attain its repulsion distance of 512 feet in 8 seconds, or about midway through its third CT of motion. Note that once at maximum distance, all such velocity is instantly lost, and the object falls inert under gravitational pull.

Ærth Lore Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This divinatory Spell enables the practitioner to make a basic query into the recent events or influences in or pertaining to the Area of Casting Effect. Time duration with respect to being able to divine anything through *Ærth Lore* is one hour per *Dweomercræft* K/S Sub-Area STEEP point of the caster. This might include natural or magickal phenomenon or the presence of others. While typically cast upon natural stone or dirt, this Spell will also work with finished stone blocks.

Water Spider Formula:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special 1:1

E/F/M: This Formula produces a dweomer which enables its recipients to move over the surface of any body of water as fleetly as if they were an actual water spider moving on the relatively still surface of a pool, pond, or stream. Waves as high as three feet do not affect movement, but for each foot above that height, movement rate is slowed by 5 feet. Waves above 20 feet in height swamp the subject and break the dweomer's Effect. Base movement rate is the caster's M TRAIT in feet/CT. The caster must expend one point of Heka for each and every pound of material the subject wears or carries, for the Casting will otherwise affect only the subject's body.

Casting Grade III

Absorb Element Ritual:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: Sight to 1 special — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: By this Ritual of 2 ATs Time duration, casters can draw power from pure Elemental sources. Such things as burning fire, sheets of ice, lightning balls/strikes, etc., are good examples. Area is as follows: Air, up to 1 league; Fire, up to 1 furlong; Water, up to 1 chain; Ærth and others, from 1 rod to touch. Practitioners are able to draw off their M TRAIT (MR CATEGORY if a Partial Practitioner) in Heka points per CT of Effect. This drain will extinguish a like number of square feet of raging fire, melt that many cubic feet of ice, and reduce the power of a nearby electrical discharge by 1D6 per 10 Heka drawn off. Note that this Casting will drain the strength of Elemental-based creatures, armor or natural protection at the following rates if the practitioner is nearby (16 feet or less distance) or touches them:

Armor/Protection (or Creature/Beast)	*Amount Drained per CT by Proximity: chain/rod/touch*
Elementary	5/15/45
Elemental	3/10/30
Heka-Based	–/3/10

Heka withdrawn from creatures/Beasts is equal to Physical damage, and at such time as this drain equates to the subject's total P TRAIT, it is destroyed or dismissed to its native plane/sphere.

Elemental Augury Formula:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting serves as a sort of minor divination for the caster, providing a yes or no answer to a simple question. The proposition needs to be stated so that the answer can be given—i.e., the action must be named. Thus, the practitioner might ask, "Is this a good time for us to embark on a

foray down this canyon?" The caster must be near or touching the chosen substance or base element for the *Augury* to function properly.

Pyroglyphs: Flames curl and dance to form symbols.
Whisperwind: The sound of the wind "speaks" the answer.
Babblerill: Chuckling sounds of the water indicate the response.
Sigilstone: Magickal symbols form momentarily on rock to answer.

Fireflash Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: up to 1 yard radius/10 STEEP — *R&D:* 20/1D6 damage
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This powerful offensive Casting creates a ephemeral globe of Elemental fire, causing damage to all within its Area of Effect. Before activating the Casting, the caster must determine the size of its Area, for the blast of Elemental energy (force) will expand to fill a volume equal to the radius so determined! All who have their eyes open when the *Fireflash* occurs will be blinded for 1 BT/die of PD the Casting generates. The amount of damage done is variable and determined by the caster, who must add 20 points of Heka for each 1D6 of Fire Physical damage, but limited by the maximum possible Effect of 1 die per 10 *Dweomercræft* K/S Sub-Area STEEP points. For example, if a caster with 79 STEEP expended an additional 140 points of Heka, the *Fireflash* Casting would inflict a base 7D6 damage.

The caster selects a prime target (individual, object, point) to center the blast upon, then adds 20 points of Heka for each 1D6 of Fire PD desired. After rolling the applicable number of dice for Fire Physical damage potential, the caster then multiplies that amount by the results of a 1D6 Exposure roll for the primary target and a 1D3 for any others within the radius of the flash. Flammable materials within the Area of the *Fireflash* will be set alight, but such flames can be extinguished normally. Blinding lasts 1 BT/die base PD.

Icewall Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 cubic yard/10 STEEP — *R&D:* Nil
Distance: 1 foot/10 STEEP — *Other:* Nil

E/F/M: This Cantrip creates a magickal barrier of ice, horizontally or vertically, as the caster designates. The *Icewall* Effect must rest on a solid surface to activate properly—i.e., it can't be activated on a ceiling, in thin air, etc. It can be cast so as to cover an opening in the ground/floor surface, if the Area of Effect of the Casting extends well beyond all edges of the opening. It can be formed in a circle to protect or contain those within it's Area of Casting Effect. Contact of exposed flesh will inflict 1D3 PD points per CT because of its Preternatural chill. Normal clothing/hide/fur will provide 2 points of insulation versus the 1D3 roll, but metal armor subtracts 1 point, even though away from the skin and/or padded. Special (arctic) clothing/thick hide/dense fur will protect fully against the cold. The dimensions of the barrier created may be any combination of height/width/depth up to one cubic yard per 10 STEEP (3'x3'x3' times tens of STEEP). However, for each three feet of height given a vertical wall, there must be at least one foot of thickness, or else even this incredibly cold stuff will crumble under its own weight.

Quagmire Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Special diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Cantrip affects normal dirt, rock and finished stone, changing it into a muddy mire if it is on a horizontal plane. This stuff can be crossed by any creature able to transverse water/liquid, but others will be in trouble, as the mire is similar to quicksand in its peril. The Area of Casting Effect depends on the material to be subjected to this dweomer:

Wet or damp dirt (normal ground): 1 square rod to 1 rod depth.
Dry, parched dirt or sand: 1 square rod to 1 yard depth.
Clay, gravel, rocky ground: 1 square yard to 1 yard depth.
Solid natural rock: 1 cubic foot.
Dressed, finished stonework: .5 cubic foot, but up to 1 foot depth.

Any creature not able to walk on the surface of the *Quagmire*'s Area will sink into the stuff at the rate of one foot per Critical Turn. Once deeper than breathing orifices, the subject creature will drown in 1D3+1 BTs time. Mire of one yard depth will slow all movement to 10% of normal walking rate, and any subjects so mired will present excellent targets unable to evade attacks. Clinging mud of 1 foot depth slows the movement rate of ærthbound creatures to one-half normal, and evasive movement is impossible. Half that depth will cut movement by 10%, but evasive movement remains impossible.

Note that if the subject Area is a floor and the thickness of that surface is equalled or exceeded by the depth of the Effect Area, then the floor will collapse in the Area of Casting Effect, raining down its mire, plus all within it, to impact on whatever is beneath.

Summon Elementary Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard radius — *Other:* Nil

E/F/M: This Cantrip enables casters to summon one Elementary creature to their presence. The Elementary will recognize such a caster to be a dweomercræfter of the Elemental School, and will not require any rolls to control it, for it knows that the caster can destroy it anytime the Casting is in effect. The being will perform one simple command from the caster, fulfill it, and then depart. This command can be to fetch something, investigate something, or to attack....

Elementary

Base Scheme (+/– 1D6)

M: 50, EL: 45		**P: 100, CL: 90**		**S: 90, EL: 18**	
MR: 25	MM: 25	PM: 50	PN: 50	SM: 20	SP: 70
MRCap: 9	MMCap: 9	PMCap: 25	PNCap: 20	SMCap: 8	SPCap: 30
MRPow: 8	MMPow: 8	PMPow: 10	PNPow: 15	SMPow: 6	SPPow: 20
MRSpd: 8	MMSpd: 8	PMSpd: 15	PNSpd: 15	SMSpd: 6	SPSpd: 20

Elementaries are actually Evil nature spirits from the Material Plane that are summoned and controlled by practitioners. They feed vampirically on Mental fear and Spiritual terror. Elementaries are useful for their ability to invisibly pass through material or provide information about what is around. For example, an Elementary could pass through a wall, to say what was beyond, tell a persona how thick the wall is, and what type of material it is made of. However, Elementaries are basically untrustworthy and malign spirits, so they must be considered dangerous! Note that Elementaries may not affect any material that is enchanted or magickally formed. However, they must have a PPM or PPM to be subject to any Physical damage whatsoever, for in spirit (NPM) form they are invulnerable to such attacks.

If any human/humanoid with an M TRAIT above that of the Elementary is very afraid, this fear will "feed" the S TRAIT of the Elementary if the latter is within a 20' radius of the individual feeling fearful. "Feeding" at a rate of 1D3 points per persona per CT of extreme fear, the Elementary temporarily adds these points to its SP CATEGORY. The gain lasts only 1 AT after "feeding," so the thing must act quickly. If and when this "feeding on fear" brings the SM CATEGORY total in excess of 120, the Elementary can then create a feeling of *terror*, a Spiritual form of fear. All personas within a 15 foot radius of such an Elementary must make a roll versus their SM CATEGORY at DR "Hard." Each failing this roll will be subject to a vampiric draining of their S TRAIT at the rate of 1D3 points per CT. For every 10 SD points so inflicted, the Elementary gains 1 SP CATEGORY point, accruing to SPPow and SPSpd alternately until they total SPCap—i.e., 20 point maximum gain.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	8	40	40	8	40
Super	6	6	6	30	30	6	30
Vital	4	4	4	20	20	4	20
Non	2	2	2	10	10	2	10
Average	5	5	5	25	25	5	25

Stonebarrier Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 cubic foot/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 1:1 Area

E/F/M: A dweomer which creates actual, normal stone in the volume indicated, based on the caster's ability in this Sub-Area. The stone created is either the same as that which surrounds it or according to the caster's demand. If a greater volume of material is desired, then the practitioner must invest Heka at the rate of one point for each additional cubic foot of stone desired. This can be costly, for there are, for example, 27 cubic feet of volume in a cubic yard.... The Area of Casting material can be in virtually any shape, but the stone created must be firmly grounded to a base support of two or more other supports. It will not function as a "rain of stone" Casting, with a mass of matter falling from the air above! However, it can be used to form floors, walls, ceilings/roofs, barriers, supports, and even spans/bridges. The material will decay at the expiration of the Time Duration, disintegrating into nothingness then. Of course, the dweomer can be negated or dispelled via Heka, such as the *Vaporization* Spell.

Vaporization Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic foot/STEEP — *R&D:* Special
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting has the Effect of breaking down the natural cohesion of simple liquid and solid matter, turning it into gaseous form. Liquids are the easiest to vaporize, since by nature they are less dense. Solid materials such as wood, stone and metal are harder—requiring a significantly greater amount of Heka to vaporize. When cast upon an area or item of singular material construction, this dweomer dissolves and diffuses the material instantly and permanently, subject to the Heka adjustments in the following table:

Type of Material	*Heka Required*
"Thin" liquid (water, alcohol)	10
"Thick" liquid (oil, syrup)	25
Porous solid (sponge, soft wood)	50
Normal solid (leather, hardwoods, ivory)	100
Dense solid (stone, glass, crystal)	200
Soft metals (gold, jewelry)	400
Hard metal (steel, adamantine)	800
Heka-possessing item	1000*

*Items containing multiple Heka Powers require a like number of additional Heka adjustments. For example, a magickal necklace with two distinct Heka-enabled abilities will require 2400 Heka points to vaporize (400+1000+1000).

Note also that noxious/poisonous materials will form into noxious/lethal gases with a volume in cubic yards equal to the cubic feet of material destroyed. These can affect any personas within its area, with results left to the Game Master.

Windblast Charm:

Time: Instantaneous + special — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: By means of this dweomer the practitioner is able to create an enchanted draft of air, a wind whose speed is equal to 1 mph/ point of the caster's STEEP in an Area which affects a width as indicated for a distance from the caster measured in rods per STEEP point. Furthermore, this Casting's actual activation can be held for up to one Battle Turn. The Effect blasts forth from the caster's outstretched palms, the wind thus generated sweeping ahead for as many rods distance as the practitioner has STEEP points in this Sub-Area. The results of such a *Windblast* are measured on the following scale:

Wind Speed	*Effect*	*Description*
10 mph	light breeze	leaves & twigs move, light cloth extended
15 mph	moderate breeze	small branches moved, dust/papers raised
25 mph	fresh breeze	small trees sway, inland water waves crest
30 mph	strong breeze	large branches sway, light objects blow
35 mph	near gale	trees move, walking vs. wind difficult
40 mph	moderate gale	twigs breaking, walking half rate
45 mph	fresh gale	large loose objects blown around
50 mph	strong gale	tree limbs break, movement half normal
55 mph	whole gale	small trees uprooted, roofs torn
60 mph	storm	people blown down/around
65 mph	violent storm	large trees uprooted, structural damage
75+ mph	hurricane	devastating effects on all in path

The exact property and Physical damage inflicted is up to the gamemaster based on the locale, but 1D3 points Impact PD/CT/5 mph wind speed over 55 mph for exposed subjects is a fair benchmark.

Zephyrgo Cantrip:

Time: 1D3 ATs + 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip allows its subject to stand upon thin air, supported as if there were normal ground beneath the persona. The subject can "walk" down to contact the ground as desired, and contact will not dispel the Casting. It remains active until the subject wills otherwise or the Time duration expires. It is more potent than either the Castings *Levitate* and *Skywalk* (qq.v.), for it allows the subject to move in a desired direction at normal walking speed plus wind speed without regard to wind direction (even if opposing the subject's direction, etc.,). For every mile per hour of wind force blowing, the subject moves forward at that additional speed. Assuming a normal walking rate between 3 and 4 mph, a normal breeze will double or treble movement rate thus. The preferred time for use of this Casting by skilled Elementalist Dweomercrafters is during strong windstorms, gales, and even tornadic periods! Furthermore, the subject will not tire while "walking" under a *Zephyrgo* Casting.

Casting Grade IV

Dissipate Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* 1:1 R
Distance: Caster — *Other:* Nil

E/F/M: A dweomer which enables the caster to create an Area in which Elemental forces generated by Heka, though not creatures or Beasts of Elemental nature, are dampened or negated. The amount of Heka *Dissipated* depends on the Resistance built in at additional cost when activating the Spell. For each point of Heka so invested, one point is dampened in any existing or subsequently cast dweomer for the Time duration of this Spell. Note that in regards to attack Castings, the Resistance of this Casting directly reduces damage.

Electrify Cantrip:

Time: Permanent until discharged — *Other Heka Costs:*
Area: 1 ferrous metal subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell allows the caster to charge by enchantment and touch

with electrical energy a metallic substance of ferrous sort. The electricity stored thus is capable of causing 4D6 Physical damage points to any coming in contact with it. The electrically charged item often appears normal, but may give off a very faint buzz, hum, or crackle if subjects nearby stop to make a *Perception* roll before touching the object. It radiates Positive-type Heka, of course, and such a subject object will also have an aura indicating electrical content/charge.

Elemental Hands Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm enables its casters to inflict 4D6 points of damage to another by touching that persona and releasing the energy from one of the Elemental types below:

Attack Form	*Damage Type*
Firefingers	Fire
Arctouch	Electrical
Icetalon	Piercing
Rockfist	Blunt

Firebarrier Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This is a Cantrip which brings into being a fixed barrier of magickal fire, the flames forming a circular hedge around the Area of the Casting's Effect. The *Firebarrier* can be used either to protect those within its Area, or to contain/attack some creature or thing within it. The fire from the barrier causes points of Physical damage of the Fire and Continuing types as follows:

Distance	*Damage*
6 feet	1D3/CT exposure
5 feet	2D3/CT exposure
4 feet	3D3/CT exposure
3 feet	4D3/CT exposure
2 feet	5D3/CT exposure
1 foot*	6D3/CT exposure

*This continues to and includes actual contact.

The damaging Effect extends to both sides of the barrier, but the sympathetic nature of the dweomer, however, allows the caster and those of his associates specifically considered at the time of activation to be immune from it. Another, however, attempting to pass through the Effect would have to undergo a considerable amount of PD to get beyond it.

For example, a creature passing through the flaming wall would suffer 42D3 Fire PD (the total of each distance above, twice!), an average of 84 points, besides possible combustion/fire of/on its body because of exposure.

Fireflies Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This is a dweomer which empowers its casters to call forth up to their Sub-Area STEEP in insect-like creatures vaguely resembling Mundane fireflies, but coming from the Elemental Sphere of Fire. Each fly-sized creature is very hot, virtually an incendiary, and if it touches something similar to human flesh, that contact will inflict 1 point of Fire PD. There will be 1D3 contacts for each persona/creature/being in the Area. These little creatures will also ignite any combustible/flammable substances they contact. Because they will fly around, alight, etc., if there are many such substances around, it is likely that their presence will cause dozens of little fires to be kindled. If left unquenched, these blazes will soon consume their fuel, or grow into a major fire or fires.

Moletunnel Formula:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Formula creates the ability in the caster of being able to burrow through normal dirt. The size of the tunnel created via the dweomer's Effect is of three foot diameter. The tunneling is accomplished by the caster at the rate of M TRAIT (MR CAPACITY if a Partial Practitioner) in feet per AT (or 10% that per BT, or about 1 foot +/– per CT). Particularly soft, loose soil will enable a speed of +20%. Hard ground is at –20%, and hard and gravelly soil or clay soil is at 50% and 20% of normal speed respectively. Rock of any size must be bypassed. Note that collapse might be a problem for anyone else following behind, or even for the caster after expiration of the Casting's Time duration.

Pyrokinesis Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: When this Cantrip is activated, the practitioner is able to start a normal fire within Casting Distance and sight. The combustion will occur only in things which are normally subject to inflammability, of course. To determine if a fire starts, a second roll must be made, based on the caster's Sub-Area STEEP, as modified by the following general DR classes:

Material Type	*Difficulty Rating*
Volatile, highly inflammable material	V. Easy (×4)
Combustibles such as oil, paint, paraffin, wax, etc.	Easy
Dry paper/leaves/cloth, hair, twigs, string/rope, etc.	Moderate
Dry logs, timbers, panels, leather, etc.	Hard
Damp material	–1 DR (harder)
Wet material	–2 DRs (harder)
Heka-protected material	–3 DRs (harder)

Fire once ablaze will grow rapidly if there is available fuel, and in 3 CTs will reach the size of a normal bonfire (or cover a subject in flames!). The fire is not Preternatural, however, and can be extinguished normally.

Shatter Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject object — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The target object of this Cantrip may be any brittle non-magickal item (such as a ceramic, glass, or bone container) of up to about three cubic feet in volume. Upon completion and activation, the dweomer's Effect will cause the subject object to explode into small pieces which will do 3D6 Physical damage (Cutting) to anyone holding/within one foot radius of it, and 3D3 PD to any others within 2 to 10 feet of the *Shatter's* explosion.

Summon Elemental Aid Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 Elemental — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This highly potent Cantrip enables its casters to summon one Elemental being from one of the Elemental Spheres to their vicinity. Only the four "basic" (common) sorts can be so summoned, i.e., Air, Fire, Water, or Ærth Elementals, not Heka (nor anti-Heka) Elementals. The Time duration of Effect will be extended

by 1000% (from CTs to BTs), if the Elemental is summoned to something resembling its own nature—air, fire, water, or soil/rock (ærth). The Elemental will recognize the caster to be a practitioner knowledgeable in the Elemental School of Dweomercræft, be constrained to obey, and will not require any rolls to command or control as noted hereafter. The Elemental will perform one simple request by the caster, and then depart. The command can be to perform some action typical of its Elemental Power: to move something, fetch something, guard the caster, attack those threatening the caster, etc.

Major (common) Elementals strike twice each CT with a BAC of 50. Attack Powers of the Elementals considered here are:

Air: Per CT—75 mph wind or 5D6 Electrical PD/CT.
Fire: Per CT—combustion of inflammables and 5D6 Fire PD.
Water: Per CT—drowning effect or 5D6 Impact PD.
Ærth: Per CT—structural damage or 5D6 Chemical PD.

Elemental, Major

Base Scheme (+/– 1D10+1D6)

M: 60, **EL:** 48		**P:** 250, **CL:** 225		**S:** 60, **EL:** 48	
MR: 30	MM: 30	PM: 125	PN: 125	SM: 30	SP: 30
MRCap: 12	MMCap: 12	PMCap: 45	PNCap: 45	SMCap: 12	SPCap: 12
MRPow: 9	MMPow: 9	PMPow: 40	PNPow: 40	SMPow: 9	SPPow: 9
MRSpd: 9	MMSpd: 9	PMSpd: 40	PNSpd: 40	SMSpd: 9	SPSpd: 9

Elementals are from the Preternatural Planes and Spheres and summoned into service through Heka force. Beings of this nature are much more powerful than Elementaries, for example, and in addition to normal information and manipulatory Powers, an Elemental may actually communicate with the items of its element, and affect enchanted materials of like a type.

Elementals are invulnerable to non-enchanted/non-Heka-based attack forms, save for attacks of Elemental sort of their opposite Element, i.e., air-ærth, fire-water.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	40	40	*	*	40	*
Super	30	30	30	*	*	30	*
Vital	20	20	20	*	*	20	*
Non	10	10	10	*	*	10	*
Avg.	25	25	25	*	*	25	*

*Fire Elementals are immune to Fire; Ærth Elementals are immune to Chemicals; Air Elementals are Immune to Electricity.

Note that a summoned Elemental can be dismissed by the caster at whatever time that practitioner desires.

Wizardwind Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 foot/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Spell conjures a sustained wind, a moderate breeze of 15 mph speed, and allows its control by the caster. Direction of wind and sustaining the dweomer requires the caster to remain awake and alert, concentrating on the Casting one BT per AT, but otherwise free to do other things. The *Wizardwind* is capable of moving small and medium-sized waterborne vessels (up to 10 tons burthen per STEEP point) at the best speed for the vessel in question, as the force of the wind is directed so as to strike sails at the most advantageous point. This will generate a rate of speed equal to 3+1D6 knots per hour, based on the design and current seaworthiness of the vessel. (Small, very fast vessels should have 6+3D3 knots per hour modifier). Such a dweomer will also disperse fogs, gases, dust clouds and other airborne gases/materials, but only slowly at best if they are Heka-engendered, of course.

Casting Grade V

Elemental Missile Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 rod/STEEP — *Other:* Nil

E/F/M: This Casting generates a directed attack in the form of a smallish missile made up of Elemental Sphere material. The missile zips forth twice as fast as an arrow sped from a bow, to strike its intended target, causing 6D3+6 points of the applicable Physical damage type, as shown in the table below:

Type of Missile	*Damage Type*
Flameglobe	Fire (and combustion as applicable)
Lightningball	Electrical (and combustion as applicable)
Frostsphere	Exposure
Stoneshot	Impact

Elemental Pathway Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod/STEEP point + special — *R&D:* Nil
Distance: 1 chain — *Other:* 10:1 T addition

E/F/M: Creates an accessway/passage of 1 rod's width and height through air, fire, water, stone, or other Elemental/Elemental Sphere material, over crevasses, and past similar otherwise impassable barriers. All who are within sight of the caster at the time the Spell is activated can utilize this special pathway. The pathway does not prevent or negate damage from the Element of its aligned nature (if applicable), should those using the pathway accidentally touch the material of the passage's walls, but the floor is safe. (Have your *Thales' Elemental Cloak* ready...).

Flamegate: Provides a pathway or tunnel through the hottest fires, lava, magma, etc.

Windbridge: Creates an area of gentle breezes through a tempest, over a sheer drop, or through empty air.

Hydropass: Enables one or more beings journey safely through or under even the most turbulent seas and deepest waters.

Ærthdoor: Conjures a passage through solid ground of any consistency, including metals.

Naturally, Heka-created barriers might impede the functioning of this Casting.

If the Casting is employed so as to be effective in, on, or near a large expanse of an Elemental/near-Elemental material (GM's determination), the distance of 1 rod/10 STEEP points extends to 1 league/10 STEEP. Thus, for instance, passing into the air, water, ground, or Ærth's Elemental Sphere of Fire would enable a distant passageway indeed.

Energy Transfer Spell:

Time: Instantaneous + 1 CT/STEEP — *Other Heka Costs:*
Area: 2 subjects — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell transfers Mental, Physical, or Spiritual energy from one donor subject to another recipient subject. If the donor is unwilling, then the recipient (caster) must manage to score a Physical attack hit in the CT of Casting activation, or the Spell is negated. The amount transferred, willingly or unwillingly, cannot exceed one-half the total amount of the applicable TRAIT's two CATEGORY Power ATTRIBUTES. The caster must announce which form of energy is to be transferred at the activation point. Energy transferred goes to the TRAIT of the recipient, being subdivided into the CATEGORIES first, then ATTRIBUTES. Normal human maxi-

mums cannot be exceeded via this Casting. If *Energy Transfer* would exceed maximums possible, then the excess energy is not drawn off the subject. The subject donor is without the energy transferred for the period of Time dictated for duration by the caster's STEEP and performs accordingly. The recipient, in the meantime, has the benefits accruing from the increase. When the Time expires, the donor recovers fully. Likewise, at the expiration of the Casting's Time duration, the recipient drops back to the level of pre-transfer TRAIT. However, all events transpiring when things were otherwise, will not be affected by this change.

Globelight Cantrip:

Time: 1 BT/STEEP
Area: 1 inch diameter/STEEP
Distance: 1 yard/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: A dweomer which causes a sphere of radiant energy to spring into being at whatever location, within the allowable Distance. The *Globelight* is variable in radiance according to the mental desire of the caster. Low light is an orange one which illuminates a 20′ radius. Medium is a yellowish light which brightens a 40′ radius. High is a white brilliance shedding light to a radius of 80′. There are, however, two other states of this Cantrip. At "Red," the globe illuminates in the infrared spectrum in a 20′ radius; it is also hot and will deliver 6D3 Fire PD to any creature(s) who comes in contact with its sphere. At "Violet" the globe sends forth radiation in the ultra-violet spectrum to a radius of 160′, and any creature(s) coming into contact with its body suffer 3D6 Electrical PD.

Lavahome Cantrip:

Time: 1 AT/STEEP
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Cantrip makes the recipient totally immune to all forms of fire and heat damage, including those which are Heka-based in nature. The dweomer is such that the subject could sit at ease on molten lava, or be encased in magma, and feel completely at ease. The drawback is that it also prevents the utilization of any Castings which draw E/F/M from Elemental Planes or Spheres outside that of Fire. No such Castings will function while this one is active. As is usual with this kind of Casting, its caster or a practitioner recipient can negate it at will, but another subject recipient can't do so and must await Time duration expiration.

Quicklime Spell:

Time: Instantaneous + special
Area: 1 cubic yard/STEEP
Distance: 1 rod/10 STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This is a dweomer which was originally developed for such purposes as creating material for making mortar, cement and the like, but then found to have other applications, it has come into general Archetypical status for this School. *Quicklime* affects any area containing a significant amount of a calcium (carbonate) substance (limestone, chalk, bones, mollusk shells, etc.). The calcium must be at least 10% of the subject Area, and it can't be living bone. When activated, the Area turns from its former composition to quicklime, giving off a poisonous gas (carbonic acid) in the Area. All breathing this will suffer 5D3 PD (from poison). On the CT following activation of the Casting, the newly created bed of quicklime is mixed with water via the dweomer, so that its resultant heat release delivers 3D3 PD to all within its Area. On the second CT after activation, the moisture is generally withdrawn from the Area, so that the entirety of it becomes set, i.e., a near-concrete substance; and those caught within it are held fast at whatever depth they have sunk to (as dictated by the dimensions desired by the caster, the victims' weight, etc.).

Shockbolt Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chain + special — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This directed bolt of lightning, possibly with one, two or three small forks at the terminus, shoots from the caster's palm, inflicting 6D6 points total of Electrical Physical damage on one or more targets. The Area of the Force generated by this dweomer begins at whatever distance (from 0 yards out to the maximum) the caster has determined upon activation of the Cantrip. The *Shockbolt* begins at that distance and extends 1 chain (or more) beyond that point, with an effective width (radius) of 1 yard. Note that all targets within the effective area (length plus radius) will suffer the Casting's damage Effect because of its electrical force. If the stroke of electrical energy is without any forks, then its length (Area) extends to 2 chains (122 feet); if it has a single fork, then its length is 1 chain plus 2 rods (99 feet), each fork being 2 rods in length. If there are 3 forks (maximum), then the length is 1 chain, the 3 forks coming at the last 1 rod of the chain. A fork will be up to 1 rod distant from its neighbor. Each fork has the same effective radius of PD effect, but the PD component is divided between forks, i.e., 2 forks equals 3D6 each, 3 means 2D6 each. However, targets caught by the *Shockbolt* Spell's main Area (that before forks occur) will suffer full Electrical PD.

Solidification Spell:

Time: 1 AT/special STEEP point(s) — *Other Heka Costs:*
Area: 1 square rod/STEEP — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Spell affects ground surface or similar things, including constructions made of ground material, including stone. Its general effective depth extends to about 1 yard. Marshy and muddy ground can be made into firm, dry ground; the Time duration for this is based on tens of STEEP. Normal ground is turned into hardpan clay; the Time duration for this is based on ones of STEEP. Other, drier sorts of ground such as parched soil, sand and/or gravel are turned into solid rock of sedimentary kind; the Time duration for this is based on one-tenth of 1 STEEP point. If cast upon sedimentary stone, this dweomer makes that substance igneous in nature and of exceptional hardness for its duration, which is actually 1 day per STEEP point.

Thales' Elemental Cloak Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* 1:2 R armor
Distance: Touch — *Other:* 10:1 T addition

E/F/M: This is a dweomer which creates an aura of protection for the subject. This protection extends to complete invulnerability to normal Mundane Elemental forces such as wind, fire, water, falling rock, tornadoes, lava, ice, cold, quicksand, etc. Pure, Preternatural Elements, including those produced by Castings and other forms of Heka use, will affect the subject unless additional Heka has been expended to provide Heka armor against Elementary Spheres' forces. For each Heka point expended by the caster, *Thales' Elementary Cloak* provides 1 point of renewing protection, with one important *caveat*: If at any time the protection of the cloak is exceeded, the excess damage not only passes through to the subject but negates the Casting. The Time duration of this Formula can be extended by 1 AT for every 10 points of extra Heka invested in the Casting before activation.

Vortex Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: The *Vortex* Spell calls upon one Elemental Force, that which the caster calls upon at Casting activation. These Forces are, naturally, Air, Fire, Water, and Ærth.

Air: This causes a cyclonic wind to materialize at whatever Distance is desired by the caster. It is a stationary Effect. Its Force is a wind of 75 mph and Physical damage to all within of 5D3 each Blunt, Cutting and Piercing. There is general devastation within the Area.

Fire: This brings about a firestorm in an already existing fire of at least 1 yard diameter which is within the Distance of the dweomer's Effect. The fire becomes larger and hotter, and all within the Area suffer 5D3 Fire plus Continuing PD as long as they remain within the Area. All things normally subject to combustion catch fire. Living things within the Area can't breathe, and if they remain within the Area for more than 3 CTs duration, they will be asphyxiated. Note that even after the expiration of Time duration of this Effect, the Area, as well as its environs, might indeed be ablaze with normal fire.

Water: This brings into being a whirlpool in a fixed Area at the Distance desired by the caster. This watery *Vortex* will capture and pull down/sink any person or the like/vessel under about 50 feet length and 100 tons burthen within or entering its Area. Non-water breathing beings are drowned if within the Area at expiration of Effect. They otherwise take 5D3 Impact PD, as do all water-breathing creatures within the Area.

Ærth: This causes a sinkhole to appear suddenly in a fixed Area at the Distance desired by the caster, on any sort of ground ranging from muddy or sandy to solid rock. All standing on the surface in which the sinkhole appeared will be precipitated to the bottom 66 feet below. Each will suffer 5D3 Impact PD (limited to this total because the developing nature of the dweomer somewhat cushions the fall) and be trapped at the bottom unless it happens to open into some subterranean space or they can escape by climbing or use of Heka. When the Time duration expires, all still at the bottom must suffer another 5D3 Impact PD as they find themselves suddenly "dropped" onto level ground again.

Casting Grade VI

Abram's Elemental Manipulation Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 cubic special/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting enables practitioners to alter the natural shape of homogeneous, natural, relatively pure raw materials. Thus, casters can change the shape of a something made of steel or iron into a dagger, short sword, pot, idol, etc., depending on the volume of basic material, of course. They can similarly change raw wood into another contiguous form, cause a tree to form over a hollow place or develop such a hollow, and so on. This dweomer does not alter the composition of the base material, but only the form of that material is affected. The Area for dense/very hard substances such as metal is measured in cubic inches, slightly less dense/hard materials such as stone have an Area measured in cubic feet. Material of moderate weight and hardness, such as wood, is measured in cubic yards. Volume resultant from the dweomer does not increase, and it can decrease only by 10%, but the area it encompasses can be different. For example, a lump of copper could be changed to a copper urn whose outer diameter is ten or more times that of that of its previous form.

Note that in cases where workmanship is a question, the quality depends upon the STEEP of the caster:

STEEP	*Quality*
under 40	Poor quality
41-60	Below average
61-80	Average
81-100	Above average
101 and above	Exceptional

Cagliostro's Sheet Lightning Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Cantrip enables the caster to create a movable sheet of electrical energy of any shape within the given Area of Casting Effect. This

shape must be a single plane, and its ends cannot meet, although the plane can curve, of course. The plane moves through and at the caster's Initiative. Its rate of movement is equal to the caster's MRSpd in feet per CT. The Force generated by *Cagliostro's Sheet Lightning* inflicts 6D6 Electrical Physical damage to anything which comes in contact with its plane, each and every time such contact occurs. If the Force comes in contact with a substantial body of highly conductive material, however, such as a body of water, a large tree, or a grounded mass of ferrous metal (from lightning rod sort on up), then the dweomer will be negated.

Elemental Storm Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This dweomer creates a violent magickal storm within a fixed Area of Effect/Force/Material that causes 6D6 Continuing damage to all living within the storm's bounds. The *Elemental Storm* types, Physical damage forms, and incidental effects are as follows:

Cindersheet: Creates a swirling wall of hot, burning embers and choking smoke; PD is Fire. Combustion of normally inflammable objects within the Area takes place in 1 to 3CTs. Vision within the Area is limited to one yard.

Shockmist: Causes an enveloping cloud of highly-charged electrical energy, and PD is Electrical. Easily inflammable substances will catch fire due to the electrical sparks in the Area. Fine, conductive metals will fuse together. Vision within the Area is limited to one yard.

Hailstorm: Brings into being a freezing area of snow and piercing, icy hail fragments; damage is Blunt, with an additional 3D3 Exposure. Footing is treacherous, and falls will occur for all who fail a check versus PhCap at DR "Hard." Movement is at one-half normal, walking only. Vision within the Area is limited to one rod.

Sandsquall: Generates a blasting torrent of sand, grit, and dust of small to tiny size that blows around the Area, and PD is 6D3 Impact. Eyes opened or otherwise exposed will suffer *blinding* of permanent nature within 1 CT, unless protected by nictating membranes, goggles, etc. All containers not sealed so as to be "watertight" will have sand, grit, and or dust in them/polluting their contents. Vision within the Area is limited to one yard.

Elemental Walk Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 T addition

E/F/M: This Spell allows the subject and all that person wears and carries, to pass unaffected through a single type of elemental material or venture safely into or upon any single sort of Elemental Sphere as if the subject were native to that place, so that all movement, actions, etc., are normal to that individual. It is a useful Casting too in that the subject can pass from an elemental manifestation on the Mundane Sphere (Ærth, for instance), step into the Elemental Sphere corresponding to it, and then re-emerge in a like elemental manifestation on the Mundane at any distance removed from the original point of entry. If the desired destination is known beforehand and exists as known, then the Mundane and Casting Time required for the passage is but 1 AT. Searching, however, for a set, desired location in which to re-emerge requires 1D6 ATs Time. Willy-nilly re-emergence, however, will carry the subject to a proper substance manifestation at random from 100 to 10,000 miles (D% in 100s of miles) distant from entry point. However, the general nature of the entry point will be reflected by the exit point.

Lightningbugs Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: By activating this dweomer, casters bring into their proximity as many insect-like creatures, vaguely resembling Mundane lightning bugs, but coming from the Elemental Sphere of Air, as they have Sub-Area STEEP. Each fly-sized creature is electrically charged, and if one touches something, contact will inflict 1D6 of Electrical PD. These little creatures will also ignite any combustible/inflammable substances they contact, if the spark generated would otherwise set fire to the substance. Because they will fly around, alight, etc., there will be a likelihood of 1D6 number of contacts per persona/creature/being in the Area. It is also likely that their presence will cause small fires to be kindled. If left unquenched, these blazes will soon consume their fuel, or grow into a major fire or fires.

Pass Through Stone Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 T addition

E/F/M: The Casting allows the subject and all that person wears and carries to move through soil, stone, etc., or to and in the Elemental Sphere of Ærth. The Effect is employable at will during its Time Duration. Time can be extended by one Action Turn for each additional Heka point expended by the caster upon Spell activation. Compare the *Elemental Walk* Casting, above.

Casting Grade VII

Cloudkin Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 T addition

E/F/M: The Casting allows the subject and all that persona wears and carries to move through the air, or to and in the Elemental Sphere of Air. Movement rate while in normal air is increased ten times! The Effect is employable at will during its Time Duration. Time can be extended by one Action Turn for each additional Heka point expended by the caster upon Spell activation. Compare the *Elemental Walk* Casting, above.

Energy Drain Spell:

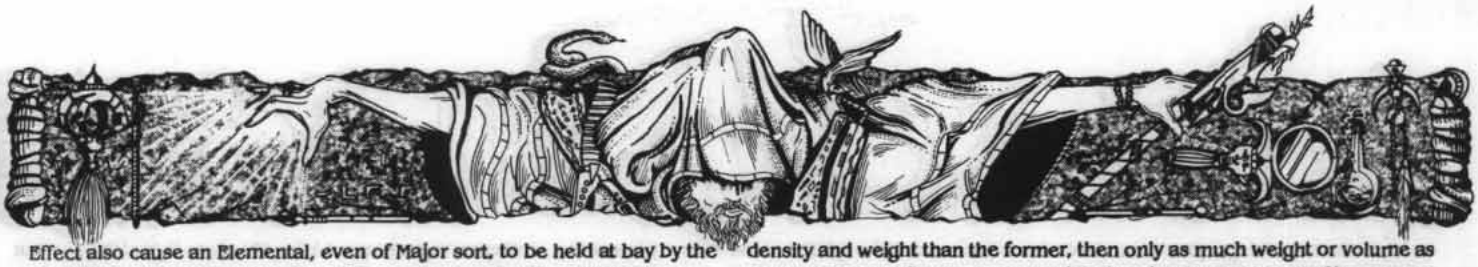
Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting brings a negative energy field into being which drains Heka and feeds it to the caster. It draws Heka equally from all subjects within the Area of Casting Effect. The amount drained, willingly or unwillingly, from any single subject cannot exceed one-half the total amount of the subject, nor in any case exceed the caster's M TRAIT (MR CATEGORY if a Partial Practitioner) plus STEEP in this Sub-Area. Heka energy drained by this dweomer accrues to the caster only insofar as the total so gained does not exceed that persona's normal store of personal Heka from all sources. Any excess energy is drawn off but the practitioner does not obtain it, the Heka is dissipated. Compare the Black School Casting, *Heka Drain*, above.

Repel Elemental Force Cantrip:

Time: Permanent or 1 AT/10 STEEP — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This potent Cantrip has two separate applications, one of which must be determined before activation of Effect. The first enables the practitioner to *dismiss* any Elemental being within Casting radius. This is a permanent thing, requiring another summoning to bring the dismissed being back. The second form is one which both disperses all basic Elemental attack forms (related to or of the Elemental Planes or Spheres) and empowers the caster in opposing Preternatural beings related to the elements. Heka-based attacks utilizing basic elemental bases of Effect, Force, or Material will not function within the Casting's Area. Thus, air/wind/cold, fire, water/ice, ærth/stone, etc., threats are typically negated. The *Repel Elemental Forces* Cantrip's



Effect also cause an Elemental, even of Major sort, to be held at bay by the boundary diameter of the Area, so it can not materially/physically attack.

Scorpionfire Cantrip:

Time: 1 CT — *Other Heka Costs:*
Area: 1 square chain/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: The dazzling orange, maroon, and red magickal flames created by this Casting are intermixed with blotches of black, scorpion-like tongues of Elemental fire. The *Scorpionfire* blazes over the Area of Effect of the Casting up to a height in feet equal to the caster's STEEP in this Sub-Area, according to the caster's will upon activation. The dweomer not only inflicts 7D6 points of Fire damage to all within its Area, it also subjects them to 1D3 "attacks" by the "firescorpions." Each such attack ignores all non-magickal protection. It has a BAC of 70%. Each point of magickal protection offsets this chance to hit by 1, and thus FAC is found. Each successful "attack" of a "firescorpion" inflicts a STR 10 Poison upon the victim (10 points PD immediate, 10 on the following CT, and 5 on the third CT following successful attack). Inflammables in the Area are, of course, set afire by the Casting's Effect.

Stoning Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic foot/STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This dweomer causes the subject of the caster's desire to undergo petrifaction. If a subject's volume exceeds the maximum Area possible to affect, petrifaction will progress from that point nearest the caster, or the ground, away, or upwards. The still unaffected portion will turn to stone thereafter, at one cubic foot per BT. As the dweomer is otherwise Instantaneous, the victim cannot be made flesh (or whatever) again through a dispelling or negation of the Casting. A special reversal must be employed to a whole subject in order to restore that subject to its former condition. Note, however, that a petrified subject brought to the Elemental Plane (or a Sphere) of Ærth will be "normal" again, but only so long as that subject remains on the Plane (or Sphere).

See also Dweomercræft, Black School, *Petrifying* Gaze, Grade IV and Priestcræft, Ethos of Gloomy Darkness, *Petrify*, Grade I.

Triton Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 T addition

E/F/M: By use of this Formula practitioners are able to so modify themselves or another subject as to be a wholly aquatic/Water Elemental creature. Breathing in fresh or salt water is "normal." Actions are made as if on land in regular atmospheric conditions, save that movement rates are triple normal. The subject's appearance will be similar to that of one of the merfolk or a triton. Casting Time duration may be expended, and the cost is one Heka point for each additional AT of Time desired, invested at the activation of the Formula.

Casting Grade VIII

Aristotle's Matter Alteration Spell:

Time: Permanent — *Other Heka Costs:*
Area: 1 cubic Special/STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This magickal operation enables the caster to cause the permanent transmutation of non-magickal item into another similar sort, including base element to base element. Soft wood can be made into hardwood; bone can be transformed to ivory; one sort of crystal can be made into another kind. In general, the new material retains its size and shape in the transformation, subject to weight consideration. That is, if the new material is of greater density and weight than the former, then only as much weight or volume as would be normal for the new material will exist. Thus a pound of iron turned to a pound of platinum would have a final volume considerably smaller than the original. A soft crystal of topaz made to much harder corundum would likewise be smaller. Note that any dispelling or negating Heka contacting such altered material will return it to its original material state.

dePayne's Disintegration Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic foot — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 20:1 additional A

E/F/M: This Spell's dweomer destroys completely and utterly any material of Mundane or Elemental nature, saving Heka itself, reducing it to nothingness, without even Tao matter left. Personas and Heka-engendered items may likewise be disintegrated, albeit with some restrictions. Personas unable to utilize (any form of) Avoidance (successfully) may attempt to resist the Casting by rolling versus their Spiritual Psychic CATEGORY score at DR "Hard," and items possessing Heka will modify the Difficulty Rating by a factor of one for each unique enchantment they contain. Area of Casting Effect can be increased in cubic feet to a maximum of one-tenth the caster's STEEP—i.e., 9 cubic feet at 90 STEEP. Additional Heka must be invested at the time the dweomer is activated, the rate being 20 points per cubic foot of added Area. Thus, at 9 cubic feet Area, an additional 160 Heka points would have to be expended.

Fallingstar Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: Sight to 1 mile — *Other:* Nil

E/F/M: The *Fallingstar Spell* can be employed only in a setting in which the caster is exposed to a sky or similar overhead "covering." This Casting causes a large meteor to appear, falling immediately from the sky at terminal velocity to impact the surface in question. Those things within the Effect Area suffer 7D6 points of Impact Physical damage, as modified by an Exposure roll: Those in the "bull's-eye" of 1 rod diameter must roll a 1D6 PD multiplier; those beyond that center must roll a 1D3 PD multiplier. If a structure is hit, the damage will be maximum and multiplied by six—i.e., 252 points to the structure.

Lightningwalk Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: A dweomer which enables its recipients to transfer their physical form, along with all they wear and carry from one place to another in the blink of an eye. That is, this Cantrip makes it possible for a subject to look at a place, and, on his or her Initiative portion of any CT, transfer to the point at which she or he was looking. As the distance is covered at lightning speed, this is virtually the "blink of an eye." When so empowered, the subject suffers no effect from lightning (or electricity)t, and if there are strokes of lightning in sight, the subject can actually transfer to one of these bolts, ride it, and in the process gain 10 D% Heka energy points. However, this is dangerous, for if the amount so gained exceeds the subject's normal potential from all sources, the excess is taken as Physical damage.

Resist Disintegration Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 or more subjects (special) — *R&D:* 100 R/additional A
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip enables one or more subject creatures/beings (and all they wear or carry) or objects (and all they hold and contain) to resist disintegration-type attacks. A living subject cannot exceed a cubic volume of

more than one yard, an object a cubic volume of more than one rod, or a basically single composition (surface) an Area of one cubic chain. Note that air, for example, *cannot* be affected (so forget that idea, wise guy!). Typically, two average humans can be covered by an unaugmented Casting, but to Effect a horse would take augmentation. Additionally, each separate subject is discreet, considered to fill the maximum volume, unless it comprises less than 50% of that volume, as noted above in the example of two humans. Single subjects in excess of the maximums stated require additional Heka expenditure, as noted by the example of a horse. Additional subjects/augmentation of a single Casting likewise call for extra Heka. In any event no more than one subject per 10 points of the caster's STEEP in this Sub-Area can be affected by a single application of *Resist Disintegration*.

Work Base Element Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard radius — *Other:* Nil

E/F/M: When this dweomer is activated the practitioner is able to mentally manipulate Tao, the base unit of Mundane matter which contains none of the five elements (Air, Heka, Fire, Water, Ærth). The options presented by this opportunity are manifold. The quality of an item can be improved from any other lesser one to that of *Unsurpassed*. Heka storage capacity equal to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner) can be created in an otherwise unsuitable item (subject to the GM's final ruling, of course!). The Heka storage capacity of an item suitable for serving as a container or Reservoir can be increased by an amount up to twice that of normal, although this can be done but once to any subject. The receptivity of an item to one Element can be reduced, and that of its opposing element increased, so as to make that item resistant to the less-receptive element. (Examples: Paper made "fireproof" or "waterproof"; metal made lighter and non-conductive.) Material to be Heka Forged typically must be worked by this Casting in preparation for further operations. An item of mixed elements can be separated into its components or those components changed to be but a single element, two elements, etc., as long as the component(s) being changed comprises 10% or more of the volume and weight of the initial item. Thus, gold can be separated from rock, gold and silver made discreet from its base material of electrum, a crystal of mineral can be made so as to exclude inclusions and be "flawless," and so on.

Casting Grade IX

Deluge Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: Variable — *R&D:* Nil
Distance: 1 yard radius — *Other:* Nil

E/F/M: This is a dweomer which causes a flood of water to materialize from the Elemental Water Sphere. This *Deluge* will occur in one of the following forms:

Cloudburst: Area up to 1 square chain/STEEP point of the caster. Precipitation falls at a rate equal to 100 inches per AT, or 1 inch in 1 CT. Anything under this downpour of rain will be drenched, virtually blinded, move slowly, have difficulty breathing without choking/getting water in its lungs, etc. Fires will be extinguished in mere CTs. Everything will be sodden, possibly awash in water if there is poor drainage or a low spot.

Fountain: Area 1 square rod. Nine thick geysers of water shoot upwards into the air for 66 feet, then rain down. Anything caught in the direct Area will be tossed upwards, then out and down, and battered for 3D3 Impact PD. Each Critical Turn of Casting Effect there will be 900 cubic feet of water spewed forth.

Pool: Area 4 square rods, and if unconfined will spread. This form of the Casting simply causes the appearance of 1,800 cubic feet of water each CT. It must materialize upon a solid surface of horizontal plane. It will flow normally, and if the liquid is unconfined will seek its own level.

Waterjet: Area 1 foot diameter. A single stream of water gushes forth from a vertical position. It is 1 foot in diameter and 100 feet long before it begins to disperse. Anything in its path will suffer 9D6 Impact PD. Material weaker than thick/strong metal, solid stone, or very thick hardwood will be torn through by the force of this water jet. Each Critical Turn of Casting Effect there will be 300 cubic feet of water spewed forth.

Elementalform Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 T addition

E/F/M: This magickal Formula allows the caster to assume temporarily the form of one of the four basic sorts of Elementals—Air, Fire, Water, or Ærth. While in this state, the persona has, if so desired, both the appearance and all the normal abilities of an Elemental of that Plane or Sphere, without losing any of his or her own K/S abilities. In addition, the subject is immune to attacks based on that element, but suffers double damage from those using the opposite element.

Subjects can, at their option, alter their form from that they normally have to that of an Elemental, but each such transformation reduces the Time duration by 10 ATs.

Newton's Negative Gravity Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The Effect of this Casting is to reverse the force of gravity in an area, causing all creatures and items not secured by some means to "fall" upwards. Note that any such objects striking the ceiling will suffer Physical damage as if falling from a normal height of equal distance, but because of their position (head "first" as it were) they will have a modifier for damage Location as if hit by a weapon, with 1D6 minimum PD considered. When any subject of this dweomer passes beyond (above) the Effect Area, it falls back, then "drops" upwards again, only to fall back, and so on. In about 3 BTs time spent thus, such subjects will reach the equilibrium point (the caster's STEEP in feet above his or her position on the ground). This could be devastating when the Casting's Time duration expires....

Pythagoras' Heka Diversion Formula:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 2 subjects/objects — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell can operate once each CT of its Time duration. Its dweomer causes Heka to be diverted from one subject (or object) and redirected (or channeled) to another through the caster. It can also divert Casting-directed Heka so as to both cause it to fail and store the diverted Heka in some object of the caster's, or strike another target entirely. The amount of Heka casters can divert/channel in a single CT is equal to their Sub-Area STEEP (or one-half that amount if a Partial Practitioner) modified by their DR to use this Spell, as shown below:

Effective DR	*Amount Diverted*
Easy	STEEP × 3
Moderate	STEEP × 2
Hard	STEEP × 1
Difficult	STEEP × 0.5
Very Difficult	STEEP × 0.25
Extreme	STEEP × 0.1

Any Special Success causes a rise of one multiplier upwards, with ×3 going to ×4.

DWEOMERCRÆFT—GRAY SCHOOL

Casting Grade I

Audial Trickery Charm:

Time: 1 AT — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Hearing — *Other:* Nil

E/F/M: With this Charm's dweomer active, the caster can perfectly mimic the voice or call of another person/creature. It is important to note that without hearing a wide range and variety of sounds, practitioners are able only to copy what they have heard in near verbatim fashion; that is, just because they heard someone call out a few words doesn't empower them to then carry out a detailed exchange in that voice. An observer will notice the caster's throat moving if great care is taken when looking, but there is no mouth/lip movement discernable.

Bedazzling Lights Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: By use of this Cantrip the practitioner brings forth an array of dark and silvery hues which weave a visual dweomer that casts a hypnotic Effect similar to the K/S Area ability (q.v.). It will influence multiple subjects of human/humanoid sort only, not animals, within the area of the Casting's Effect, causing them to stand bedazzled by the play of light and shadow unless each subject is able to make a roll against its MR CATEGORY (TRAIT if a practitioner) with a Difficulty Rating of "Hard." Those bedazzled will do nothing save enjoy the "show" until the Casting's Time duration expires, unless they are threatened, attacked, harmed, etc.

Dimlights Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: *Dimlights* is a Spell whose dweomer makes normal lights subject to a dimming of their illumination, much as electric lights wired to a rheostat can be lowered in wattage. In a single BT of Effect, brightness of all the light sources, including those of Heka-engendered sort, are reduced by 50%. Subjects within the Area will not notice the dimming. However, the resulting dimness will have a salubrious effect on further dweomers calling for less light and/or shadows....

Distraction Charm:

Time: 1 AT — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 foot radius/STEEP — *Other:* Nil

E/F/M: This Charm enables casters to distract others in 1 BT of Time by drawing

THE GRAY SCHOOL

66 Total Castings

Grade I Castings

10 Total
Base Heka Cost: 20

Audial Trickery Charm	Bedazzling Lights Cantrip
Dimlights Spell	Distraction Charm
Illusory Image Cantrip	Penumbrate Armor Formula
Phantom Coachman Spell	Shadowing Charm
Sound Effects Cantrip	Umbrage Spell

Grade II Castings

10 Total
Base Heka Cost: 55

Blinding Flash Charm	Disguise Formula
Fleetingshadow Charm	Intoxicating Gaze Spell
Moonglow Cantrip	Shadowface Spell
Shadowscript Cantrip	Thickshadows Cantrip
Tricks Charm	Well Tenebroused Blade Spell

Grade III Castings

10 Total
Base Heka Cost: 50

Illusory Scene Charm	Imaginary Things Ritual
Leave No Trail Spell	Mimic Physical Spell
Moonbeams Charm	Reveal Illusion Spell
Shadowboxer Spell	Shadow Forms Cantrip
Sonic Blast Cantrip	Ventriloquistic Mastery Spell

Grade IV Castings

7 Total
Base Heka Cost: 75

Chameleon Cantrip	Duplicate Self Charm
Illuminate Enemy Cantrip	Palpable Shade Formula
Perfect Mimicry Spell	Shadowcloak Spell

Transparency Formula

Grade V Castings

6 Total
Base Heka Cost: 100

Erase Runes Spell	Hallucination Spell
Misdelection Formula	Phantasms Charm
Sensory Overload Cantrip	Sleepshadows Formula

Grade VI Castings

6 Total
Base Heka Cost: 125

Doppleganger Cantrip	Miranda's Magick Maze Spell
Runic Symbol Spell	Shadow Self Formula
Shadow Warriors Spell	Sonic Barrage Charm

Grade VII Castings

6 Total
Base Heka Cost: 150

Bacon's Invisibility Cantrip	Louhi's Shadowtouch Cantrip
Negative Illusion Spell	Physical Illusion Spell
Reflective Circle Charm	Tenebrous Assassin Ritual

Grade VIII Castings

6 Total
Base Heka Cost: 200

Aura of Invisibility Spell	Illusory Terrain Spell
Pale Shadow Ritual	Planar Barriers Cantrip
Shadowdoors Charm	Shadow Weaving Formula

Grade IX Castings

5 Total
Base Heka Cost: 250

Joss Reversal Ritual	Mass Invisibility Charm
Plato's Grandeception Ritual	Socrate's Instant Illusion Formula

Shadowplate Cantrip

their attention to something else which is of equal or greater noticeableness than themselves. Some activity, another person, an attractive view, etc., should suffice. Such a practitioner is then free of direct observation for the remainder of the Effect Time duration.

Illusory Image Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 square foot/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This illusionary-power Casting creates a realistic three-dimensional image of a single subject or item as mentally determined by the practitioner. The illusion created by the dweomer's Effect is stationary, and contains no other component beyond the visual—i.e., it contains no auditory or olfactory component, and cannot be touched or felt. Any creature or persona attempting to touch the illusion will disrupt it and cause it to vanish instantly.

Penumbrate Armor Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 armor

E/F/M: A dweomer which creates upon the clothing a weightless and virtually unnoticeable armor protection for the subject. The protection of *Penumbrate Armor* is not of Heka armor sort, granted it is Heka-engendered. The armor is similar to chain mail in its effect, although it has no weight, doesn't jingle, etc. An observer might notice a subject protected by this Casting has dark shadows covering normal clothing, however, so an outer garment is frequently worn atop the enchanted apparel. For each point of Heka invested in protection, up to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner), one point of armor is created. The armor is functional against all forms of normal weapons, The protection is not self-renewing. For each point of Physical damage it negates, it loses one point in value. Only one such Casting may be active on a single subject at one time, Note that Heka armor protection can be added, but its only effect will be against direct Heka-induced Physical damage such as from Castings.

Phantom Coachman Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 "phantom" servant — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Casting enables the Heka-using persona to create a semi-sentient humanoid energy form of shadowy appearance and drawn from the Sphere of Shadow of the plane upon which the caster happens to be when the Casting is activated. This form has a Full Physical Manifestation, an M TRAIT and P TRAIT equal to one-half those of the caster, and no S TRAIT. It is capable of serving as a sort of manservant, and performs simple duties as butler, valet, waiter, footman, etc., for the caster (only), and requiring considerable specific instructions and some minor attention/concentration while so employed. As the Cantrip's name implies, the shadow creature can also function as a coachman, directing a single draft animal of a large team of horses or other similar draft animals to pull the conveyance (cart, trap, wagon, etc.) while the caster rides along on or in it. The caster may attend to/ concentrate on other matters as the phantom form drives the team, for it is able to operate the vehicle at the same STEEP rating as the caster possesses in *Riding* K/S Sub-Area *Teamstering*, or at 20 STEEP minimum.

Shadowing Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: A Charm whose dweomer enables the subject individual to perform various activities without likelihood of being noticed. The first activity enabled by this Casting is that of following someone without drawing attention to this activity, whether notice by onlookers or awareness of the subject(s) being followed. Naturally, this assumes that the subject employing *Shadowing* is not continually exposed and in plain view, acting in a bizarre manner, dressed outlandishly, carrying a ready weapon, shouting, etc. This Casting gives the added ability for its subjects to conceal themselves in any shadowed/shadowy area. This enables a subject to meld into the dim area so as to be unnoticed by visual observation from a point beyond 1 chain distance in unfavorable conditions (bright lights, few shadows, etc.), 1 rod otherwise. Any observers seeking to use normal vision to detect a subject concealed by Shadowing must roll against their *Perception* (both sorts if possessed) at the DR determined at the time—typically "Extreme" in perfect concealment conditions, then modified upwards as obscuring factors decrease.

Sound Effects Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 sound series — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The Effect of this Casting empowers its casters to create illusionary sound or noise series, originating at a point determined by them, subject to the Casting's Distance. Up to 1 CT of continuous *Sound Effects* can be made for each 10 STEEP points a caster possesses. Otherwise, the noises will be of intermittent sort, lasting 1 CT, whenever the Effect is activated by a caster. The sounds and/or noises are typically meaningless, but may be of vocalized speech, provided they do not contain more than one word per 10 STEEP possessed by the practitioner in this K/S Sub-Area. Some typical sound effects are:

Crash	*Moan*	*Scream*	*Footfalls*
Shout	*Thump*	*Whisper*	*Knocking*
Laughter	*Door slamming*	*Chanting*	*Horn blowing*

Umbrage Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: A dweomer which enables the caster to cause a subject to become wrathful at someone or something which has just occurred or is occurring. There must be a basis for the *Umbrage*. This can be some careless word or act, a seeming impoliteness, lack of courtesy, delay in service or attention, bumping or jostling, look or stare, and so forth. The subject will react immediately to this "provocation," verbally assailing the "offender" in an angry tone. The ire will continue to pervade such subjects until the Time of Effect of this Casting expires, at which point they will cool, probably offering some slight apology, and wondering why they allowed so small a thing to upset them. However, if there was some actual cause for anger, then the *Umbrage* Spell will heat that cause, and the results could have far more dire consequences, including such things as arrest, assault and battery, weapon play, and so on!

Casting Grade II

Blinding Flash Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot diameter — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Charm creates a momentary flash of brilliant light that will effectively blind all who are gazing in the direction of the Casting Area when it is activated. Those so blinded will be unable to see for 1D3 Critical Turns, plus 1 CT for each 10 points of the caster's STEEP in this Sub-Area.

Disguise Formula:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The simple disguise created through this dweomer is an illusionary

change of features, providing the subject with a slightly altered visage. While the deceptive "mask" made by this Casting will not alter radically features such as race, it will make individuals look as if they were a completely different persona to the casual, untrained observer when at close proximity, the scrutinizing, trained observer at a distance of more that a rod.

Fleetingshadow Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This is a dweomer which enables the subject to move both quickly and silently. Speed of movement is increased by 50% of normal, and initiative is rolled at a bonus of –5. In regards to stealth, subjects of this Casting are able to run as quietly as if they were walking cautiously, and walking movement is as silent as careful tip-toeing. If a subject is "creeping up" at half-normal walking rate, then she or he makes no more noise than would a cat. Of course, conditions will determine just how much noise actually occurs during any movement made under *Fleetingshadow*, for dry leaves, noisy actions, etc., must be taken into account.

Intoxicating Gaze Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight within 1 chain — *Other:* Nil

E/F/M: When activated by the caster, this Spell causes a single subject who has been imbibing alcohol (or some equivalent substance) to become what appears to be "rip-roaring drunk." The individual will then lose inhibitions and otherwise act as would one overly intoxicated. This Casting Effect temporarily reduces the subject's MRPow, MRSpd, PNSpd, and SMPow by 1D6 each; and by 2D6 points all K/S Area abilities' STEEP which rely on one or more of those ATTRIBUTES (such as *Combat*, for instance).

(See also Spellsongs and Witchcræft Castings.)

Moonglow Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The *Moonglow* Cantrip has a dweomer which illuminates the Area with a soft radiance equal to that shed by a full moon overhead on a clear night. This illumination will, of course, leave many shadowed places near the verge of its Effect.

Shadowface Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell renders the subject's facial features shadowy and indistinct in any but bright, direct light. While this Effect is not noticeable or remarkable, it does make identification difficult, if not impossible under most circumstances, for observers will not consciously notice that they cannot distinctly see facial features.

Shadowscript Cantrip:

Time: Permanent or special — *Other Heka Costs:*
Area: 1 subject object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: A dweomer which is used to create illusory or hidden writing. *Shadowscript* is typically employed by practitioners to conceal their Heka-related writings, as well as Charms and other markings connected with Dedicated Heka and delayed-activation Castings of all sorts. One object, or two large pages of script, can be affected by a single use of this Cantrip. The markings become undetectable to any view, save when the conditions of light and shadow are exactly the same as when the Casting was activated. However, this Cantrip has two other distinct functions related to the creation of illusionary or altered writing:

The first function brings into being a series of illusionary letters, Runes, etc., which float in mid-air for a duration equal to one Action Turn for every 10 points of STEEP possessed by the caster.

The second form of this Cantrip actually changes the content of existing written material, such as signs or documents. The caster must imagine exactly what the altered writing will say, at least in general terms and style. This function is essentially permanent, although the illusion may be detected or negated/dispelled.

Thickshadows Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This handy Cantrip enables the practitioner to deepen and darken shadows which already exist in the Effect Area. The dweomer is not noticeable to those observing the Area, and none will remark on the "thickening" of shadows there, but those able to employ such penumbrate and umbrate places for unseen movement and concealment will appreciate that the DR for doing so successfully is always one greater in their favor. Furthermore, this Casting has a sound deadening effect, which muffles noise as does a thick fog.

Tricks Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Charm conjures selective minor visual and audial effects selected at the caster's discretion. There is no olfactory component in the Effect, and the phantom images can't be touched; touch will negate the dweomer. Think of *Illusory Image* and *Sound Effects* cast together, with some of *Bedazzling Lights* Effect included!

However, viewers will not be absolutely fascinated by the sight, but if they have some compelling purpose they will act upon it without need for a roll to stop watching. In addition, the illusion created by the Casting's Effect can be moved by the practitioner, the rate being equal to that person's own normal walking speed.

Well Tenebroused Blade Spell:

Time: 1 CT/10 STEEP (special) — *Other Heka Costs:*
Area: 1 weapon (special) — *R&D:* 10:1 D
Distance: Touch — *Other:* 6:1 special

E/F/M: The Casting is placed upon a bladed weapon—knife, dagger, or sword type. The activation is held, however, until the blade is drawn from its sheath or scabbard or wherever else it rests. At that instant the Time duration of the dweomer begins to run. The blade affected by this Casting is difficult, if not impossible to see. An unseen strike can't be defended against by shield or parry. The shadowy Heka of the blade enables a better chance to hit a target successfully. This same Heka can also deliver damage to the target. There are then, three separate factors to consider, and each factor must receive additional Heka if it is to function:

Undetectableness: The caster can spend up to 60 Heka points to make the subject weapon undetectable, not normally subject to shield considerations or parrying, at the rate of 6 per CT of Effect.

Basic Attack Factor: The caster can spend up to 60 Heka points to increase the subject weapon's BAC by one for every six Heka points invested, up to a maximum of a +10 BAC at 60 points of Heka.

Physical Damage: The caster can spend up to 100 Heka points to increase the subject weapon's PD amount per successful hit by 1 point additional for every 10 Heka points invested, up to a maximum of a +10 PD at 100 points of Heka.

Casting Grade III

Illusory Scene Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Charm creates a stationary illusion of a single scene of considerable size and scope, for as many portions can be animated, made audible, and/or have olfactory components added as the practitioner has tens of STEEP in this Sub-Area. All extra components will have effect only when viewers are within the Effect diameter of the Casting. However, these "special effects" can be so staged through this dweomer that they occur only at such time as a human-sized or larger body enters the Area. The practitioner envisions/imagines the scene and its additional components as the Casting is activated.

Imaginary Things Ritual:

Time: 1 AT + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Ritual of 1 AT length enables its casters to hold actual Effect activation for as long as they desire, subject to the Time duration, which runs down regardless of actual activation. At activation, the caster selects a subject and sends a mental suggestion and/or verbal one to that individual. If the subject fails a roll versus its MR CATEGORY at DR "Hard," it will see, experience, believe in, etc., whatever thing or things the caster has predetermined for that subject. An animal, for example, might see a feared or hated foe, food, a mate, etc., in the opposite direction from the caster. A human subject might see the caster as an old friend or respected superior. Others might imagine they see a fabulous hoard of treasure. The dweomer will last for whatever Time is left considering the period of held Effect and activation, unless it is somehow negated or dispelled.

Leave No Trail Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square yard + special — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell, frequently called "Shadowfeet," empowers its casters and all who follow directly after them at a distance of no greater length than their STEEP in this K/S Sub-Area in feet, to utilize shadow to step on, thus leaving no trace of passage. This is possible even in a sandy waste with a sun overhead, for practitioners and their associates, if any, can cast their own shadows for this purpose. Note that there is a residual Heka left where the Casting has functioned, with a lingering aura detectable for six times longer than the Time of the Spell, and DR growing progressively worse from "Easy" with the passing of each equal period.

Mimic Physical Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting enables the subject to mimic perfectly the voice and physical traits, such as gestures, movements, and other mannerisms unique to another persona. The subject can mimic one such trait for every 10 points of STEEP possessed by the caster. While this does not engender any sort of visible disguise, it will add a 10 point STEEP bonus to the *Impersonation* K/S Area, double that if the persona has approximately the same proportions and is viewed from a distance.

Moonbeams Charm:

Time: 1 BT/10 STEEP — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: Through this Casting, practitioners are able to have as many shafts of light equal to the brightest moonlight as they have tens of STEEP in this Sub-Area. Each such shaft is one yard in diameter and does not light up anything outside it's shaft. This Effect is directional at the mental command of its casters, so that they can employ the *Moonbeams* to spotlight one or more target subjects. As long as such a caster is observing and concentrating, the beams of illumination will stay fixed upon the subject target(s). Note that active targets are able to get out of the spotlight Effect if they are unobserved. The beams can be masses to show all in a larger area, of course. They will cut through shadows created by Heka, just as they will negate Heka-induced darkness and gloom.

Reveal Illusion Spell

Time: Instantaneous — *Other Heka Costs:*
Area: 1 existing Casting — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Casting completely cancels one other illusionary Casting or Power and reveals its true nature to the caster and any others also present within the Distance indicated. Success, however, is not automatic even after activation of this counter dweomer. At activation the caster must make a second roll, this one also against STEEP in the *Gray School* Sub-Area, but modified by the Grade of the caster who created the illusion.

Casting Grade Opposed	*Difficulty Rating*
Two or more Grades lower	Easy
One Grade lower	Moderate
Same Grade	Hard
One Grade higher	Difficult
Two Grades higher	Very Difficult
Three or more Grades higher	Extreme

Shadowboxer Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Quasi-Elemental — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting creates a semi-sentient humanoid energy form, a Quasi-Elemental of Shadow. It's drawn from the Sphere of Shadow of the Plane upon which the caster happens to be when the Casting is activated. Naturally, its form and appearance are uncertain, fluid, and shadowy. This being has a Full Physical Manifestation, with an M TRAIT and S TRAIT equal to one-half those of the caster. The P TRAIT of the *Shadowboxer* is also one-half of the caster's own *plus* any additional Heka invested, subject to a maximum of the caster's M TRAIT (or MR CATEGORY if a Partial Practitioner), at time of Casting activation to generate a higher P TRAIT total. This Shadow Quasi-Elemental is capable of serving as a guard, and performs reasonably well, alerting the practitioner through semi-telepathic means of any danger it perceives. It can operate to only the Distance indicated, and if that becomes greater than the Casting allows, the dweomer is broken, the Quasi-Elemental returns instantly to its own Sphere. It attacks as would a human in *Combat, Hand-to-Hand, Lethal.* The Quasi-Elemental has a BAC of 30%. It delivers two fist attacks, each doing 1D3 Impact damage when it hits, because of the Preternatural nature of the creature's being. The effect of its substance is to give it an overall Average Armor Protection of 10. It's not subject to any normal attacks except if there is bright light or complete darkness. Susceptibility to light causes the Quasi-Elemental to suffer 1D6 per CT of exposure to any beam of light equal to full, intensified sunlight.

Shadow Forms Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 shadow /STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Through this Casting, dweomercræfters are able to form realistic shadows of items or creatures or anything else they can imagine on walls or other suitable surfaces (such as draperies, curtains, etc.). With these forms come soft sounds and faint odors, just as if the actual things depicted in shadow were nearby. The forms of *Shadow Forms* can be animated should a caster desire, although this will require the persona's undivided attention. It is possible for the caster to create animated shadow forms, have them move about, then become motionless, in position, for the remainder of the Casting's Time duration while the practitioner does other things.

Sonic Blast Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* 20/extra 1D6 damage
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This offensive Casting creates a powerful blast of sound, and this sound "explosion" does a base 3D6 Stun Physical damage to all hearing subjects within the Area of its Effect. It also causes damage to anything of fragile construction such as fine glass, delicate porcelain, etc. For each additional 20 points of Heka a caster invests in the dweomer prior to Casting activation, another 1D6 is added to damage potential. However, no more than the caster's current Grade in this Sub-Area in extra dice of PD may be added. For instance, a caster competent in Grade V Casting could add five dice by paying 100 additional Heka points, thus giving the *Sonic Blast* an 8D6 PD.

Ventriloquistic Mastery Spell:

Time: 1 AT — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This dweomer combines the abilities of *Audial Trickery* so that casters can perfectly mimic, or create imaginary, voices or calls of other persons/creatures. It enables a practitioner to seemingly have two or three such sounds going on virtually at the same moment and allows its casters to "throw" their voice, placing the origin of the sounds and/or words at a distant location up to the radius of Casting Area Effect. Anyone observing such casters will not see them open their mouths, let alone speak!

Casting Grade IV

Chameleon Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip is similar to the *Shadowcloak* Casting (q.v.), allowing casters to blend in with their surroundings by changing the coloration and visual texture of them and their items to those of the nearest features. It provides a 30% bonus towards a caster's *Criminal Activities (Sneaking)* STEEP. Unlike *Shadowcloak*, however, the caster need not be in shadows, nor is it necessary for the persona to remain motionless (although when moving, the caster gains only a 15% bonus).

Duplicate Self Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting enables the practitioner to create one illusory duplicate of him- or herself for each 10 STEEP points possessed in this K/S Sub-Area. These images will seem to spring forth from the caster, moving in such a manner as to confuse observers as to which is the actual person and which a mere dweomered replica. The images exactly mimic the actions of the caster. A successful attack made against one of the images will cause that duplicate to disappear, but all others remain.

Illuminate Enemy Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: By using this dweomer, casters cause one or more enemies of their choosing to glow as if they were bathed in bright moonlight. Furthermore, the subject(s) leaves glowing marks when they move, footprints of a luminous sort whose glow fades away in as many BTs time as the caster has tens of STEEP. Obviously, any such subjects seeking to conceal themselves cannot do so. Their trail of movement can be followed with ease if the trackers are close, for the glowing marks left by passage are seen with ease. This illumination provides a 10 point bonus to Base Attack Chance (BAC) in dim and/or shadowy conditions, a 20 point BAC bonus in conditions where there is full darkness.

Palpable Shade Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The shadows surrounding casters of this dweomer are given a degree of material form by the activation of this Cantrip, and while they remain within this Area the Effect enables them to draw Heka Energy from the Plane of Shadow. While so surrounded, a caster's effective STEEP and actual expenditure of Heka are benefited by a 10% factor. That is, actual STEEP in this K/S Sub-Area is 10% greater, and the Heka expended on Castings is only 90% of normal cost.

Heka which generates bright, sustained light will negate this Casting.

Perfect Mimicry Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell enables its subject to imitate with near perfection the looks, sounds and gestures of another person of similar size and weight. It functions as if the *Impersonation* K/S Area were being used, but the dweomer enables performance at this Sub-Area's STEEP plus 20 for the Heka utilized.

Shadowcloak Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Practitioners utilizing the Effect of this Cantrip are able to conceal themselves in shadowy and dark places, becoming nearly invisible whenever they are motionless. The Shadowcloak dweomer likewise masks odor, and sound is muffled to a considerable extent too. This dweomer grants a 25% bonus to such a persona's chance of success when using the *Criminal Activities, Physical* K/S Area (*Sneaking* Sub-Area), and there is no chance of Special Failure as long as its Time duration is active. Note that unlike the Dweomercræft (Green School) Casting *Blending*, this Casting is not ended by movement, for when a subject stops again, the effects will resume. Compare *Chameleon*, above.

Transparency Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula's Effect is to render a single subject—including all that

is worn or carried with respect to living beings—transparent as glass. Such creatures or items will be nearly invisible as long as they remain motionless. In combat, there is a penalty of –20 to the BAC to hit such a dweomered being, for it is difficult to see one clearly, even though there is distortion when movement of the subject occurs. Note, however, that the subject will still cast a vague shadow; and also there is a glittering when directed light strikes the subject's form. A typical counter to this Casting is *Illuminate Enemy* (q.v.).

Casting Grade V

Erase Runes Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell erases normal and magickal letters, Glyphs, Runes, Symbols, and other forms of writing. The amount erased will equal one document or group of symbols making up a unique and distinct work (such as a single Casting, an article, a set of directions, etc.). It will also remove Sigils or Glyphs set to trigger Heka, but casters must check success against comparative ability, i.e., their own STEEP versus that of the caster of that which is to be erased:

Caster's STEEP is	*Difficulty Rating*
Higher than the other caster	Moderate
Same as other caster's	Hard
One Grade lower	Difficult
Two Grades lower	Very Difficult
Three or more Grades lower	Extreme

Hallucination Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 25/additional subject

E/F/M: This Casting causes a subject or subject group to be affected by mental illusions. At the additional cost of 25 points per person, additional subjects beyond one can be included in this dweomer's Effect. These imaginary things and events are established by some suggestion made by the practitioner when the dweomer is activated, and embellished by or directly from its subjects' imaginations, causing them to view things and events they believe to be real. Images may otherwise be left totally to the subjects own minds to create. Subjects will also influence the imaginings of one another as they communicate, so that a shared *Hallucination* will develop in but a few BTs time. The *Hallucination* Effect on the subjects never develops imagined things of a damaging or dangerous sort, although they may prompt a persona to attempt some potentially dangerous feat. Note that others not so affected cannot see/experience the hallucinations, no matter what method is used to attempt such, save through direct mental contact with a subject.

Misdetection Formula:

Time: Permanent until dispelled — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* 100:1 DR special

E/F/M: When cast upon an object, this dweomer seeks to alter one or more of the item's properties with regard to magickal attempts to identify or divine the powers and purposes of whatever enchantment is contained therein. The number of additional Heka points channelled by the caster of a *Misdirection* determines the adjustment to any subsequent identification/divinatory Casting's Difficulty Rating. For every 100 points of Heka the caster expends beyond the Casting's activation cost, the DR is moved one step harder, to a maximum rating of "Extreme."

Phantasms Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting creates one or more illusionary monster's or threats at the dweomercræfter's option. All beings in the Charm's Effect Area will be subject to the *Phantasms*. The caster sends forth a mental picture, and the subjects see this as something actual. Thus, for example, they might see monstrous slugs who advance upon them with the single-minded intent of swallowing them whole with their gaping maws. Any phantasmal beasts will take the added components of the subjects' worst nightmares, and have full visual, audial, and olfactory components. The caster might create the image of a pit, deadfall, or crevasse suddenly opening at the subjects' feet. Any being able to understand the danger represented by the Effect will suffer Physical damage from any attack or peril which is undergone. Physical "harm" will be believed, personas who "fall" into a hole will actually suffer damage, as if they had actually impacted at the bottom of such an opening. Just as if actual, damage will accrue, and belief will cause the heart and nervous system to cease functioning when such imagined damage has exceeded that sustainable. In short, the subjects are sustaining Mental damage, but against a perceived Physical damage potential. However, if the Casting expires, is negated, or is dispelled prior to "death," all accumulated "Physical damage" is suddenly gone. In its place the subjects take 20% of that total in Mental damage, but in no event an amount which would bring them to a 0 total.

The dweomer, and the force of the subjects' belief, will cause the illusory things of this Casting to take on a shadowy reality and thus be visible to any others in the vicinity. This occurs on the CT after activation.

Unless the subjects can successfully roll against their Mental Reasoning CATEGORY total at Difficulty Rating "Hard," they will believe the *Phantasms* imagined Effect to be the real thing—even to the point of sustaining "Physical damage" from the illusionary experience as noted above! Any subject who fails this roll may do nothing save attempt to fend off the attacks, flee, attempt to avoid falling, etc. In any case, as long as subjects remain within sight of the caster, they will take damage from the illusion equal to 20% of their Physical TRAIT score each CT. Such subjects are certainly doomed within five Critical Turns unless the caster's concentration is broken, or they leave the caster's field of vision, or the dweomer is disrupted.

Sensory Overload Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 square rod — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Sensory Overload* Casting causes all living things utilizing sensory organs in the Area of Effect to experience an immediate overload of all of these organs, so that they function improperly or not at all. Each potential subject must roll for each sense possessed. The roll is made against PN CATEGORY (or MM or SP CATEGORY in the case of Mental or Spiritual "senses") at DR "Hard." Failure indicates that sense is not functioning due to the dweomered overload, with Special Failure doubling the Time duration of the Casting's Effect. Non-functioning senses will be as follows: Vision will be double, short sighted, blurred, tunneled, lack depth, etc. Hearing will be impaired, be overridden by ringing or noises of other sorts. Smell will be deadened or else relay nonexistent odors. Feeling will cease, tingle, and so on. The sense of taste will fail, give false information, be of metallic sort only, etc. Even unusual senses will be confused or nonfunctioning. (This one is lots of fun to GM, after the checks are finished, as blinded personas try to tell deafened ones what they hear, as those personas explain what they see in return!)

Sleepshadows Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer is one of the more potent possessed by the Gray School of Dweomercræft. The Formula works only in conditions between full daylight and total darkness, however, so it has limited application. An illuminated chamber, though, is as ideal as a dusky twilight, starry night, or gray dawn. The practitioner selects an activation point, and from this center creep shadows which seem natural enough to most any happening to witness the phenomenon—it could be the gentle swaying of a bough or the like, causing this movement. The shadows move to cover the area, swaying, sliding, rocking gently to and fro, back and forth, here and there. The subjects in the Effect Area grow drowsy in the first Action Turn of the dweomer, and then barely move, don't converse, and are lethargic. Then they sleep lightly the second AT, and by the third all are slumbering so soundly that only very loud noise, shaking, or a dash of cold water will awaken them until the expiration of the Casting Effect. Those subsequently entering the Area will suffer the same Effect, but such new subjects will have the opportunity to avoid the dweomer. Each must make a roll against MR TRAIT total at DR "Extreme", "Very Difficult" if the subject is able to cast Heka, "Difficult" if a Full Practitioner, "Hard" only if a dweomercræfter of the Gray School.

Casting Grade VI

Doppleganger Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: When a practitioner activates this Casting, the subject is able to assume instantly a form that is the exact duplicate of another human or humanoid of roughly the same size and mass. In addition to duplicating the appearance of the other, the subject is able to speak in the same voice, walk the same, have the same mannerisms, etc., as the one being mimicked—assuming that the caster has been able to observe these things so as to include them in the dweomer's Effect. This Cantrip does not, however, provide the caster with knowledge of the subject's memories, languages known, vocabulary/favorite or typical phrasing/speech patterns, and the like, so these can be important means of identifying an impostor, especially if both the imitation and real individual are present.

Miranda's Magick Maze Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Spell generates an illusionary, maze-like area designed to trap, or at least detain, personas and creatures. The dweomer can be activated so as to suddenly trap the subjects in its center, or it can be set to activate when subjects enter its Area, as a delay to pursuit. The "walls" of the "maze" can appear to be made of any material by the caster's mental will on activation of Effect, and will have the appropriate "texture" and "consistency" (as imagined and firmly believed by the subjects!). No such barriers, however, can be affected by the subjects' batterings or Heka-based assaults on them, even those "walls" which seem to be of brittle or breakable material—short of Castings which negate or dispel illusions. To avoid the GM having to create an actual maze, the subject, or leader, if several subjects, will be allowed a roll against the MRPow ATTRIBUTE at Difficulty Rating "Hard" once each AT of Time duration of the Casting's Effect. A Special Success frees the subject (group) instantly. Success indicates that subjects emerge from the "maze" at the end of the AT. Special Failure means that subjects will not be able to "escape" until the end of the Time duration.

Runic Symbol Spell:

Time: Permanent until triggered — *Other Heka Costs:*
Area: 1 Runic pattern — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through use of this Casting, a practitioner stores another Archetypical Casting within a Symbol (or set of them) or other type of Rune (possibly invisible)—Glyph, Hieroglyph, Sigil, sign, etc. This Runic Symbol Casting will be given specific requirements as to the conditions which will cause the stored dweomer to activate. Note that the stored Effect of the Casting will not require the normal activation time, that of a Spell, before Effect manifestation, for that was part of the dweomer that placed it into the Rune. The caster may, however, include a delay in the release of the Symbol's effects, if such is desired.

Shadow Self Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 shadow — *R&D:* 2:1 R special
Distance: 1 furlong/ STEEP — *Other:* 100/Casting Grade

E/F/M: The Casting creates a powerful form of mixed shadow and illusion which is absolutely indistinguishable from the caster in any light conditions less bright than those of cloudy daytime. This twin is under the mental direction of the caster, being a mere automaton which has no volition of its own, save basic "pre-programmed" actions such as walking, giving casual greetings, shopping for items on a list, and so forth. Casters must concentrate complete attention on their illusory twin only when they desire to use this extended sensory capacity or else have some complex communications with other persons, fight, utilize Heka, and the like. Otherwise, the shadowy form will function well without direction, and its caster can engage in other activities. It serves as an extension of the caster's senses, but the caster cannot have it fight with effect, or perform Castings, unless additional Heka is invested at activation.

The form can not withstand contact which results in Physical damage. If it suffers any Physical damage beyond 3 points it simply vanishes. Should a caster, however, invest additional Heka at the time of activation, the form can be made resistant to any sort of Physical damage. Resistance gained is on the basis of two points off Heka for 1 point of Resistance. No more than the caster's MR CATEGORY (MRCap if the caster is a Partial Practitioner) in resistance can be so added.

To utilize Castings through a *Shadow Self*, the activating practitioner must expend 100 points of additional Heka for each Grade the manifestation is to be able to cast. Thus, if 300 extra Heka points were expended, the image would be a channel for Castings of Grade III and under originating from the caster but centering on or issuing from the image.

If the *Shadow Self* form passes beyond the caster's Distance of Effect it vanishes.

Thus, the *Shadow Self* Effect can be sent forth to some considerable distance by the practitioner, and it will go about as directed. It can walk and talk, do normal things, buy and sell (but not eat or drink) as if it were the caster, and none will be the wiser unless it is seen in very bright light or daylight. Aura reading will draw a blank, of course, and a scanning for Heka will reveal that the thing is a mere illusory being.

Note: At two Difficulty Ratings harder, casters can attempt to make a *Shadow Self* form that of another known well enough to attempt to duplicate. If the Casting succeeds, the degree of success of the imitation will be based on the *Impersonation* ability of the caster, or a base of 20, whichever is greater, and then modified by knowledge of the one impersonated.

Shadow Warriors Spell:

Time: 1 BT/10 STEEP — *Other Heka Costs:*
Area: 1 "warrior"/10 STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This fearsome Spell creates animated, attacking things which are partly shadows, partly physical. They appear as monstrous creatures or massive warriors, or any mix thereof, as the caster desires. Each "warrior" is capable of inflicting 3D6 points of either Blunt, Cutting or Piercing Physical damage at the caster's option when the dweomer is activated, with a BAC of 60%. Each will attack, never attempting to parry, in combat and has a base P TRAIT of 50 with no Critical Level consideration. The *Shadow Warriors'* P TRAIT can be augmented by the caster through the expenditure of two points of Heka each for each point added to the 30 base. All "warriors" must have the same P TRAIT. Each has an Average Armor Protection of 12, and their shadowy nature causes opponents to attack at –10 BAC. The "warriors" take only one-half normal PD from all attacks save Fire and those from enchanted weapons or of Heka-related sort. They are negated when they have no P TRAIT left due to PD inflicted on them, are dispelled by light equal to full daylight or by total darkness, and the Casting Effect can, of course, be otherwise negated or dispelled..

Sonic Barrage Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This devastating Charm creates a powerful series of sound blasts in low to high ranges. These sound "explosions" do a base 2D3 Stun Physical damage to all subjects within the Area of Effect. There will be one blast for each 10 STEEP points the caster has in this K/S Sub-Area. The *Sonic Barrage* also causes damage to anything of normal construction within its Area of Effect, shattering fine glass, delicate porcelain, etc., and even cracking soft stone. Additionally, all living subjects within the dweomer's Area will be deafened, unable to detect vibrations, for as many BTs of time as there were blasts of sound.

Casting Grade VII

Bacon's Invisibility Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting renders one subject and all that person wears and holds completely invisible to normal sight, inaudible, and odorless. Such a subject is generally detectable only through Heka use or magickal vision. Hypersensitive sensory capacity will enable an observer to detect a vague impression of the subject of *Bacon's Invisibility*, but only as to general whereabouts, kind, etc. (Use of a fine powder, a thick mist, or something similar can undo much of this Effect, as the subject's shape, footprints, etc., can be seen). The subject under this Effect can move, attack, or do anything else, except the practice of Casting, without negating the dweomer. It must be negated or dispelled, however, if the subject wishes to utilize any Casting. Anyone physically attacking a subject will have a DR adjustment of "Difficult" at best, all the way to "Extreme" if the subject is not generally located/pinned and is seeking to avoid such attack.

Louhi's Shadowtouch Cantrip:

Time: 1 BT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Sight within 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Cantrip allows its casters to touch and manipulate items from a distance with an invisible force, just as if they were employing their own two hands. Note that this force can be used for direct attack, as well as for dextrous operation of an apparatus or object. For example, casters can use the Casting to swing a disembodied sword at whatever K/S *Combat, Hand Weapons* STEEP they have with such weapon. The *Shadowtouch* can be used to carry something or someone or make unconscious personas lift their arm and wave. The Mental ATTRIBUTES of the caster translate to Physical ones in regard to the application of force, strength and rapidity in this case.

Negative Illusion Spell:

Time: 1 AT/special — *Other Heka Costs:*
Area: 1 subject or object — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: Unlike other illusionary Castings which make something appear which is not there, this Casting has the affect of making an individual or item which *is* present seem missing. The Time duration of this Casting depends on the subject affected. If it is a living thing, the Effect lasts for Action Turns per 10 STEEP of the caster in this Sub-Area. If it is non-living and inanimate, the Time duration is in ATs per STEEP point—i.e., 10 times longer. At first glance, this Cantrip might seem to be nothing more than normal invisibility, but that is not the case. For example, a persona who had an invisible sword in a sheath, would still be able to feel the weight of the sword, grab its handle, draw and use it, etc. A sword which was subject to a *Negative Illusion* dweomer, on the other hand, would have no weight, nor would anyone subject to the illusion Effect be able to feel or touch it. Note that a living thing under this Effect can be devastating! However, if sentient creatures are exposed to attack by such a subject, they are each entitled to a roll against their MRPow at DR "Hard," DR "Moderate" if a practitioner and Heka caster, DR "Easy" if a Full Practitioner dweomercraefter, and with a –20 adjustment bonus to the dice if of the Gray School. Success negates the illusory absence with regard to that individual only.

Physical Illusion Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: A three-dimensional illusionary setting and or scene/scenario is created through this dweomer, an illusion containing all components—sight, sound, smell, taste, and touch. The illusion can have components which are animated, including realistic creatures and/or animals that react to subjects present in a basic fashion, though they can not truly communicate (respond to a question) or actually interact with individuals, save by a predetermined action sequence (which might seem to be interaction) as specified by the practitioner (and written out by the player!). For instance, the *Physical Illusion* might be programmed to show two warriors dueling, and as the viewer enters, one triumphs. The victorious warrior seizes a bejeweled belt from the prone foe, turns to the viewer and snarls, "Stay back, or else I'll slay you, too!" The illusory figure then turns and dashes off into a narrow, twisting passage. Naturally, the illusionary individual vanishes at the boundary of the Effect Area but seems to have fled with some rich, possibly enchanted prize.

Reflective Circle Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter circle — *R&D:* Nil
Distance: 1 foot — *Other:* Nil

E/F/M: This Casting generates a mirror-like disc of pale, silvery Heka that floats in mid-air before the caster. This reflective disc is motive and

controlled by the caster. It is designed to deflect gaze attacks and Eyebite Castings, one per Critical Turn, directed at the practitioner who activated the *Reflective Circle*. The caster will certainly be shielded from one such attack while this Effect is active, and in addition to sending such assault harmlessly away from its intended target the disc has a chance of reflecting such attacks back upon their originator. The percentage chance for accurate reflection is equal to the caster's STEEP modified by DR "Very Difficult."

Tenebrous Assassin Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 Quasi-being — *R&D:* 2:1 resistance
Distance: Special — *Other:* 2:1 P TRAIT

E/F/M: This Ritual requires one Action Turn of time spent in casting the dweomer for each league of range Distance the resultant Effect is to have. The Casting summons a Shadow Quasi-Elemental of no great Power, but the practitioner can fortify the being by investing additional Heka. For each 2 points spent, the Shadow Quasi-Elemental gains 1 point of Resistance to Heka cast or sent against it. The maximum Resistance possible to convey thus is equal to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner). In addition, the caster can strengthen its P TRAIT in the same manner, with the same limit to additional points added.

The Shadow Quasi-Elemental has M, P, and S TRAITS equal to one-half the caster's own. It moves silently, travelling at human norm rates, save when in shadowy areas when its speed is five times that rate. It delivers 4D6 points of Blunt, Cutting or Piercing Physical damage at the caster's option, the type determined when the dweomer is activated. It has a BAC of 70%. Consider its ability to be *Criminal Activities, Physical* at 70 STEEP. Whenever possible the being will so act as to be able to initiate its attack from Complete Surprise. It will attack, never attempting to parry, in combat. It has an Average Armor Protection of 14. Its shadowy nature causes opponents to attack at –10 BAC. The Quasi-Elemental takes only one-half normal PD from all attacks save Fire and those from enchanted weapons or of Heka-related sort. It suffers an automatic 1D6 PD per CT of exposure to light equal to full daylight or in total darkness. The creature is negated when it has no P TRAIT left due to PD inflicted. The Casting Effect can, of course, be otherwise negated or dispelled.

The *Tenebrous Assassin* must always be aimed at a specific individual or party. At the moment of activation the caster must direct the being summoned accordingly, giving name(s), identification, locale, distance, and so forth. If the target of the Casting is not located by the Quasi-Elemental after following the directions given it, it will return to slay the caster instead.

Casting Grade VIII

Aura of Invisibility Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Aura of Invisibility* Effect is to make all living things (along with what they wear and carry, of course) invisible in all light spectrums from infrared to ultra-violet. This dweomer also affects sound, scent, etc., so as to require hypersensitive means to detect their presence within the Area of Casting Effect. Even such acute senses will not be able to directly locate the origin of the sound or odor detected. The motive Area of Effect of this Casting surrounds the caster and serves to hide all within, as long as they remain within the bounds of the Spell. They see each other normally, as will any other entering the boundary of Effect from outside its circle! Anyone physically attacking from outside those within the Area will have a DR adjustment of "Extreme." Note that such an "outsider" entering the Area will disappear from the sight of onlookers. Non-living things which happen to fall within the Effect's Area will remain visible.

Illusory Terrain Spell:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 chain r./10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: This Spell creates illusionary terrain features in a fixed "outdoor" area—such space as is large enough to accommodate the Area of Effect and contains natural features. The illusionary terrain will appear so real that the illusionary objects within its bounds will even seem to be affected by natural forces such as wind, rain, etc. For example, phantom trees will blow in the wind, and grass will lie flattened when trod upon. Phantom fruit will seem tasty, nourishing, and filling, but deprivation will not be reduced. Water of illusory nature will seem wet, cool, and thirst quenching, but will not actually affect dehydration, if any, occurring. Hills and rugged ground of illusory sort will slow movement. Unless the nature of the dweomer is known and negated or dispelled, its Effect will operate just as if all the imaginary things within its bounds were real.

Pale Shadow Ritual:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 counter-shadow — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer creates a counter-shadow of the subject whom the caster opposes. This silvery shade assaults the shadow of that individual, drawing from it 3D6 each Mental, Physical, and Spiritual points automatically each CT, accruing to the individual to whom the shadow belongs as damage points. Not even enchanted armor or Heka protections can prevent this attack. However, subject individuals who are aware of the attack of the *Pale Shadow* and move in such a way that their own shadow reacts to it, will cause the two shades to battle, so to speak. The counter-shadow will have to score a successful hit (one attack per CT) against the other shadow at BAC of the caster's own STEEP in *Combat, Hand-to-Hand, Lethal*, or 20, whichever is greater. Furthermore, defending individuals can move so as to have their shadow attempt to parry the counter-shadow's attack each CT.

Planar Barriers Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Centered Special — *Other:* Nil

E/F/M: The monochromatic layers generated by this Casting are as if a chiaroscuro series of gossamer veils had been erected. There are eight such barriers, each veil being of slightly different gray hue. The Effect of this great dweomer can either serve as a protective sphere surrounding the caster, or it can be activated so as to englobe some object designated by that person. Casters may always pass freely into or out of their own *Planar Barriers* Casting Effect Area. Other personas within it can likewise leave without harmful affects, but they cannot re-enter without suffering the Effects.

The eight layers are separated by but a hand's breadth. It takes 1 CT to pass through each layer, even though the distance might otherwise be traversed far more rapidly, for the one touching each layer is temporarily entering the associated plane. Contact with each layer brings about the indicated Effect. Each shade of gray, from livid, the outermost layer, to (smoky) crystal, the innermost one, engenders a separate Effect, as shown on page 81:

Shade	Associated Plane	Effect*
Livid	Nether	8D6 Spiritual damage
Leaden	Negative	80% loss to personal and armoring Heka
Stone	Entropical	1D6 loss to each of ATTRIBUTE Speeds
Dun	Shadow	1D6 loss to each of ATTRIBUTE Powers
Pearl	Æthereal	Loss of activated Casting Effects
Ash	Empyreal	8D6 Fire Physical damage
Silver	Positive	8D6 Impact Physical damage
Crystal	Celestial	8D6 Mental damage

*Into, not out of.

Any wishing to pass must either await the expiration of the Time duration, suffer the Effects indicated, or assail so as to destroy the eight separate layers—in the order shown above. Each veil-like layer is subject to negation as follows:

Shade	Associated Plane	Effect Negated by:
Livid	Nether	Any Tutelary Casting of non-Darkness
Leaden	Negative	Any Casting of Positive Heka
Stone	Entropical	48 points of weapon-inflicted PD
Dun	Shadow	Light equal to full sunlight
Pearl	Æthereal	8 cubic feet of solid matter touching it
Ash	Empyreal	8 gallons of water
Silver	Positive	Any Casting of Negative Heka
Crystal	Celestial	Any Mundane Casting

Negation requires a duration of time of not less than one BT per layer. Only the currently outermost layer can be assailed. Castings used to accomplish this are directed at the layer. Energy or matter employed are directed at or placed so as to touch the layer.

Shadowdoors Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Shadow special — *R&D:* Nil
Distance: Sight within 1 rod/STEEP — *Other:* Nil

E/F/M: When casters activate this dweomer they are able to step from one shadowy place to another similar to it which is within sight of the initial position. All they wear and carry is taken with them in this transit. Regardless of the distance involved, the time required to go from the initial to the new position is 1 CT. During the interval, casters can do nothing else save utilize the demi-Door created by this Casting between places of shadow and shade. Casters disappear at the moment the Charm is activated, then appear at the desired location next CT. In the interval they were walking on the local Sphere of Shadow, i.e., taking a single step into, on, and from it. This can occur indefinitely during the Time duration of the Charm, as frequently or infrequently as a caster desires. At the practitioners' option, they can allow other personas to accompany them via use of the *Shadowdoors* demi-Portal. For each additional persona carried along, the Time duration of the Casting is reduced by one Battle Turn cumulative. Thus, one additional individual cuts Time of Effect by only 1 BT, two reduce it by 3 BTs, three cut it by 6 BTs, and four shorten the duration by 1 AT.

Shadow Weaving Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 cubic rod/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 50/special

E/F/M: This dweomer is a highly potent one which allows casters to create material things of shadow and Heka. Upon completion of the Formula and Effect activation, the practitioners determine what they will "weave" from shadows and magickal energy. The result can be anything which is natural, Mundane in nature, and has no other enchantment, Heka Power, etc. For instance, a caster might use *Shadow Weaving* to create a keep, and such will be accomplished, although its interior will have nothing inside in the way of furniture, carpets, items, etc. Similarly, a practitioner could "weave" furnishings and things for inside a small stronghold. Casters could thus make armor and arms for themselves and several others, "weave" mounts (horses or camels or even elephants) to ride, or fashion a vessel for water travel.

All such things are generally the same as corresponding normal things, and have average quality, durability, and so forth. This is modified, however, by the effect of light. In full sunlight or total darkness, the "woven" things are fragile (10% of normal strength), slow (10% or normal movement), and so forth. At such times they appear to be somewhat unreal, shadowy, thin, and insubstantial. In deep shade, full shadows, etc., they are normal, and at dusk through twilight, and first light through dawn they are 50% above normal in all respects.

Shadow Weaving demands additional Heka when more than a single item, or set of associated items, of a highly complex sort, or exceptionally solid item/item set is to result. One mount, one set of armor, one array of weapons, one clothing array typical of a well-to-do traveller, one stone cottage, one sailboat of 30' length, one large wagon, and so on, serve as guides in this matter. Each additional item, set, size increment, strength addition, major feature (drawbridge, portcullis, heavy gate, turret, etc.) calls for extra Heka expenditure at activation. For each addition of this sort to the "weaving," a caster must expend 50 points of Heka at activation; failure to have expended enough will not negate the Casting, but it will affect the resulting Effect by reducing it accordingly. (The GM will have final word as to costs!)

Casting Grade IX

Joss Reversal Ritual:

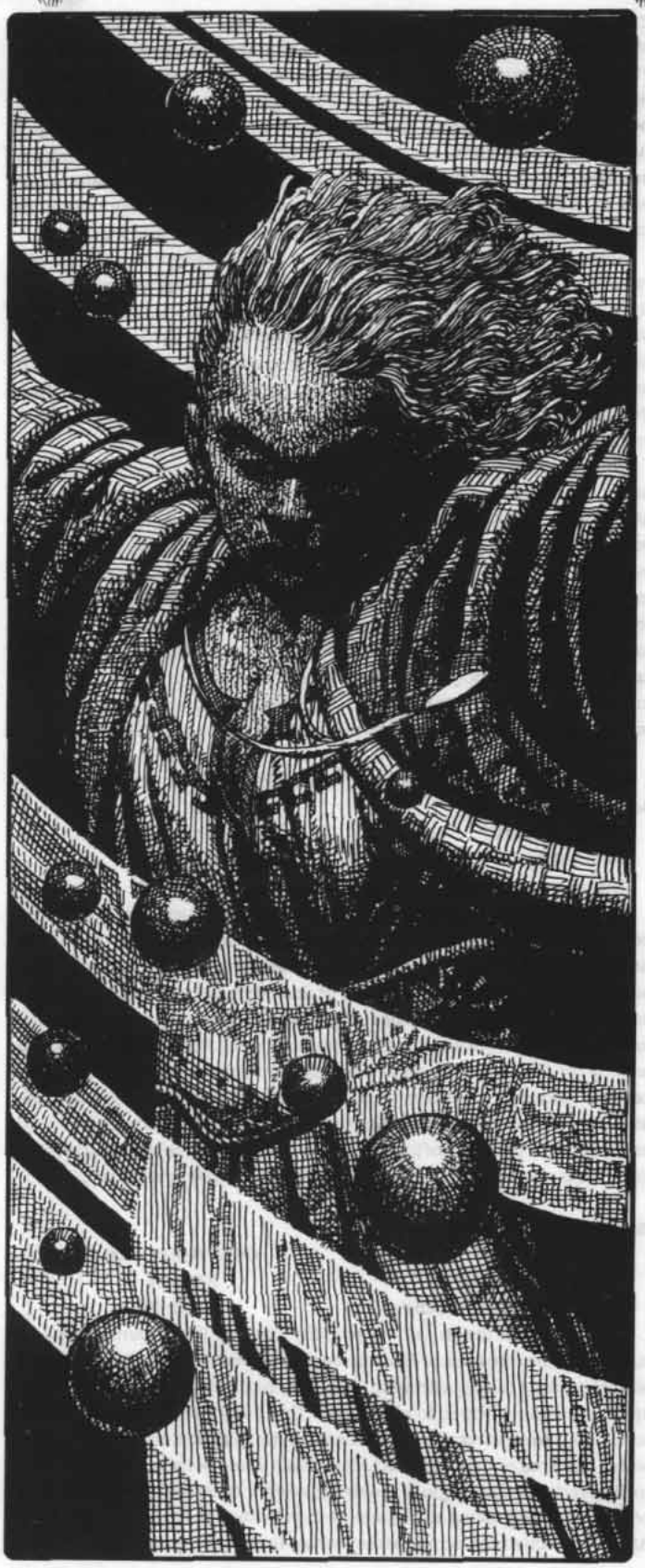
Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Ritual requires three Action Turns to complete. Its Effect can be held by the caster, with the only penalty being that the Time duration is running, and no other Casting can be undertaken until the held Effect is activated. When activated, a Casting of *Joss Reversal* causes its subject to have a dweomer which will either utilize Joss employed against the persona to his or her benefit, or it will do the opposite, turning Joss that such personas employ for their benefit against their welfare. This reversal form is at the caster's discretion as determined at time of activation. Remaining Time duration will then retain the dweomer's Effect active on its subject until expiration. The presence of this Casting on a subject can be detected by aural sight, Heka reading, etc. The dweomer can be negated or dispelled.

Mass Invisibility Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: As with the *Aura of Invisibility* Casting, this Charm causes all subjects within the Area of Effect to become invisible. Its dweomer makes all living things (along with what they wear and carry) invisible in all light spectrums from infrared to ultra-violet. This dweomer also affects sound, scent, etc., so as to require hypersensitive means to detect their presence within the Area of Casting Effect. Even such acute senses will not be able to directly locate the origin of the sound or odor detected. The motive Area of Effect of this Casting surrounds each individual initially exposed in the Area when activation occurred and serves to hide that subject thus for the



Time duration. Such persons cannot see one another at all, however, and vocal communication is not possible either. Thus, it is obvious that the difference between this Casting and the aural one is that those present when the Casting is activated will not need to remain within the bounds of the Charm's range to remain invisible. There is no radial Area of Effect, for the dweomer clothes each individual only with its Effect and moves as each subject does. Attacking will not negate the dweomer. Anyone physically attacking a subject will have a DR adjustment of "Difficult" at best, all the way to "Extreme" if the subject is not generally located/pinned and is seeking to avoid such attack.

Plato's Grandeception Ritual:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 chain radius/STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting is one of the most powerful and convincing of all illusory Castings, allowing practitioners to literally create a complete, lifelike setting of any type—replete with creatures and personas that will interact with those subjects who enter the Area of the *Grandeception*. Thus, for instance, a caster can envision a beautiful vale with a sparkling freshet running down its center, a village set along the banks, fertile fields surrounding it, and folk busily engaged in their routines in and around the whole. Any entering the Effect Area will find everything "real," and except for being "inside" and not actually being sheltered from external elements, "eating" and "drinking" without actual nourishment or hydration, etc., all will be well indeed.... Again, this Casting could depict a mighty fortress, an army in its many-pavilioned encampment, and so forth. See *Illusionary Terrain*, above more for details.

Socrate's Instant Illusion Formula:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 furlong diameter — *R&D:* Nil
Distance: Centered special — *Other:* Nil

E/F/M: This powerful dweomer is capable of complex, interacting creatures and props, similar to *Plato's Grandeception* (q.v.). Its real strength is in its variable activations, any one of which can occur at the caster's will. The dweomer can be brought into force normally. When the Casting is performed, the practitioner can opt to hold the Effect activation of the illusion for instant recall at a later time, as long as the caster uses no other Casting in the meantime. The dweomer can also be centered on some point or object so as to be triggered by some event as dictated by the caster, so that activation of Effect will occur only at such time and under such conditions as was prescribed when it was laid.

Shadowplate Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Special

E/F/M: This Cantrip forms a deep, shadowy aura surrounding its subject. This Effect protects such subjects from harm exactly as if they were wearing full Plate armor, although it neither slows or hinders movement or action as actual metal armor would, and electrical attacks are guarded against, too, just as if they were Piercing ones, as the protection is magickal, not ferrous metal!. Additionally, for every point of Heka channelled by the caster beyond the initial activation cost, the *Shadowplate* will absorb 1 point of Physical damage whether or not Heka-caused. Such absorbed damage is always subtracted first from the *Shadowplate*, and reduces the armor's special protective value by a like amount. Even though special protection might be reduced to 0, this doesn't necessarily negate the Effect, for otherwise it functions just as would normal Plate armor in this regard, and it will remain until destroyed by damage (10 hits equalling its full value) or the Casting's Time duration expires.

DWEOMERCRÆFT—GREEN SCHOOL

Casting Grade I

Animal Mimicry Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 animal type/10 STEEP — *R&D:* Nil
Distance: Hearing to 1 chain/STEEP — *Other:* Nil

E/F/M: A persona using this Charm is able to perfectly imitate the call(s) of any species of Mundane animals, including mammals, marsupials, avians, reptiles, etc. The caster can send forth any sort of call used by the species, including one of anger, warning, fear, etc., to any and all like creatures within hearing and dweomer Distance. This Casting also enables practitioners to positively influence the species concerned in regards to themselves (and their associates, if applicable) to the extent that the creatures will recognize such a caster as one who isn't hostile to their number during the Time Duration.

Birdflock Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: Hearing to 1 chain/STEEP — *Other:* Nil

E/F/M: This dweomer empowers its casters to call to themselves as many birds as they have STEEP times a 1D3 multiplier, or a 1D6 multiplier can be applied in areas where there are many birds. A practitioner must make certain whistling and chirping sounds to activate the Casting. Normal avians of all species and varieties will then flock to the Area whose center the caster has determined. The flock will be of all species of birds within the Distance indicated, including prey and predator kinds, all in harmony for the Time duration of the dweomer. A caster can have the responding birds eat fruit or insects or the like, attack other fauna, including humans, or simply swoop and flutter so as to obscure vision and confuse subjects within the Area.

Call Fog Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: Through this Casting, a persona is able to summon forth a dense cloud of concealing fog. The fog can be cast on a distant Area, but if casters activate it so as to surround their own location, it will serve to hide their, and their associates' location, actions, and movement. This Effect is one which reduces visual abilities of those within so as to limit human normal visibility to 2D6 feet on any given Critical Turn when within the Effect Area. Sound is also affected, so that audible range is cut in half and direction is 50% unlikely

THE GREEN SCHOOL

62 Total Castings

Grade I Castings

10 Total
Base Heka Cost: 20

Animal Mimicry Cantrip	Birdflock Charm
Call Fog Formula	Commune with Nature Spirits Spell
Elements Shield Formula	Environmeld Spell
Locate Flora Spell	Protection from Insects Cantrip
Protection from Plants Cantrip	Sense Weather Change Formula

Grade II Castings

12 Total
Base Heka Cost: 35

Animal Service Ritual	Beeline Charm
Blending Cantrip	Finneyscale Spell
Hornet's Nest Charm	Protection from Animals Cantrip
Sense Weather Magick Spell	Spiderfly Formula
Stillness Spell	Temperature Shift Spell
Thornspear Cantrip	Weathercast Spell

Grade III Castings

6 Total
Base Heka Cost: 50

Call Breezes Spell	Fogsight Cantrip
Locate Fauna Spell	Spiderscreeping Charm
Tanglebriars Cantrip	Wolf-Stag Formula

Grade IV Castings

6 Total
Base Heka Cost: 75

Animalfriends Formula	Call Rainstorm Spell
Fauna Telempathy Cantrip	Hawk-Owl Formula
Poisongrowths Spell	Slithernear Charm

Grade V Castings

6 Total
Base Heka Cost: 100

Adaptation Spell	Predators Charm
Prospero's Full Storm Spell	Treemeld Charm
Venomvine Cantrip	Weatherlord Formula

Grade VI Castings

6 Total
Base Heka Cost: 125

Call Up Nature Spirits Ritual	Fungirot Cantrip
Hiddenpassage Charm	Plant Telempathy Formula
Snares, Pits, & Deadfalls Spell	Swancloak Formula

Grade VII Castings

6 Total
Base Heka Cost: 150

Bearfeet Cantrip	Direct Lightnings Spell
Hostilefauna Ritual	Tentacleroots Cantrip
Thunderclap Charm	Treedoors Charm

Grade VIII Castings

5 Total
Base Heka Cost: 200

Aging/Ageless Formula	Hostileland Ritual
Isolation by Weather Formula	Natureremedy Charm
Onenature Revenge Spell	

Grade IX Castings

5 Total
Base Heka Cost: 250

Phæreedoor Formula	Plagueswarm Spell
Rejuvenate Ritual	Riotgrow Charm
Vegetate Charm	

to be determinable. In addition, this Casting engenders vapors with a large quantity of moisture. The damp will affect fire and flame within the Area, reducing damage from such by 10% per 20 STEEP points of the practitioner activating *Call Fog*. On the other hand, the moist environment positively increases Electrical damage by the same percentage.

Commune with Nature Spirits Formula:

Time: Special — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The dweomer of this Casting enables the practitioner to contact any natural, Mundane spirits of the sort who dwell in wood, plant, spring, stone, sky, etc. The caster is thus able to query these spirits for information regarding the surrounding terrain and conditions in nearby regions, what sort of fauna is present, who or what passed through the Area recently, and so forth. Note that the Time duration is stated in questions. The caster being able to pose one relatively short query per 10 STEEP possessed in this K/S Sub-Area. Questions must be brief and simple, because, in general, the sorts of nature spirits contacted via this Casting are usually either not very bright, or not overly cooperative.

Elements Shield Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This handy dweomer provides an invisible protective area designed to shelter the caster and others within its Area from heat, cold, rain, etc. The shelter will remain at a fixed temperature, no more than 10 degrees different from the caster's natural body temperature regardless of the natural thermal range throughout the Area. Wind, sleet, hail and rain will be prevented from entering the sheltered area, although air will circulate slowly from outside to within.

Environmeld Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The subject of this Casting becomes attuned to his or her natural surroundings. Such persons are thus capable of movement, concealment and survival as if they were a creature of similar size indigenous to the environment—omnivore, carnivore, or herbivore in descending order of dweomer Effect preference. Thus a subject might be as fleet as a deer, as dogged as a wolf, able to swim exceptionally well, brachiate as would an ape, and so on. Likewise, such subjects would conceal themselves with ease, find food and drink, rest comfortable, and sense the presence of other life forms.

Locate Flora Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 furlong diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This divinatory-type Spell allows its casters to locate Mundane herbs, plants, fungi, etc., of any specific, known type which they determine to find. Only one species can be searched for at one time. Such plants may include those which contain Heka. If the specified kind is within the Area, the practitioner will sense this fact. While the dweomer does not pinpoint the exact location of such plants, it will provide the caster with concentration of growth, general distance, and direction. See Herbalism Castings for other dweomers of this sort.

Protection from Insects Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting causes insects to ignore the caster, actually avoiding the Area of the Cantrip's Effect. Arachnids and myropodia are somewhat less influenced by the repulsion effect, so that the dweomer has only half the stated radius in regards to spiders, scorpions, millipedes, centipedes, etc.

Protection from Plants Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This warding Cantrip protects the caster and others within the movable area from all sorts of potentially dangerous Mundane plant life. Thorns and briars will not catch, scratch, pierce, and tear within the Effect Area; sharp leaf edges will not cut; toxic excretions will not be active, and so forth. If mobile flora is concerned, such vegetation will not be able to enter the Area, and if brought within the Effect Area by the movement of the caster, non-intelligent flora will become docile and not attack. Intelligent flora life forms, however, will not be so affected.

Sense Weather Change Formula:

Time: 1 hour/STEEP point special — *Other Heka Costs:*
Area: 1 mile radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting enables the caster to accurately predict weather, including any upcoming changes for the time in the future indicated by Time, and for an area surrounding the caster indicated by Area. For typical weather change in a region, refer to the Random Weather Determination Table in the **Mythus** book's appendices. Note that while manipulation of weather will be detected as to results, the dweomer of the manipulation is not discovered by this Casting, although the astute caster can certainly draw inferences from atypical, severe weather patterns.

Casting Grade II

Animal Service Spell:

Time: Special — *Other Heka Costs:*
Area: 1 animal — *R&D:* Nil
Distance: 1 rod/STEEP point — *Other:* Nil

E/F/M: Through this Spell, the caster is able to bind a single Mundane animal into limited service. The animal will perform some minor task at the caster's mental direction, providing it is capable and can understand the mental direction. The desired service must be simple enough for the caster to convey through a series of mental pictures, and the time required for its execution may never exceed the caster's Mental Reasoning Capacity in Action Turns. Depending on the species chosen, the caster can, for example, send the subject animal to carry something, attack, and so on.

Blending Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows its casters, their personal effects, and whatever they carry to blend with the natural surroundings so completely as to seem a part of the terrain, flora, fauna, or whatever. This Effect makes such casters virtually invisible as long as they remain motionless. If there is some substance (soil, vegetation, animal, etc.) nearby with a pronounced odor or fragrance, the persona's scent will blend in with it, throwing off pursuit or tracking by creatures using their olfactory senses. Old tracks are not affected, however, nor is noise silenced.

Beeline Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer enables its subject to sense the directions and

travel accordingly. That is, such personas can go in a straight line in any direction desired, as modified by their movement capacity and the terrain over which travel must occur. However, detours and side trips will not distort the capacity to know direction. Furthermore, the Casting enables subjects to select the most favorable path for straight-line travel, considering their motive potential. Movement rate which would be impeded by terrain and vegetation is thus increased for such subjects and all with them, the incremental increase being determined by the gamemaster according to the prevailing conditions.

Finneyscale Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 additional T

E/F/M: This Casting Effect confers the ability of swimming and water breathing upon one subject. There are two applications of this Spell:

The first simply places the dweomer on the subject without affecting form. Subjects so affected will be able to swim as fast as they would otherwise walk, trot, or run and breathe as normal while immersed in water (fresh or saline) or other liquid containing suspended oxygen. Note that a subject could theoretically breathe in a vat of acid if some means is provided to give resistance to the damaging effects of the stuff. Subjects of the Casting are able to negate the dweomer at any time they wish.

The second form of the Casting operates so as to transform the subject, along with all that persona wears and carries, into an actual fish of approximately 0.01:1 ratio to the mass of the subject's actual form and weight of worn and carried material, at the subject's discretion at the time of activation. Movement rate is double normal walking, trotting, or running rate. All senses of a fish are gained by the subject. In this form, however, the subject must await the expiration of Time duration of the Casting to return to normal form, unless the dweomer is negated or dispelled by another. Time duration can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Hornet's Nest Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Through this dweomer the caster brings a swarm of angry hornets to the Area, even though there might be no such insects normally present in/indigenous to the locale. As many tens of hornets appear as the caster has STEEP points. These hornets will savagely attack and bite and sting any and all living things within the Area. They will not venture outside the Area, and they remain until expiration of Time duration of the Casting. Each hornet delivers one point of Poison Physical damage, and up to 1D6 hornets will attack each target in the Area each CT. For each 6 PD points accrued by a single subject, that individual takes an additional 1D6 points of accumulating poison. Naturally, the hornets brought by this Casting can be destroyed, but some large-area means of extermination is the only one which will effectively eliminate them in short order!

Protection from Animals Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting causes carnivorous, aggressive, and otherwise dangerous animals to avoid the caster and individuals who are within the Area of Effect. For every 10 points of STEEP of the caster in this Sub-Area, another class of animal is protected against. The order of protection based on STEEP is:

STEEP	*Creature Protected from:*
10	Mammals
20	plus Avians
30	plus Reptiles & Saurians
40	plus Amphibians
50	plus Picids & Crustaceans
60	plus Mollusks & Invertebrates
70	plus Insects & Arachnids
80	plus Amoeboids
90	plus Microbes

Thus, at high STEEP total, the dweomer can extend to the whole of the animal kingdom.

Sense Weather Magick Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 mile diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer's function is to detect the use of Heka whose purpose is to alter the weather or temperature in the surrounding region. The dweomer will discover the general location of the magickal center of the Heka, the general purpose of the Casting, and the relative strength (Grade and Heka expenditure) of the dweomer.

Spiderfly Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 additional T

E/F/M: This Casting Effect confers upon one subject the ability of climbing and walking as might a spider or a fly. There are two applications of this Spell:

The first simply places the dweomer on the subject without affecting form. Subjects so affected will be able to walk on vertical or upside down on horizontal surfaces as fast as they would otherwise walk or run on normal terrain. Such subjects are able to negate the dweomer at any time they wish.

The second form of the Casting operates to transform the subject, along with all that persona wears and carries, into an actual spider or fly, at the subject's discretion at the time of activation. Spider size will be of an average large spider—say two inches or so diameter. Fly size is that of a large, ordinary horsefly. Movement rate is that normal to the arachnid or insect form. All abilities and senses particular to the form chosen are gained by the subject. In this form, however, the subject must await the expiration of Time duration of the Casting to return to normal form, unless the dweomer is negated or dispelled by another.

Time duration can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Stillness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 additional T

E/F/M: When this dweomer is activated, no noise within the Effect Area will travel outside those bounds. Thus the walking, talking, or other sounds of the caster and those within the circle of Stillness will not be heard by any form of audial perception, no matter how hypersensitive it is. Time duration of this Spell can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Temperature Shift Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* 10:1° F special

E/F/M: This Casting changes immediately the ambient temperature of the

air (atmosphere, or gas) in the affected Area by up to 1°F for each 1 point of STEEP possessed by the caster. In addition, the practitioner may invest extra Heka to bring about an even greater temperature variation. For every 10 additional points so expended, another 1°F can be added or subtracted from the air temperature. The Area of Effect extends upwards as indicated, but there is no immediate downwards effect if there is something other than gas there. All exposed to the air will be affected accordingly. For example, things might be effectively flash-frozen or exceptionally volatile things boiled away or inflamed by such change.

Thornspear Cantrip:

Time: Instantaneous + special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 30:1 additional missiles

E/F/M: The *Thornspears* Cantrip is a dweomer which enables its casters to mentally propel javelin-sized, incredibly hard and sharp, wooden darts of a thorn-like sort from their fingertips. These projectiles fly as fast as do arrows sent from a longbow and go with unerring accuracy to strike their target. One such rock-hard missile is created by the base Casting, and a caster can expend more Heka to create additional ones at a rate of one for each 20 points of STEEP possessed in the K/S Sub-Area, *Dweomercræft, Elemental School.* Each one does 3D6 Piercing PD. Additional missiles cost 30 extra Heka points. If Heka for additional missiles is expended at the time of Casting activation, the practitioner can elect to expend all missiles at one time or else reserve them for later volleying. They must be expended in consecutive CTs, at a minimum rate of one *Thornspears* missile per CT, until the whole of their number is expended. However, volleys of one, two, or three missiles can be launched as desired, until their stock is exhausted.

Weathercast Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 league radius/10 STEEP — *R&D:* Nil
Distance: 1 league/10 STEEP — *Other:* Nil

E/F/M: This Casting enables the persona to divine the predominant weather pattern in the region for one day in the future for every 10 points of STEEP possessed in this Sub-Area. The power of the Effect also enables the practitioner to delay/hasten, shorten/extend unfavorable/favorable conditions determined by *Weathercast* by one hour's duration per 10 STEEP points.

Casting Grade III

Call Breezes Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: 1 furlong/10 STEEP — *Other:* 10:1 mph special

E/F/M: This Spell creates a sustained wind, capable of moving fog, gas and other clouds or like substances. Its force is of 20 mph speed, and for each additional 10 points of Heka expended by the caster at time of activation, this speed can be increased by one mph, subject to a limitation of 50% of the caster's STEEP for maximum wind velocity. The Casting's duration will normally equal the persona's STEEP in Action Turns, but its effects may be cancelled if the dweomercræfter desires. The *Call Breezes* Effect will also, if contrary, reduce the velocity of other Heka-engendered wind, doing so on a one-for-one basis, force versus force. Thus, a 20 mph breeze counters 20 mph of contrary wind, itself being effectively lost in the process, of course.

Fogsight Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 additional T

E/F/M: This Cantrip enables a subject to see normally in conditions of poor visibility caused by fog, thick mist, or even smoke from a natural fire. This ability extends to those fogs, clouds, and mists created through Heka-engendered Powers or Castings, but it does not do so in regards to Heka-engendered smoke or like vapors. Time duration of this Spell can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Locate Fauna Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 mile radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The ability conferred upon a persona from this Casting enables that subject to locate a single Mundane species of the animal kingdom, including humans or humanoids, providing the specified species is present within the Area granted by the dweomer. Only one species can be concentrated upon at one time, and not less that 1 AT is required to determine information available on any species (as the Heka sweeps around the circle attempting location). If the specified kind is within the Area, the practitioner will sense this fact. While the dweomer does not pinpoint the exact location of such animals, it will provide the caster with concentration (one, few, some, many), general distance, and direction.

Spiderscreeping Charm:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter/STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This dweomer causes all spiders and other arachnids (scorpions, ticks, mites *et al.*) and myriapodia (centipedes, millipedes, *et al.*) within its Effect Area to come crawling and creeping, hurrying at their best rate of speed to the Casting center. All living things within a central area of one foot radius/STEEP point of the caster will be attacked by these arachnids, and if the Casting center happens to be a living thing, these arachnids will be in double numbers to attack. In average conditions, a number of arachnids equalling 10 times the caster's STEEP will appear beginning on the next Critical Turn. One-tenth the total appears in each CT, arriving and attacking simultaneously during that CT. Divide the number of large/salient subjects by the total of the arachnids present, all extra going to the center subject. Each attack inflicts one point of Poison PD, as modified by a location roll—i.e., multiplier of 1, 2, 3, or 4 (Ultra-Vital). For each 6 PD points thus inflicted the victim takes another 1D6 PD, again subject to a location roll multiplier for accumulation and severity of poisons insinuated by attacks. Killing of arachnids present during a CT does not affect those arriving the next!

Tanglebriars Cantrip

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 cubic rod/ STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Cantrip creates a magickal hedge of barbed branches and thorny growth growing upon any sort of natural soil or dirt, including sand or mire (shallow swamp or marsh). The Effect can be no more than two rods (33 feet) in height, one rod if appearing from sand or mire. It will be arrayed in a straight, curving, or circular form. Movement through this patch of growth is very difficult if not impossible, save for very small or very large creatures. Forced contact with the barrier of briars and thorns does 3D6 points of Physical Piercing damage to any creature who attempts to pass through the spiny growth. Also, each such attempt requires a roll against PMPow + PMSpd at DR "Hard." Failure indicates that the individual did not get through the barrier, and Special Failure indicates that PD taken during the attempt was maximum (18 points).

Wolf-Stag Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 additional T

E/F/M: This Casting Effect confers upon one subject the ability of running and leaping as a wolf or a stag might. There are two applications of this Spell:

The first simply places the dweomer on the subject without affecting form. Subjects so affected, even when wearing and carrying what they normally do, will be able to lope along for hours or run and leap as fast as a stag would travel over the terrain. Such subjects are able to negate the dweomer at any time they so will.

The second form of the Casting operates so as to transform the subject, along with all that persona wears and carries, into an actual wolf or stag, at the subject's discretion at the time of activation. Wolf size will be of a large specimen, as will be size of the stag. All abilities and senses particular to the form chosen are gained by the subject. In this form, however, the subject must await the expiration of Time duration of the Casting to return to normal form, unless the dweomer is negated or dispelled by another.

Time duration can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Casting Grade IV

Animalfriends Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: At activation of this dweomer, the caster sends forth an aura of pleasing sort to all animals within its Effect Area. Those creatures which are normally highly hostile and aggressive to humans will move placidly away from the caster, staying near the fringe radius of the dweomer. Other sorts of creatures, however, will stay put or even move closer to watch their new "friend." If the caster moves, the fringe animals ahead will stay more or less on the edge of the affected space, while those behind will simply roam elsewhere. The friendlier will tend to move along, if possible, so as to stay in the aura.

As long as the caster, and those accompanying the caster or otherwise within the Casting's Area of Effect, do nothing to harm the fauna thus enchanted, all will remain thus. If anyone attacks the caster during the Time duration of this Formula, the larger carnivorous/omnivorous and large aggressive herbivorous animals within the Area will attack those aggressing on the caster.

Call Rainstorm Spell:

Time: Special — *Other Heka Costs:*
Area: 1 mile diameter/10 STEEP — *R&D:* Nil
Distance: Centered special — *Other:* Nil

E/F/M: This Spell engenders a large rainstorm, complete with thunder, lightning, winds of 20 mph gusting to 30-35 mph, and heavy rain. It is capable of moving/dissipating fog, gas and other clouds or like substances, and extinguishing natural fires of even large extent after one or more hours duration. The Casting's Time duration has two parts, the summoning of the storm cloud and the actual rainstorm. It will require 100 ATs of time, less the caster's STEEP total in ATs time, with a minimum delay of 10 ATs time. Thus, one hour or longer after the activation of the Spell the *Call Rainstorm* will actually have Effect. The length of the storm effect will be one hour plus one AT for every STEEP point of the caster in this Sub-Area—or some lesser duration at the caster's option upon activation of the dweomer. During the storm the Effect will remain fixed over the Area. Rainfall will be at 0.2 inches per hour.

Fauna Telempathy Cantrip:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 rod radius/ STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The power of this Casting confers two things: The first is an ability to communicate with Mundane creatures of field and forest, enabling simple emotion-based statements to be made and/or questions to be asked by the caster. Answers likewise emotion-based and within the power of the subject will be returned telempathically. The practitioner must, of course, select one particular species at a time with which to communicate, and then single out a representative subject, if more than one are within a one chain radius, so that telempathic converse can begin. The subject and all its like members within sighting distance, or one chain radius, of the central subject will then be party to the communications.

This Cantrip also enables a minor, non-hostile influence of normal animals, such as giving basic instructions or commanding a brief service. Some protection or aggression against the caster's enemies within the Area can be commanded, but for major results this Casting must be coupled with *Animalfriends*. (Then the things one sees in Tarzan films can take place!) The caster may command no more ferocious/large/aggressive Mundane creatures than she or he has points of Mental Reasoning Power (MRPow), save in conjunction with *Animalfriends*, in which case MRPow in one species per 10 STEEP of the practitioner can be commanded.

Hawk-Owl Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 additional T

E/F/M: This Casting Effect confers the ability to move fast as a hawk or silently as an owl. There are two applications of this Spell:

The first simply places the dweomer on the subject without affecting form. Subjects so affected, even when wearing and carrying what they normally do, will be able to flap their arms and fly as if they were a bird, although the rate of movement they can achieve thus will be only twice their normal rate. Such subjects are able to negate the dweomer at any time they so will.

The second form of the Casting operates so as to transform its subject, along with all worn and carried, into an actual hawk or owl at the subject's discretion at anytime during the Time duration of the dweomer. Size will be large, a marsh hawk or great horned owl for instance. All abilities and senses particular to the form chosen are gained by the subject. In this form, however, the subject, although able to change from hawk to owl or *vice versa*, must await the expiration of Time duration of the Casting to return to normal form, unless the dweomer is negated or dispelled by another.

Time duration can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Poisongrowths Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer enables the caster to cause the low-growing vegetation in the subject Area of Effect to become poisonous. Poison ivy, poison oak, poison sumac and worse spring up in the affected place. Growth varies from about one foot to as high as three feet. Any creature subject to such toxins as are present from the poisonous flora will suffer 1 Poison PD point for each step (6/rod on average for a human, 4 if running, 8 if moving slowly/stealthily), 1 1D3 Poison PD for standing still within the Effect Area. This will occur regardless of normal armor or protection (boots and the like) interposing between subject and growth, because the breaking of the leaves and stems by passage releases fine oils bearing toxins into the air immediately

around the contact region. Avoiding contact avoids the poisoning, of course. This is a great Casting to lay in conjunction with *Tanglebriars*.

Slithernear Charm:

Time: Special — *Other Heka Costs:*
Area: 1 rod radius/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer causes all snakes and lizards within its Effect Area to come slithering and crawling, hurrying at their best rate of speed to the Casting center. All living things within a central area of one foot radius/STEEP point of the caster will be attacked by reptiles, and if the Casting center happens to be a living thing, the snakes and lizards will be in double numbers to attack. In average conditions, a number of reptiles equalling the caster's STEEP will appear beginning on the next Action Turn after activation of the Casting. One-tenth the total will be poisonous, and one-tenth will be biting constrictors. If there are no poisonous snakes and/or reptiles in the locale, then 10 times the normal number will be gathered by the dweomer. All will be arriving and attacking simultaneously during that next CT following 1 ATs time passing. Divide the number of large/salient subjects by the total of the reptiles present, one poisonous and all odd extras going to the center subject. Each attack inflicts Physical damage according to the type of reptile concerned, as modified by a location roll (i.e., multiplier of 1, 2, 3, or 4).

Small reptiles will be assumed to do a base 1 point Physical damage, moderate sized ones 2, and large ones 3 (a big monitor lizard does base 2D6!). Poison Strength (STR) is by species, of course. (As a guideline, a rattlesnake's poison won't be of sufficient STR to kill an average human, let alone an HP, and neither will a water moccasin's. A puff adder's, gila monster's or a coral snake's will be strong enough to kill the average human. The same is true for the typical asp. Bushmaster, cobra, fer-de-lance, gaboon viper, horned viper, or krate toxins are more than sufficient to slay an average HP, but speed of action varies.)

Casting Grade V

Adaptation Spell:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 additional T

E/F/M: Through use of this Spell, the subject is able to adapt to any natural environment no matter how harsh, reducing the effects of exposure to nothing. Thus, such subjects will be unaffected by the extreme heat or bitter cold of their surroundings. This dweomer even enables a subject to survive the elements of a powerful natural or nature-based storm—scirocco, blizzard, lightning storm, hurricane cyclone. While the Effect is active, the subject will not require more air, water or food than would normally be needed for any actions being performed. Furthermore, such subjects have a *Survival* K/S STEEP equal to that of this *Dweomercræft* Sub-Area while the Effect of *Adaptation* lasts, so they can probably find all they need in their environment. Time duration can be extended by one Action Turn for each one point of additional Heka expended by the caster at the time of Casting activation.

Predators Charm:

Time: Special — *Other Heka Costs:*
Area: 1 furlong diameter/STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This dweomer causes all mammal and mammal-like predators of carnivorous or omnivorous sort within its Effect Area to come silently padding at their best rate of speed to the Casting center, ready to slink near, crouch, and spring upon prey. All living things within a central area of one foot radius/STEEP point of the caster will be attacked by these predators, and if the Casting center happens to be a living thing, they will be in double numbers to attack. In average conditions, a number of predators equalling one-half the caster's STEEP will appear beginning on the next Action Turn after activation of the Casting. One-tenth the total will be of the largest sort found in the region. All will be arriving and attacking simultaneously during that next CT following 1 ATs time passing. Divide the number of large/salient targets by the total of the predators present, one of the largest and all odd extras going to the center subject. Each attack inflicts Physical damage according to the type of animal concerned, as modified by a location roll (i.e., multiplier of 1, 2, 3, or 4).

Prospero's Full Storm Spell:

Time: Special — *Other Heka Costs:*
Area: 1 mile radius/10 STEEP — *R&D:* Nil
Distance: Centered special — *Other:* Nil

E/F/M: If storm clouds are overhead, this dweomer starts immediately upon activation, but otherwise the Effect is delayed as follows:

Clear, Cloudless Day: 1 hour
Partly Cloudy Day: 5 ATs
Overcast Day: 1 AT

This Spell engenders a massive rainstorm, complete with thunder, lightning, sustained winds of 40 mph, gusting to 55-65 mph, and heavy rain, which instantly dissipates fog, gas, and other clouds or like substances, and extinguishes natural fires of even large extent after one or more ATs duration. The Casting's Time duration has two parts, the summoning of the storm as already detailed and the actual storm. The length of the storm Effect will be two hours plus one AT for every STEEP point of the caster in this Sub-Area—or some lesser duration at the caster's option upon activation of the dweomer. During the storm the Effect will remain fixed over the Area. Rainfall will be at one inch per hour.

In addition to preventing seaborne aerial movement and upsetting items or quadrupedal creatures of less than 75 pounds—bipedal ones of under 200—when they attempt movement, it will have a 1 in 6 chance per AT of inflicting 1 to 20 D6 Physical damage (Blunt, Piercing, Impact, or Electrical—determine as if rolling for location, with Non-Vital = Blunt, etc.), plus location modifier (again) for any non-Electrical PD, on any creature exposed to its elements. Tree branches will be broken off; moderately large trees will be uprooted. The storm will automatically inflict on non-stone structures of 1D10 points of Impact type Physical damage per AT of Effect.

Treemeld Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Self — *Other:* Nil

E/F/M: Upon casting this Charm, practitioners are able to attune their vibratory frequency so as to be able to step into living wood as if it were empty space. The dweomer is such that its casters merge with the chosen tree, and when within its trunk they are as if at rest in their own lodging. They need no food or drink, and time spent thus melded is equal to sleeping, if they so desire, with regard to all things, including healing and recovery of Heka. The sensory capabilities of a persona when under *Treemeld* Effect are by no means reduced. Casters are able to see what is around them, hear, and smell odors as if there were no bole encasing them. In addition, they are able to feel the vibrations in the ground via the tree's roots, noting human footfalls, for example, at a distance of one chain per foot of the trunk's diameter. Note that a practitioner need not stay within a single tree during the Effect of this Casting; casters can move around freely, going into and out of boles as they choose, the latter being done as if the casters were moving normally. Any individual capable of observing such movement will, of course, see such a caster so doing. Compare this Casting with the one of the same name in Priestcræft, Moonlight Ethos.

Venomvine Cantrip:

Time: 1 BT/STEEP
Area: 1 vine/10 STEEP
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: 10:1 poison STR
Other: Nil

E/F/M: This Cantrip enables the practitioner to enchant existing growth so that it becomes semi-sentient. Up to one normal vine per 10 STEEP can be thus affected. The vines must be within the dweomer's stated Distance of the caster at the time of activation. (Unless exactly specified as to placement, these growths will be within an Area of about 100 square feet, set in a checkerboard pattern (linearly if desired), each vine 10 feet from its neighbor.) The Casting's Effect causes each such vine to become as perceptive and dangerous as a viper laying in wait for prey. Each envenomed vine has a five foot radius of strike, and the thick, sharp thorns inflict 3D6 points of Piercing Physical damage plus an additional. STR 20 poison. Poison Strength can be increased in all vines at the additional cost of 10 points of Heka per additional one point of Poison Strength. Each vine will lash out at any target in range every CT during the Effect duration. A vine will be severed and destroyed upon having 21 or more PD points inflicted upon it.

Weatherlord Formula:

Time: Special
Area: 1 league radius/10 STEEP
Distance: 1 mile/STEEP point

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting's Effect cause the predominating weather conditions to be modified, creating anything from a moderate to a radical change in the surrounding region. Hot, humid weather can be made hot and dry, warm and rainy, or even cool and dry. Clear, sunny weather can be made to become cloudy and overcast, and even violent storms can be broken or brought into being if the caster so desires. For each 10 STEEP points of the caster, the weather can be altered by one factor, each change requiring but one Action Turn of time to occur. The gamemaster will inform the player of the prevailing conditions at the time of casting. The *Weatherlord* Formula will then be employed to change those conditions to whatever extent is desired and possible. The factors considered are adjusted by moving up or down, left to right or right to left, one place at a time on the following matrices, going from the points corresponding to the present conditions towards those desired:

Temperature	*Sky Condition*			
Very Hot	Clear	Partly cloudy	Cloudy	Stormy
Hot	Clear	Partly cloudy	Cloudy	Stormy
Very Warm	Clear	Partly cloudy	Cloudy	Stormy
Warm	Clear	Partly cloudy	Cloudy	Stormy
Temperate	Clear	Partly cloudy	Cloudy	Stormy
Cool	Clear	Partly cloudy	Cloudy	Stormy
Very Cool	Clear	Partly cloudy	Cloudy	Stormy
Cold	Clear	Partly cloudy	Cloudy	Stormy
Very Cold	Clear	Partly cloudy	Cloudy	Stormy
Frigid	Clear	Partly cloudy	Cloudy	Stormy

Wind Speed	*Humidity*			
0-10 mph	Dry	Low	Average	High
11-20 mph	Dry	Low	Average	High
21-30 mph	Dry	Low	Average	High
31-40 mph	Dry	Low	Average	High
41-50 mph	Dry	Low	Average	High
51-60 mph	Dry	Low	Average	High

Violent storms will last for no more than 1 AT for each 10 STEEP the practitioner has in this Sub-Area. Stormy weather can be intensified to become violent by raising or lowering the temperature variable by three or more places, increasing wind speed to not less than 51 mph, if not already at that speed, and increasing humidity to high, if necessary. As an example, the storm generated thus will consist of heavy, gale-force winds, torrential rain and/or hail, and one random stroke of nearby lightning each BT. In addition, there is a percentage chance equal to the caster's STEEP that a small tornado will form, ripping through the area in a general direction chosen by the caster. The combination of wind, rain, and/or hailstones will cause 1D6 points of Impact damage per AT to all within the Area of Effect who are not in adequate shelter. Any creature struck directly by lightning will suffer 5D6 points of Electrical Physical damage, with a 1D6 Exposure roll modifying that damage; and all within a 5 foot radius of that individual will suffer 5D6 PD modified by 1D3 Exposure. If any creatures are caught by a tornado, they will be literally picked up and hurled by the force of the wind, and each will suffer 10D6 points of Impact PD, while also taking "incidental" damage of 1-6D6 each Blunt, Cutting, and Piercing PD in the process. (Good luck!)

Casting Grade VI

Call Up Nature Spirits Ritual:

Time: 1 AT/STEEP
Area: 1 mile diameter/10 STEEP
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer brings into activity all of the natural spirits dwelling in the Area of Casting Effect. Through *Call Up Nature Spirits*, the practitioner excites these dwellers to hostility toward whatever particular kind or group the caster mentally pictures as the Casting is activated. The caster and any associates must leave the Area of Effect as quickly and directly as possible, for the spirits of nature within it will not long confine their activity to the selected targets. These beings do not take on Partial or Full Physical Manifestation, but instead act through the flora and terrain to bring about disasters and demonstrate their displeasure to the offending subjects.

All ground in the Area of Casting Effect moves contrary to the movement of those who are upon it, so that their rate of progress is but one-half normal, although this is unlikely to be noted.

Tall grass and undergrowth will tangle feet and trip horses or unwary humans—one check each per AT, BAC 25%; 25% of a horse/horse-like animal breaking a leg, 1D3 Impact PD to others tripped.

Bushes, shrubs, brush, and small trees will be so densely grown as to require force/cutting to pass through, further slowing movement by one-half—1D3 each Blunt and Cutting PD each AT for each individual passing through such growth.

Wooded places are more dangerous still, for the trees' roots will likewise trip passersby (as above for chance and damage). Large, old dead ones will topple, or great rotted limbs break and fall—movement through woods will incur one such "attack" per AT on one individual (or mount and rider) at a 25% BAC, damage being 1-20D6 Impact PD if a hit is scored.

Slopes of any steepness (30° or more) will double the chance for tripping and triple damage (once per AT, one individual, or mount and rider, BAC 50%, 3D3 Impact PD).

Where cliffs and (near-)sheer slopes and precipices exist, there will be a chance for rock falls (or slipping over the edge) equal to the hazard of wooded area travel (once per AT, one individual, or mount and rider, BAC 25%, 1-20D6 Impact PD).

Marsh/swamp/mire terrain will have a 10% BAC per AT of movement therein of drawing down and drowning one individual within its confines.

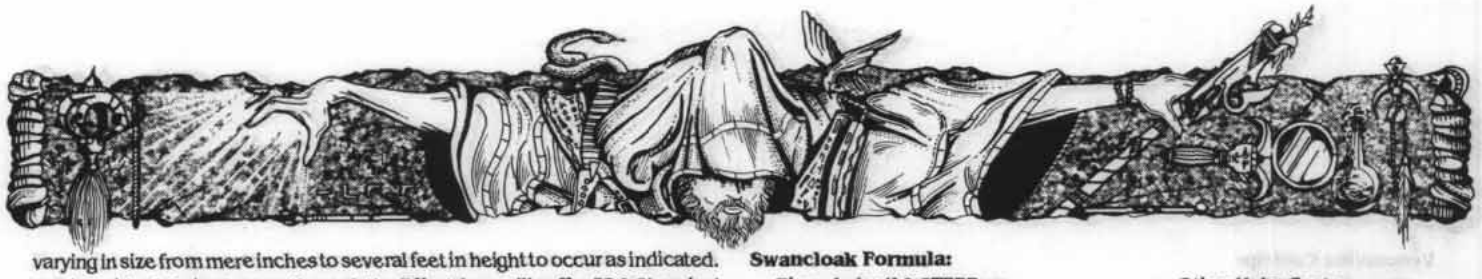
Water will be much colder or warmer, cloudy, 1D6 × 10% deeper, flow with a double-strength current, or totally dry up with respect to spring-like occurrences, brooks, rivulets, small pools, shallow ponds, etc.

Fungirot Cantrip:

Time: 1 BT/STEEP
Area: 1 square rod/10 STEEP
Distance: 1 yard/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: At activation this Casting causes an Area of riotous fungi growth



varying in size from mere inches to several feet in height to occur as indicated. Any individual daring to pass through the Effect Area will suffer 3D6 Chemical PD each CT of passage, with a Continuing PD for one CT after clearing the affected place. The secretions from the fungi will attack all material substances, doing damage to cloth, leather, wood, and metal of the amount shown at the indicated rate. This dweomer also infects exposed human/humanoids to fungi infection, a disease which manifests itself in an incubation period of only 1D6 hours and causes the afflicted individual 1D3 PD points per hour as the fungi grow inside the respiratory system. Unless treated (destroyed) by healing Heka of some sort infected individuals are doomed to a hideous death by suffocation (at zero P TRAIT).

Hiddenpassage Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 passageway — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This dweomer enables its casters and all they choose to travel through natural vegetation and similar terrain, unseen, leaving no trace or scent. The Casting's Effect is such that it even provides for safe and easy crossings of water, mire, etc., without getting wet or muddy, for the dweomer enables its casters and any associates to go above the surface of such stuff. Only a faint dweomer, lingering afterwards for as many ATs time as its Effect was active, marks the route of this Charm. Note that it is a counter to many other Castings, including *Call up Nature Spirits* and *Fungirot*, although it might have to be cast more than once to be effective under some circumstances.

Plant Telempathy Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: When this Casting is activated the dweomer enables its casters to telempathize with all vegetation within a one chain diameter locale lying within the Effect Area. The practitioners can empathize with one such locale each BT. They are thus able to determine what the growth in a particular locale is experiencing, for they can understand the vibrations felt by their roots caused by creatures moving nearby, the damage they might be undergoing from creatures' passing, etc. Casters must either have in sight or mentally envision the locale within the Area with which they wish to have *Plant Empathy*. The larger and more complex the vegetation in the locale, the more a practitioner can gain by way of useful information. The Formula is also useful for reading the emotions of intelligent flora, communicating emotions to them, and thus possibly influencing them.

Snares, Pits, & Deadfalls Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square chain/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When this Casting is activated, an area of woodland becomes a deadly place for all therein. Whether laid along a road or path or set as a barrier area, the Effect creates 1D3 such hazards within each square chain of the Area affected. Only Heka-enabled detection or the ability of one able in *Hunting/Tracking* K/S (roll against STEEP, DR "Difficult") can detect any one such hazard, and it is unlikely all will be found. Thus, whenever there are individuals passing through the Area, there is a 25% chance per hazard therein than one (or more, depending on disposition of movement) will be caught. The three hazards effects are:

Deadfall: 8D6 Piercing or Impact (50/50) PD, and victim pinned until freed by others.

Pit, Camouflaged: 1D6 Impact PD plus 4D6 Piercing PD from stakes.

Snare, Neck: 2D6+2 PD, roll for Location—Super Vital means the victim has a broken neck; Vital means death by strangulation will occur in 1D3+3 BTs time.

Note that on expiration of Time all the magickally created hazards disappear without a trace.

Swancloak Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This dweomer creates for its subject a cloak of enchanted sort which resembles the feathers of a white swan. When this garment is donned, the subject and all items worn and carried, are magickally transformed into a great swan. Thus a transformed individual can swim and fly as would any large, normal bird of this species. Other swans will not recognize the subject as anything other than one of their kind. The subject retains all TRAITS possessed otherwise, and any armor protection, including that of Heka-related sort, remains effective even while the persona is seemingly a swan. However, the individual cannot perform Castings in this condition. To change back, such subjects need only be standing on a firm surface (ground, stone, etc.) and will the cloak to change them back into true form. This does not negate the dweomer, and the cloak (and ability to transform) remains until expiration of Time duration or until the Casting is dispelled or otherwise magickally negated. By expending Heka on a 2-points-for-1-point of armor basis, the practitioner can also provide the cloak with up to 50 points of Heka armor, providing the subject has no other such protection.

Casting Grade VII

Bearfeet Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Touch — *Other:* 1:1 P TRAIT

E/F/M: This dweomer has as its Effect the transformation of its casters from their own form to that of a large brown (Kodiak, grizzly, Æuropean) bear. In this form practitioners can speak in a rough, human voice, but are able to use only Grade III or lower Castings of Spell or shorter casting activation duration. All of the abilities of a bear are conveyed, but the caster's TRAITS prevail, so if a Physical capacity equal to an actual bear's is desired, practitioners must expend Heka (up to a maximum total of their P TRAIT plus STEEP in this Sub-Area) on a one-for-one basis to obtain extra points of Physical TRAIT. This addition, of course, vanishes when the Effect's duration expires. Such casters can negate the dweomer at any time they desire, thus being transformed back to their own shape. If during time spent in bear form Physical damage was sustained, such damage will come first from TRAIT points added through Heka, and only when all such points have been lost will a caster's own be affected.

Direct Lightning Charm:

Time: 1 BT/STEEP points special — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: Unlike the *Call Rainstorm* Casting above, for example, this Charm does nothing to cause weather, but instead enables the dweomercræfter to generate nearby, and direct the target of, one or more bolts of electrical energy—magickally summoned strokes of lightning which inflict 7D3, times a 1D3 Exposure roll, Physical damage points of Electrical damage upon all within a five foot target radius. If no storm is present, then the practitioner is able to generate one such stroke of lightning. If a storm (natural or otherwise) without lightning as a component is present, the caster can call down one bolt every other Action Turn. If there is an electrical storm (natural or otherwise) occurring, then the caster can bring down one bolt of lightning once per Action Turn for the entire duration of the Casting's Effect duration.

Hostilefauna Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 mile diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting divines the kinds, numbers, direction, and distance of

all species of animals larger than a mouse within the Area. This capacity includes humans, humanoids, and exotic, Preternatural, or other sorts of creatures or beings. The survey requires 1 AT time, and then the caster will know the information noted above. Thereafter, the practitioner is able to send telempathic commands to all of one species within the range of the dweomer, such command requiring 1 BT time. This message conveying hostility to whatever foe the caster designates will be received and acted upon; all members of that kind will proceed toward the foe's location, traveling at their middling speed, with hostile intent and purpose. They will attack savagely when the designated foe is sensed—visually, audially, via scent, or whatever is the principal sense used by the species to locate their prey or enemies.

Tentacleroots Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 tree — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Cantrip causes the roots of one tree to become animated and attack those moving things within their range. Each tree subjected to such a dweomer will generate as many tentacle-roots as the caster has tens of STEEP in this Sub-Area. Each tentacle-root will have a reach of one-half the caster's STEEP, going from the tree bole outwards. Each root will cover up to one-quarter of the total circumference of the root circle around the tree (two or more can attack the same target). Each root-tentacle lurks below the surface of the ground, then strikes when a target is near, returning to lurk beneath ground afterward until another target presents itself.

Each root has a BAC of 60%. It whips upwards suddenly from the ground, strikes, and if successful wraps around the target with a vice-like series of ever-tightening coils. Once wrapped, a tentacle-root doesn't let go. On the first CT it does 1D3 each Blunt and Cutting PD, and each CT thereafter increases PD by 1D3 (to a maximum of 6D3 each damage type each CT) as it wraps and squeezes. At such time as its coils meet (P TRAIT 0 is reached for its target victim), it strikes at another target within range or else returns underground.

A tentacle-root has a P TRAIT of three times the total number of it and its fellows, and until Physical damage totalling that amount has accrued, the thing is active and will attack. The Average Armor Protection of each root-tentacle is 20, and all are Invulnerable to Blunt and Piercing Physical damage as well as to normal Chemical and Fire because they are leathery and wet, immune to Poison because of their very nature.

Thunderclap Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 special radius/10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: A *Thunderclap* Charm causes an intense release of sound and electrical energy. This dweomer affects a greater area outdoors where weather is an active force than it does inside some confined space, so the Area of the Casting's Effect is determined by that factor. Outdoors the Area is calculated in yards radius; in a confined space it will be feet radius. The caster determines the Distance the dweomer is to be released at by selecting a central target point. Any target at that single point (a circle of one yard radius) will suffer 6D3 Stunning and 1D6 each Electrical and Impact (sound) Physical damage, multiplied by a 1D6 Exposure roll. Other targets within the Area will suffer 3D6 Stunning and 1D6 each Electrical and Impact (sound) Physical damage, multiplied by a 1D3 Exposure roll. None so exposed will be able to see for 3D3 CTs or hear for 3D3 ATs time. Those outside the immediate Effect Area might likewise suffer temporary sight loss and hearing impairment. Anyone looking at the Area from inside one chain distance of its edge will suffer 1D3 CTs blindness. Anyone not covering their ears within three chains distance of its edge will suffer 1D3 ATs deafness.

Treedoors Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 league — *Other:* Nil

E/F/M: By means of this dweomer a subject, with all worn and carried, is able to transport him or herself up to the maximum Distance of one league. This is accomplished by stepping "into" any living tree (departure tree)—the dweomer enables the subject to pass freely into and out of the bole of a living tree—at hand and traveling in but one Critical Turn to any other visible living tree (destination tree) the subject has seen which is within the Distance stated. Such transport can continue for the Casting's Time duration, with a minimum delay of 1 CT between travel while the subject sights another destination tree, for the former destination tree then becomes the departure one. Note that subjects need not emerge from the tree to be able to see around them; the dweomer enables them to view things around as if the bole were clear as crystal (although others outside would not see it thus).

Because this is not particularly handy for long distance travel in thickly wooded locales, there is a second use of the dweomer. The secondary Effect is one which enables subjects to travel from any departure tree to a destination tree whose species, form and location are known to them. The destination tree can be up to as many leagues distant as the caster has STEEP points in this K/S Sub-Area. One CTs time is required to travel thus. This mode of employment negates the Effect of the *Treedoors* Charm upon arrival at the destination tree and emergence therefrom.

Casting Grade VIII

Aging/Ageless Formula:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/Touch — *Other:* 10:1 Special

E/F/M: This Formula either enables the caster to age another creature or persona or confer at a mere touch a temporary immunity to aging (or withering, shriveling, etc.) caused by magickal attacks or Heka-engendered Powers.

Aging: The amount of aging is based on the persona's desired effect, and can increase the subject's age by a maximum number of years time equal to the caster's STEEP in this Sub-Area. Note, however, that it is up to such practitioners to determine how many years aging they confer as an Effect, subject to the maximum. While there are still years of Effect not laid upon a subject the Casting remains active, until its Time duration expires At the cost of 10 points of Heka per year of aging, practitioners may add aging years to their Effect store.

The affects of *Aging* will wear off after a number of ATs of time equal to its caster's STEEP have passed. However, if the *Aging* Effect places the subject above its natural viability age, then the subject dies, and there is no restorative possible to return the victim to a younger age. Typical viable age limits are:

Race	*Age*
Alfar	230
Alfen	600
Dwarf	550
Elf	750
Gnome	390
Human	110
Drow	660
Goblin	50
Hag	200
Ogre	90
Slaugh	1,000
Troll	60

Naturally, showing a full list of such information is impossible herein, but this should give a fair general idea. Animals, and Beasts to a lesser extent, are typically highly subject to the Effect of this dweomer. Ten wolves, for instance, aged by

eight years each would have somewhere between a 70% and 100% immediate mortality rate due to age affects. Five lions likewise aged 16 years each would be much the same.

Ageless: This powerful protection offers an Effect duration equal to the dweomercraefter's STEEP in this K/S Sub-Area in ATs. When laid on a subject it also provides avoidance of a like number of years of aging; in short, it is anti-aging. Thus, a caster with a STEEP of 78 would be able to negate 78 years worth of aging from any such attacks attempted within 78 ATs of the dweomer's activation. At the cost of 10 points of Heka per year of anti-aging, practitioners may add anti-aging years to their Effect store.

Hostileland Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 mile diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Bad luck Special

E/F/M: The *Hostileland* Ritual requires 3 ATs Casting Time. It both serves to *Call Up Nature Spirits* (q.v.) and evokes inclement weather and possibly bad luck for any foe daring to attempt its reaches. As mentioned, this dweomer brings into activity all of the natural spirits dwelling in the Area of Casting Effect. That means that practitioners excite these dwellers to hostility towards whatever particular kind or group (the foe) they mentally picture as the Casting is activated. Casters and their associates, however, need not leave the Area of Effect as the dweomer of the Ritual protects them from these the spirits of nature and all other ill effects of the Casting. The natural spirits within the Effect Area act through the flora, terrain, and even fauna to some extent, to bring about disasters and demonstrate their displeasure to the offending subjects.

All ground in the Area of Casting Effect moves contrary to the movement of those who are upon it, so that their rate of progress is but one-half normal, although this is unlikely to be noted.

Tall grass and undergrowth will tangle feet and trip horses or unwary humans—one check each per AT, BAC 25%; 25% of a horse/horse-like animal breaking a leg, 1D3 Impact PD to others tripped.

Bushes, shrubs, brush, and small trees will be so densely grown as to require force/cutting to pass through, further slowing movement by one-half—1D3 each Blunt and Cutting PD each AT for each individual passing through such growth.

Wooded places are more dangerous still, for the trees' roots will likewise trip passersby (as above for chance and damage). Large, old dead ones will topple, or great rotted limbs break and fall—movement through woods will incur one such "attack" per AT on one individual (or mount and rider) at a 25% BAC, damage being 1-20D6 Impact PD if a hit is scored.

Slopes of any steepness (30° or more) will double the chance for tripping and triple damage (once per AT, one individual, or mount and rider, BAC 50%, 3D3 Impact PD).

Where cliffs and (near-)sheer slopes and precipices exist, there will be a chance for rock falls (or slipping over the edge) equal to the hazard of wooded area travel (once per AT, one individual, or mount and rider, BAC 25%, 1-20D6 Impact PD).

Marsh/swamp/mire terrain will have a 10% BAC per AT of movement therein of drawing down and drowning one individual within its confines.

Water will be much colder or warmer, cloudy, 1D6 × 10% deeper, flow with a double-strength current, or totally dry up with respect to spring-like occurrences, brooks, rivulets, small pools, shallow ponds, etc.

Animals of dangerous and aggressive sort will attack the foe whenever they happen into the perception range of the animals.

Weather: Each hour (10 ATs) the weather becomes either colder or hotter, according to the general climate, season, region, and current conditions. Winds will become stronger by five mph force so as to at least eventually make passage difficult, reduce visibility, blow light things away, etc. A storm of some sort will eventually occur as dictated by the ever-worsening weather conditions. This will be a sand or dust storm, rainstorm, hailstorm, sleet storm, ice storm, or snow storm of whatever intensity is possible with the prevailing conditions.

Bad luck: For each 50 points of Heka expended by the caster at the moment of activation, this Ritual will bring one turn of ill fortune to a foe. This could mean maximum Physical damage, a mount with a broken leg, the loss of some valuable item by accidental means (dropping into deep water or over a cliff, simple breakage of a container, blowing away, etc.), or even the negation of a Joss Factor expended to better fate. No more than 50 Heka points per 10 STEEP of the caster can be so expended to bring about bad luck.

Isolation by Weather Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 mile radius/10 STEEP — *R&D:* Nil
Distance: 1 mile/STEEP — *Other:* Nil

E/F/M: This Formula creates a weather degeneration or intensification aimed at forcing a target (individual or group) to remain stationary and be out of touch with others separated from the target by distance. The dweomer changes whatever prevailing weather exists in the Effect Area at the time of activation to a worsening state. Usually the practitioner selects as the central point of *Isolation By Weather* a living target rather than a stationary point, although some stronghold, community, encampment, or important place (a ford, bridge, pass, etc.) could logically be the focus of the Casting. Within 24 hours, heat will increase or cold will intensify to the extreme possible for the region. In this day clouds gather, and winds of great strength, in gusts or sustained force, buffet the Area. Within 48 hours after activation the dweomer will begin inflicting a storm of intense sort over the whole Area, with the worst conditions focused on the one league radius of target center. A wind storm, dust storm, sand storm, rainstorm, rain and hail storm, hail and sleet storm, sleet and ice storm, ice storm, and/or snow storm are possibilities. Again, prevailing climate, season, and region will dictate the nature of the storm. Winds of hurricane force will possibly strike, as will tornadic winds, either or both, depending on conditions. The terrible weather conditions will prevail unabated for the entire Time duration of the Formula, but upon expiration of that period, the natural cycle will reassert itself, and over the next 24 hours the Area will gradually return to whatever conditions prevail around its circumference.

Any creature attempting to travel through the Area of dweomer Effect will suffer whatever damage is appropriate. The gamemaster is referred to *Prospero's Full Storm* and similar Castings for guidance in this regard.

Natureremedy Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Natureremedy* Charm has dweomer which heals. As long as the practitioner is outdoors, in a natural setting, its Effect will work. The Casting will serve *one* of the following purposes:

(1) Remove all lost points of Mental damage in one day of time.

(2) Remove an Insanity from a persona in one week of time.

(3) Remove all lost points of Physical damage in three days of time.

(4) Restore a lost minor appendage (ear, finger, nose, toe) in one week of time.

(5) Restore a lost major appendage or organ (eardrum, eye, hand, foot, tongue, etc.) in one month of time.

(6) Restore a lost limb lost (arm, leg) in three months of time.

(7) Remove Poisons and toxins (or up to the caster's STEEP in STR) within one Action Turn.

(8) Cure one disease (up to the caster's STEEP in CON) within 1D6 days of time.

During the time required for the dweomer to have Effect, the subject (patient) must be in natural surroundings, resting in relative comfort, being cared for, etc.

Onenature Revenge Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This terrible Spell affects but one target, calling upon all the forces of Nature to act as one to bring about the subject's demise. The subject must have slain one of the Green School (or some other persona avowed to nature's benefit), greatly harmed the environment, or the like. All nature then works to prevent others from aiding the subject, while the Effect time draws near to that one.

Exactly what actually happens will be up to the gamemaster, and this Casting's adjudication is perforce highly subjective. The result could range from a rock slide or partial collapse of a building due to a ground tremor, to a swarm of poisonous insects or a pack of wild beasts attacking. In any case, the target persona will be affected within 24 hours of the Casting being activated, and she or he will suffer Physical damage points equal to the caster's STEEP in this K/S Sub-Area, regardless of any armor (Heka-enchanted or engendered included) protection. Supernatural intervention will not avail, but Entital aid will possibly set aside this dweomer.

Casting Grade IX

Phæreedoor Formula:

Time: 2 uses special — *Other Heka Costs:*
Area: 1 Door — *R&D:* Nil
Distance: Touch special — *Other:* Nil

E/F/M: When this Formula is activated its dweomer creates a Door located on that place the caster has touched, which Portal provides access between the caster's location and that point on the world of Phæree (or the campaign's equivalent) the persona desires to enter. If an exact location cannot be envisioned by the practitioner, then whatever locale most generally suits the intended destination will be the egress point of the Door. This will generally mean a random geographical location, as there will probably be many places which generally conform to a described but vaguely pictured destination.

When activation succeeds, the Casting creates an invisible Door which only the practitioner who caused its Effect can visually detect. This Area is four feet wide by eight-feet high. The practitioner and all others who are guided through it are transported instantly to the egress point, one at a time, one per BT, for as many BTs of time as the caster has tens of STEEP in this Sub-Area that exit point remains fixed, the Door enabling return to the origination place there, until another use of its dweomer is made. Note that while almost any number of small creatures can pass back and forth through this magickal Portal, anything about as large as a human doing so will bring about the expiration of Time countdown, one BT at a time, until as many BTs have passed as the caster has tens of STEEP, at which moment the Door ceases to exist. This applies to use from either entry or egress point! Of course, casters can negate their Doors at any time they choose, as long as they are within touching distance of its location.

If a failure occurs on activation, the dweomer will work but one time, carrying all to the egress locale, but then the Door will cease to function, so no return through that particular Portal will be possible. If a Special Failure occurs on activation, all will be carried to the opposite portion of Phæree they intended (either Seelie or Unseelie), and then the Door will cease to function, so no return through that particular Portal will be possible.

Plagueswarm Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: 1 furlong/10 STEEP — *Other:* Special

E/F/M: When this Casting is activated, the air temperature must be above freezing by at least 5° F, and the atmosphere such that insects can survive therein. Through this dweomer the practitioner summons and/or calls swarms of the most noxious insects to the Effect Area. Upon the CT of activation as many thousands of crawling, hopping, and flying insects as the caster has STEEP points will appear at the center of the Area. These insects go outwards immediately, and a like number appear the next CT. Creeping members come in a progressively expanding ring, flying ones in the air throughout the whole Effect Area. In one BT there will be between 900,000 and 1 million of *each* of the three classes of these creatures on average, and in 1 AT that means 27 to 30 million, total insects, with more arriving each and every CT thereafter until the expiration of the Time of the Casting's Effect! The Area is large, but so is the population of bugs brought into it.

All insects will ignore each other during the Time of the dweomer. Grasshoppers, locusts, crickets, and the like will devour all crops, foliage, and grass within the Area, beginning from the middle and progressing outwards. Ants will march in columns, using mandibles and stings, if applicable, to attack flesh. Fleas, lice, beetles and various larvae will hop and crawl over everything, biting and pinching flesh. Hordes of moths will obscure vision. Gnats, flies, mosquitoes, deerflies, and their ilk will fill the air and make any warm-blooded creatures in the Area frantic with their swarming and biting. Bees, bumblebees, hornets, and wasps buzz around and will attack all large creatures that happen to be nearby.

All animals and other creatures of large, noninsect sort within the Area will suffer Physical damage at the rate of 1 point per CT unless they are going at their fastest speed away from the ever-denser *Plagueswarm* Effect. Humans subject to the insects attacks (taking Physical damage) will absolutely run away unless they are able to make a roll against their MR CATEGORY once each BT of exposure, DR "Easy" the first time, but each check thereafter getting progressively worse, to "Difficult" at the hardest. Each BT there is a chance of being caught by a truly dangerous attack—killer bees, a full swarm of wasps or hornets, fire, or army ants. The gamemaster will determine the probability for an individual or proximate group, with a base chance of about 1 in 20. Physical damage from such dangerous attacks is 1D6 per CT (double for army ants), possibly with a poison accumulation effect as well (excluding only army ants).

Upon expiration of Time duration, the insects disappear, attack each other, return to their former habitat, and so on. In short, their plaguing affects are gone.

If the caster is forced by environmental conditions to have to summon insects from elsewhere to gain the Effect, then there is an additional Heka cost based on the percentage of insects having to be magickally brought to the Area from some other location, plane, or sphere. This cost must be paid on activation. It is 100 points per 10% above 50%, or 500 maximum. In a normal temperate locale, the caster would pay about 200 points of Heka additional cost, 100 in a subtropical locale, nothing in a tropical one. In sub-Arctic locales (assuming summer-like conditions), the cost is the same as for temperate.

Rejuvenate Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This Ritual has three applications: (1) It can be laid so as to remove the effects of Dazing and Shock; (2) It can be applied to counter magickally induced withering or premature aging; and (3) It can be used to restore lost youth and vitality to the subject.

When used as a remedy for Dazing and/or Shock, there is instantaneous result. Up to the caster's STEEP in this K/S Sub-Area of Mental, Physical, and/or Spiritual damage points sustained by the subject are also instantly restored, the restoration taking place equally amongst lost points if more than one TRAIT area has been affected.

The countering of the withering of a limb incurs no additional Heka cost and is instantaneous. When employed against magickally induced premature aging, there is an additional Heka cost of 100 points, and no more than as many years of aging as the caster has STEEP points in this Sub-Area can be so countered. The Effect requires 1 AT of time for each year restored by this Casting to counter the aging effect.

Laid on as a true *Rejuvenate* dweomer, this Casting requires the practitioner to expend 100 Heka points for each year of age to be removed from the subject. No more than 10 years can be removed through the Effect of a single Casting. Such subjects must succeed in making a roll against their P TRAIT (or STEEP in this Sub-Area if the subject is the practitioner actually casting the dweomer), with a progressively less favorable Difficulty Rating beginning with "Easy" for the first application of the dweomer. No subject can undergo this Casting, or any similar to it more than once per year. Failure by a subject in making the roll means that the Casting has no Effect, but a Special Failure indicates that the subject has *aged* that many years.

Riotgrow Charm:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer causes all flora in an area up to one as large as the maximum Area given above to grow at an accelerated rate. The vegetation grows at a pace actually visible, for *Riotgrowth* both stimulates cell reproduction and provides all the nutrients for the flora to so do. The Effect requires one week of time to be realized fully. The greatest size potential of each variety of plant can be obtained thus, as the vegetation is affected with a dweomered robustness. Trees will add as many years growth as the caster has points of STEEP in this Sub-Area, boles getting larger in girth, limbs growing thicker and reaching further upwards, etc. Bushes and shrubs will be similarly affected. Undergrowth will spread, becoming dense, tangled, and proliferate, according to the conditions which exist there. The health and viability of flora in the Area affected will be at peak potential, as all insect pests and diseases are wiped out, while vital nutrients are supplied in quantity.

In areas where large trees grow, the result will be a woodland of primal sort, with or without undergrowth according to the climate and region—a coniferous (cold temperate) forest, a hardwood forest, a jungle, a rain forest. Less significant vegetation will develop areas where extreme tangles or very thick and tall grasses prevail. In the former case the area will be jungle-like, with few, if any, large trees. In grasslands movement will be easier, but vision a problem indeed.

When laid on a grove of nut or fruit trees, the result is obvious, of course. The same applies to plantings of trees which are to be harvested for their lumber content. There is another possibility, though, and that is the placing of this dweomer on a single subject plant or plant group!

A sort of super *Tanglebriars* (q.v.) result can be had thus, and so too an ultra-*Poisongrowths* (q.v.) can be accomplished, or huge and prolific blossoms, berries, fruit, nuts, etc. However, laying this Casting upon a single great tree, such as an oak, for example, results in the subject becoming up to twice or greater its normal potential size, depending on the practitioner's STEEP, which is multiplied by 2 to arrive at the percentage growth result. To continue the example, a huge old oak with a bole girth of 12 feet and a height of 50 feet would become one with a diameter of around 24 feet and a height of 100 feet when Effect was complete! Note that hollows within such a subject become larger too, in proportion to the overall size increase.

Only the natural processes of the environment will alter the Effect of this Casting.

Vegetate Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This dweomer enables its casters, along with all they wear and carry, to take the form of any sort of flora they wish—tree, shrub, bush, flower, fungi, or whatever. Transformation requires one complete Critical Turn to accomplish, the practitioner's form seeming to grow hazy and indistinct over three seconds time, then in the last fraction of the CT a vegetable form appearing suddenly where the caster's body had been.

Regardless of this change from their own body to plant form, casters retains all of their Mental, Physical, and Spiritual TRAITS, as well as any dweomers cast upon themselves or their possessions. Heka-engendered Power(s) can probably be employed while under a *Vegetate* dweomer, and casters can return to their own form anytime they will, without negating the Effect of the dweomer, as long as this Charm's Effect remains active. (Note, however, that unless the particular form of vegetable life chosen or later adapted—see hereafter—is able to utilize Castings, no such practice can be conducted while in this state.) Ground vibrations can be sensed and interpreted up to a maximum range of a caster's PN CATEGORY in yards or a radius equal to the plant's height, whichever is greater. Any other sensory means typical of the flora form will likewise be available to such a practitioner.

If a transformed practitioner accepts the basic plant form as that desired and is left undisturbed for one or more hours uninterrupted time, then this is time equal to being in a *Trance* state with regard to acquisition of Heka. Each hour so spent also heals damage as if a day of time had elapsed.

Should they so choose, practitioners can cause their vegetable form to develop sensory organs similar to their own, as well as movable grasping appendages, motive appendages, etc. Each such addition to the base form requires 1 AT of time to develop, unless determined upon at activation of the Casting. The extra Heka cost for such additional things is 50 per (normal) sense or appendage, and it can be expended at any time during the duration of Effect. Thus, practitioners might expend 250 points of extra Heka upon Charm activation to give their willow tree form "eyes," "ears," a "nose," a "mouth" and outer surface "skin" feeling—all immediately there upon activation and equal to whatever their natural body possesses. Later on, such casters might decide they want four arm-like appendages to use, so with another 200 Heka expended from available personal store such a caster-willow will have four such flexible limbs, with twig "fingers and thumbs" too, in but 4 ATs period. Finally, some time later, such practitioners might decide they would like to move off to some other location, so they again would expend Heka, this time 100 points for a pair of motive "legs" for walking. In 2 ATs time the roots would contract, meld, and shape themselves into two stout "legs" with splayed "feet" and radiating root "toes" for a steady base. Such a caster-willow would thereafter be able to lumber off at a rate equal to that possessed in his or her own body!

Attack potential of the vegetable form assumed might be greater. The willow example used above, for instance, would have only the *Combat* K/S ability possessed by the practitioner, but its PD addition would perforce be greater due to mass, reach (thus velocity), and scale of weapon (area struck). A +20 might be in order. Conversely, Initiative in Physical (non-Casting/Power-use) would suffer a +20 or thereabouts penalty.

Finally, the reader is alerted to the matter of the Physical protection afforded by the vegetable form. While it will not be less (worse) that that of the caster's own body prior to the change, it might be better. A large tree's bole and greater limbs have Invulnerability to Blunt and Piercing PD, and Chemical, Fire, and Poison threats are at worst considerably reduced in relation to the animal body of the practitioner. damage to foliage and minor portions of a tree are incidental, so most attacks in such areas can be counted as producing about 10% normal PD.

Electrical attack forms will do twice normal PD, of course, but only after Heka-enchanted or Heka-based protections have discounted basic effects.

DWEOMERCRÆFT—WHITE SCHOOL

Casting Grade I

Aid Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 5:1 P TRAIT points

E/F/M: This dweomer is a simple curative to possibly remove Dazing and certainly prevent Shock. Upon activation the subject is so affected as to have no Shock concern for the next 24 hours from existing damage, and 1D6+1 points will be restored to the persona's P TRAIT total. The caster must before Casting activation invest additional Heka on a 5:1 basis in order to bestow more than the standard 1D6+1 Physical points to the subject's TRAIT remainder.

Balm Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By laying of this Formula the practitioner allays, soothes and neutralizes rashes, itches, bites and stings from normal insects and arachnids. The dweomer removes all rashes and itches instantly. It will cure (remove) 1D6+1 PD points caused by minor plant toxins and insect bites and stings as well.

Comfort Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer provides the subject with magickal nourishment (nutrient and water) and warmth/coolness for 1 AT per STEEP point of the caster in this K/S Sub-Area. Even intense pain will be sufficiently relieved during the Time duration that the subject will be able to sleep. During the time of sleeping, all damage healing is accelerated to twice normal rate.

Comprehend Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Comprehend* Cantrip allows its subject to be able to ascertain the actual meaning of statements made in the persona's presence. Thus, actual intent, hidden motives, underlying ambiguities, and so forth might be discovered. Lies, sophistries, and dichotomous statements will be discovered by means of this dweomer, but all such discoveries require a K/S roll based on the subject's MR CATEGORY, less the speaker's MR P, at Difficulty Rating "Easy" to "Hard," depending on the length of the statement analyzed and the complexity of the matter spoken of (in relation to the subjects abilities).

THE WHITE SCHOOL

65 Total Castings

Grade I Castings

10 Total
Base Heka Cost: 20

Aid Charm	Balm Formula
Comfort Spell	Comprehend Cantrip
Endurance Formula	Firesglow Charm
Harmony Spell	Magickal Marker Charm
Pleasant Dreams Formula	Preservation Spell

Grade II Castings

10 Total
Base Heka Cost: 35

Convey Cantrip	Daylight Cantrip
Fortitude Formula	Helping Hand Charm
Hospice Ritual	Purify Spell
Repair Cantrip	Silver Spears Charm
Strength Cantrip	Tutelage Formula

Grade III Castings

10 Total
Base Heka Cost: 50

Clearsight Charm	Dispel Evils Spell
Intensification Cantrip	Lift Fear Cantrip
Parakinesis Cantrip	Skywalk Charm
Sunbeam Charm	Sustenance Formula
Telempathize Spell	Truespeak Formula

Grade IV Castings

6 Total
Base Heka Cost: 75

Circle of Accord Spell	Communicate Spell
Memory Restoration Formula	Possess Knowledge/Skill Ritual
Reverse Petrifaction Ritual	Zoroaster's Noonsblaze Cantrip

Grade V Castings

6 Total
Base Heka Cost: 100

Astral Eyes Cantrip	Auspices Spell
Beastame Charm	Lift Curse Formula
Psychokinesis Cantrip	Sphere of Influence Cantrip

Grade VI Castings

6 Total
Base Heka Cost: 125

Heka Giving Formula	Inner Beauty Cantrip
Lightspectrm Charm	Positive Heka Spell
Soaring Intellect Spell	Suneagle Charm

Grade VII Castings

6 Total
Base Heka Cost: 150

Empyreal Guards Spell	Celestial Chime Charm
Da Vinci's Temporal Distortion Formula	Da Vinci's Temporary Portal Formula
Destroy Evil Spirit Ritual	Reduplication Formula

Grade VIII Castings

6 Total
Base Heka Cost: 200

Expanded Spectrum Cantrip	Galileo's Sphereshuffle Formula
Good Fortune Charm	Mass Telepathic Command Spell
Stasis Formula	Telepathy Charm

Grade IX Castings

5 Total
Base Heka Cost: 250

Celestial Chorus Spell	Egar's Sixth Sense Charm
Planar Walk Formula	Vanish Charm

Vox Populi Cantrip

Endurance: Formula

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The Formula bestows the *Endurance* K/S (q.v.) ability upon the subject. The dweomer lasts for as many ATs Time as the caster possesses STEEP in this Sub-Area. The amount of STEEP conveyed to the subject in *Endurance* is equal to the caster's STEEP in the White School of Dweomercraeft. The reader is referred to Chapter 11 of the **Mythus** book for details of the *Endurance* K/S ability.

Firesglow Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer sheds a globe of warm radiance over the indicated Effect Area. Temperatures within the *Fireglow* diameter are raised by 1° F. per point of STEEP of the practitioner, or to 80° F. maximum, whichever is the lesser. When cast in low light conditions, light within the sphere of Effect is equal to about that of late afternoon (or bright firelight). Up to 10 feet from the edge of the Area light is equal to late dusk (dark and shadowy, but with reflected glints). Beyond this fringe prevailing light conditions assert themselves.

Harmony Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell temporarily calms and removes conflict between two individuals, or emplaces trust and enhances the sense of well-being in a single subject. When the dweomer is activated, the disharmonious pair will agree to reason, one listening while the other speaks, then vice versa, so as to settle differences, and so on. The gamemaster will absolutely assert control here. (If two players are involved and one player refuses to be influenced, that player's HP will be managed by the GM—the persona probably giving up position, rights, share of loot, or whatever to make amends for such foolish behavior!). When used on an OP subject, the gamemaster will likewise employ wisdom and perspicacity to have the two reach an amicable, fair, equitable, and reasonable accord or settlement. Nervous, uncertain personas and animals too can be influenced by this Casting.

Magickal Marker Charm:

Time: Permanent until dispelled — *Other Heka Costs:*
Area: 1 subject or object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm creates a small magickal symbol which the caster can use for identification, orientation or informational purposes. The *Magickal Marker* will glow when the practitioner comes within one yard of it. If such casters magickally seek to locate Heka, and such a mark is within their STEEP point total in feet, they will sense the dweomer, and likewise note direction and distance. Such a mark is minor magick, holding no dweomer of it's own, and may be erased by another only via *Erase Runes* (q.v.) or some similar enchantment, unless the entire surface upon which the mark is laid is destroyed (even stone can be chiseled away...).

Pleasant Dreams Formula:

Time: up to 1 AT/STEEP — the Heka Costs:
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This magickal operation confers a restful dreamy state upon the subject, allowing that persona to relax and fall into a peaceful sleep. Subjects who are afflicted with nightmares or apprehensions, or are plagued by some form of insanity, madness or disease will be able to achieve a full state of rest. Sleep for such individuals is thus normal, and regular healing will take place. If this dweomer is laid on a subject able to sleep normally, it will double all healing rates for such sleep time. The subject will not awaken before expiration of Time duration, unless the caster negates the Effect by touch and will.

Preservation Spell:

Time: Special — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through use of this Casting, the practitioner magickally prevents one item or item group of magickal, enchanted, and/or Heka-containing sort from spoiling, decaying, or the Effects of some dweomer aimed at so doing. The standard length of preserving the item(s) affected is double potency time (or one day minimum) to a maximum of one year, whichever is less. A Casting or Heka-using attack aimed at ruining the subject, however, negates the Effect. Note that if this dweomer is laid on a normal subject, volume is extended to cubic yards, and the Effect preserves for between one month and one year or more depending on the durability of the subject's composition (fish: one month; chicken: two weeks; carrots: one year; etc.). Cloth would remain bright and strong for twice normal wear and exposure, as would wood, leather, etc.

Casting Grade II

Convey Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip magickally invests its subject with the ability to speak the caster's native tongue. Note that it does not convey the caster's mind, so vocabulary will possibly be limited—especially in the case where the dweomer is placed upon an animal of some sort. However, despite the mental handicap of any such normal creature, it will be able to speak and convey simple thoughts/emotions, and understand them!

Daylight Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: up to 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — Other: Nil

E/F/M: The Area of effect is determined by the practitioner at activation, being as large as the maximum possible for that caster or as small as a one rod radius. This Casting provides a strong source of good light in the human visible spectrum, enabling vision by those who require it, and possibly impairing the sight of those creatures or personas who require darkness or near-dark settings because of visual reliance on infrared or ultraviolet spectrum radiation (so possibly an effective reduction in *Perception* of 50%). The Effect of this dweomer also cancel magickal darkness Castings, such as *Fulldark* (q.v.).

Fortitude Formula:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer so bolsters the mind and spirit of the subject as to give that persona virtual immunity to experiences which would otherwise so shake the reason as to endanger its stability (seeing some horrific beast from the Netherrealms, for instance, or being assailed by a Casting meant to shock and unhinge the brain). Thus, recipients of this Formula have both a –10 bonus for any dice rolls they must make to retain their sanity, and a Difficulty Rating advantage of one higher (better), i.e., "Easy" becomes "Very Easy" (four multiplier), "Moderate" becomes "Easy," and so on.

Helping Hand Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When a *Helping Hand* Spell is cast, the dweomer must be laid on

another; the subject can never be the caster. The Casting assists the subject in the very next critical thing that individual experiences, does or must do, etc. The result is an improved chance for success through a bonus modifier of –5. This applies to Initiative, combat (attack and parry), avoidance, and K/S checks and rolls against the subject's statistics from TRAITS to ATTRIBUTES. In any case where there is a question, the ruling of the GM will prevail.

Hospice Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Ritual requires a full 5 ATs time to complete. However, its dweomer is strong, for it creates a place of considerable security and peace for all within its sphere. Light within the Area of Effect will not be discerned outside its bounds, and those within will not emanate sound or odor. For each hour spent within the Hospice Area there are beneficial effects. Light activity is equal to resting, resting to sleep, sleep has twice its normal power (for actual restoration, healing, and Heka recovery), and the same holds true for Meditation and Trance performed within its sphere. Animals within the dweomer's Effect will be sheltered and benefited similarly.

Purify Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell removes all Mental, Physical, and Spiritual impurities from an object of nonliving kind. In general the object must be relatively homogeneous and not exceed a weight/volume base of one cubic inch of lead/one cubic foot of wood per one point of STEEP of the practitioner in this K/S Sub-Area. The *Purify* dweomer is necessary as part of an item's preparation for use in many sorts of practices, from Castings to Operations. On the more mundane side, its Effect will create water equal to distilled, remove toxins and spoiled parts from a food type, separate alloyed metal from the predominating one (but destroy the admixtured metals in the process), and so forth. Note that it will not affect an already dweomered object, the Casting Effect causing a glimmering radiance as its force meets the other energy therein and dissipates into neutralization.

Repair Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 object special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This magickal practice enables the caster to fix small, non-magickal/enchanted/dweomered items of relatively simple design. This type of Heka "glue" is useful for bonding things from glass, porcelain, and other fragile materials, to common metal alloys such as pewter, bronze and even steel. Minor cracks disappear as the material of the subject is made as whole as if it were new. The Spell's Effect will smooth out small dents and dings, flaking or chipping, but it will not fill in gaps or holes. It does not create more substance! Its dweomer will never make a subject/object better than its original quality, of course. Note that personas who wish to repair a relatively complex object such as chain mail or a broken mechanical device will be required to roll against their STEEP in the K/S Area or Sub-Area germane to the repair, such as *Arms & Armor* or *Mechanics*, after successfully casting the *Repair* Spell itself. However, if they have no such ability, the dweomer empowers them with a base 10 STEEP.

Silver Spears Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 12:1 additional missiles

E/F/M: The *Silver Spears* Charm is a dweomer which enables its casters to send glittering shafts of silver-tipped wood flashing from their outstretched fingertips. These missiles fly as fast as arrows and with unerring accuracy to strike their target, even though they are as large and heavy as normal throwing spears (c. 5-foot long and 3-lbs. weight). One such silvered missile is created by the base Casting, and a practitioner can expend more Heka to create additional ones at a rate of one for each 10/points of STEEP in the K/S Sub-Area, *Dweomercræft, White School.* Each one does 1D6+1 Piercing PD. Note that subjects with Susceptibility to silver will take additional damage as commensurate to this weakness.

Strength Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 20:1 additional Power

E/F/M: This dweomer confers upon a single subject a bonus of 1 point each of PMCap, PMPow, PNCap, and PNPow. The practitioner may also expend an additional amount of Heka to add to the Strength Cantrip's Effect. Each additional Power increment of one (to each ATTRIBUTE stated above) costs 20 Heka points. The caster may expend Heka at this rate for every 10 STEEP points possessed. In no event can the added Power thus conferred exceed the human maximum of 30 for an ATTRIBUTE.

Example: The caster decides upon activation to expend another 100 points of Heka to increase the bonus from the base 1 by 5 (each extra point at a cost of 20 Heka points). This addition increases the PMCap, PMPow, PNCap, and PNPow ATTRIBUTES of the subject by a total of 6 points each.

Tutelage Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: With the *Tutelage* Formula, the caster can successfully instruct another in a K/S Area which the practitioner possesses, thus providing the subject with the temporary use of the K/S. If the Knowledge/Skill Area is unknown by the subject, the persona will acquire base use of the K/S with an effective STEEP of one-half the practitioner's own, or as great as the caster's own if that STEEP is under 31. Those subjects who already possess the K/S will gain a bonus in STEEP points equal to the positive difference between the caster's STEEP and their own, so that their STEEP will then equal the caster's. Compare *Possess Knowledge/Skill* Ritual hereafter.

Casting Grade III

Clearsight Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer gives the subject the ability to see Heka emanations as well as strong auras within the Distance indicated by the caster's STEEP in this Sub-Area. With regard to Heka, the subject is able to tell strength of energy (weak, dissipated, moderate, strong) and if it is Preternatural, Supernatural, or Entital sort. Auras of powerful sort can be viewed but not read. Note that by this dweomer illusory dweomers are easily discerned as being active, and subjects under the Effect of *Clearsight* will see the actuality rather than the illusion if they succeed in a second K/S check pitting the caster's Grade versus that of the illusion's caster. The Difficulty Rating applicable is as follows:

Illusion Caster's vs. Clearsight *Caster's Grade*	*Difficulty Rating*
2 lower	Easy
1 lower	Moderate
Same	Hard
1 higher	Difficult
2 higher	Very Difficult
3 or more higher	Extreme

Dispel Evils Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Touch special — *Other:* Nil

E/F/M: This Spell's Effect removes those Heka-engendered ills caused by a single Casting or Power such as delivers a curse or a hex, always affecting a weaker dweomer before a stronger one. If activation succeeds, and the practitioner is then able to succeed against the practitioner of evil ability as explained hereafter, there is immediate Effect. The Area of Effect is that of the malign Casting. Distance is not germane in the case of area-based dweomers, as long as the caster of *Dispel Evils* is within the area affected by the ills. With respect to objects or living subjects, the practitioner must use touch at activation. Note that a subject who is enchanted by some malign Heka so as to be likely to attempt to resist this Casting must be physically touched on exposed flesh for but an instant, but this act is equal to *Combat, Hand-to-Hand* (any sort). (However, if such subjects do not know the exact purpose of this Casting, they may still be considered willing as long as evasion, resistance, or violence is not specified by the subject individual in thought or deed—and in this regard *Harmony* is a useful Casting). The Difficulty Rating is, as usual, based on comparative Grades of the casters concerned:

Evil Caster's Grade vs. Dispel Evils *caster's*	*Difficulty Rating*
1 or more lower	Easy
Same	Moderate
1 higher than	Hard
2 higher than	Difficult
3 higher than	Very Difficult
4 or more higher than	Extreme

Intensification Cantrip:

Time: Instantaneous special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Cantrip increases magickal influences upon one or more creatures or objects within 1 rod per 10 STEEP of the caster. It has a primary function which works so as to alter a known and specified Casting or Power by doubling the Time duration, or else this dweomer will increase the subject Casting's Effect by a percentage equal to the *Intensification* Cantrip's caster's own STEEP in this K/S Area. The practitioner must determine which of these two applications, if applicable, will function at activation of *Intensification*. Naturally, the subject Casting's Time or Effect must be active (and not held) for this dweomer to work! If directed at a group under Time/Effect, members must share a common Time/Effect from the subject Casting or Heka-engendered Power. This Casting also increases the relative Grade of the caster by one step with regard to comparative rating for purposes of determination of Difficulty Rating. In this regard it is cast with held Effect, pending the completion and activation of an immediately subsequent Casting, i.e., *Intensification* and then *Dispel Evils* for example.

Lift Fear Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — Other: 10: 1 AT Special

E/F/M: This Casting is used to remove Mental or Spiritual feelings of alarm and dread present in a single subject. It is especially useful in countering magickally caused fear, panic, terror, and so forth. Although it does not restore TRAIT point damage loss sustained in Mental or Spiritual combat, it will neutralize one Action Turn of induced fear or terror for every additional 10 points of Heka channelled by the caster into this dweomer at the time of its activation. This Casting also enables its subjects to be bolstered against such events as might cause them to have to roll to avoid Insanity due to fear, panic, horror or the terrible to honorific. This Effect makes such rolls one DR easier. This bonus is cumulative with any others of this sort empowered by dweomer.

Parakinesis Cantrip:

Time: 1 CT and special — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: *Parakinesis* has an Effect which enables the subject the ability to touch an object and move it a short distance without equal Physical force exerted on his or her part. Such subjects must be able to expend some small amount of physical energy—say a slight nudge with a finger, toe, etc.—in order to cause the parakinetic Force Effect to operate. Motive Force compels the object in a straight line according to the will of the subject and the direction of the Physical exertion. Only the velocity of motive Force can, to some small extent, be affected thereafter.

The size and weight of the object which can be moved is limited by the *Dweomercræft* K/S STEEP in this Sub-Area of the caster, and the distance the object will move is likewise determined by the caster's STEEP. For each point of STEEP possessed by the caster, the subject is able to make one pound to move one foot. As the weight of the object decreases, the distance it may be moved increases—and vice versa. Thus, while a 50 pound object could be made to move 50 feet by a subject with a 50 STEEP point *Parakinesis* Casting Effect active, an item weighing only five pounds could be moved 500 feet, or a 500 pound object could be moved five feet.

Velocity control of an object moving under this dweomer extends beyond the Casting's Time duration for initial motive Force, for the object moved can be at a controlled velocity of 16 feet or less per second, or it can be unchecked. In controlled movement, subjects must concentrate each CT they move an object in the direction desired. When movement is uncontrolled, the subject merely imparts the motive Force, and the object begins to move with increasing velocity. But even at unchecked velocity this is a gradually accelerating speed at 16 feet per second squared. (The formula is: $d = {}^1/_2at^2$, where where "d" equals the total distance travelled, "a" equals acceleration, and "t" equals time passage in seconds). Thus, in 1 CT such an object could travel a maximum of 72 feet in two Critical Turns that same object could travel 288 feet so an object moving 500 feet at unchecked velocity would take approximately 8 seconds to reach its maximum distance. Any impact along the course of movement of the object will cause damage equal to 1D3 per 10 feet travelled, times an Exposure roll (and possibly adjusted for object size, at the GM's option).

Skywalk Charm:

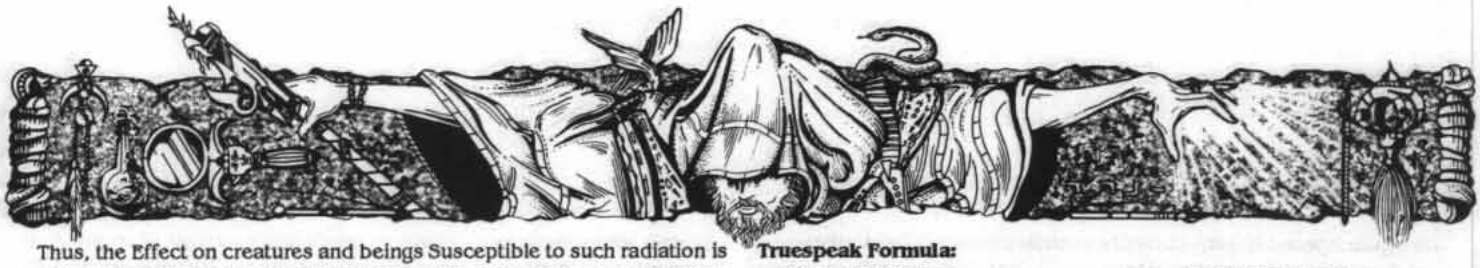
Time: 1D3 ATs + 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm allows the subject to walk upon thin air, supported as if there were normal ground beneath the persona. The subject can "walk" down to contact the ground as desired, but contact will dispel the Casting. It is otherwise quite similar to the General Dweomercræft Casting *Levitate* and Elemental *Zephyrgo* Casting (qq.v.), except that it allows its casters to move in a desired direction at normal walking speed without regard to any force short of strong winds opposing their progress. For every 5 mph wind force above 20, reduce movement rate by 20%—i.e., at 45 mph no progress against the wind can be made, and at 50 mph the subject is moving *backwards* at 5 mph when trying to move forwards. Without physical attempt to move ahead, the persona would be blown at wind speed in its direction!

Sunbeam Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer creates one or more rays of a brightness equal to the blaze of the noon sun on a clear day at the equator. Furthermore, that light contains intense radiation in the ultraviolet spectrum. Each CT of exposure to such light is equal to an AT of normal sunlight in this regard.



Thus, the Effect on creatures and beings Susceptible to such radiation is devastating. For each 10 STEEP points the caster possesses in *White School Dweomercræft*, one ray is granted by this dweomer. This means that each one beyond the first comes on the immediately succeeding Critical Turn, for as many CTs as are commensurate with the practitioner's K/S ability.

Sustenance Formula:

Time: 1 day — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The Sustenance Formula enables one or more subjects to draw energy from the Æthereal Plane. The energy thus gained serves to replace the sustenance otherwise obtained through normal food and drink. Furthermore, it virtually obviates the need for sleep; an AT of rest substituting for a full night's sleep (including healing of damage, but excluding Heka restoration). This Casting will function for all Material and some Preternatural beings, but is ineffective for subjects whose origins are on the Outer Planes. Up to one subject per 10 STEEP points of the practitioner in this Sub-Area can be so benefited via this dweomer.

Telempathize Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or special — *Other:* Nil

E/F/M: This dweomer empowers the subject to both send and receive emotions and related feelings. The subject can send forth "messages" composed of one or more such. One emotion can be sent forth per 10 STEEP points of the caster. The standard emotions/feelings which can be conveyed via *Telempathize* are: abandonment, accomplishment, anger, arrogance, avarice, aversion, bewilderment, comradery, comfort, contentment, conviction, danger, discomfort, discontent, dislike, envy, fear, fellowship, friendship, greed, hate, hopelessness, hunger, isolation, jealousy, joy, love, lust, panic, pity, pride, rage, resolution, sadness, satiation, sorrow, submission, suspicion, toleration, triumph, trust, uncertainty, wariness, weariness, vacillation, vengeance.

Gamemasters may expand this list as befits their campaign milieu.

Able personas can put together emotions and feelings in such a manner as to transmit quite clear and meaningful messages to other knowing individuals. Raw emotions and feelings, however, sent to a recipient (group) are effective in another way. Nonintelligent recipients can understand only the basic emotions/feelings

Transmission of emotions must be to either one known to the subject and within a one mile/STEEP point of the practitioner or else to recipients in sight of the subject using the Effect. More than one recipient is possible if all are of the same species and within an area which is in the field of sight of the subject.

Reading of emotions must likewise be accomplished within sight of the subject or else done at the one mile/STEEP point distance with a target individual known to the subject. The emotion(s) current in an individual's feelings will be easiest to receive, while those of a more deep-seated sort will be screened by the prevailing emotion(s). Probing is not possible.

Transmitted emotions will influence recipients to the extent the emotion/feeling is known to them, currently or recently held, and in light of the surroundings and situation existing at the time of the *Telempathize* Spell's Effect reaching them. Hungry animals will become ravenous if sent "hunger" when in sight of potential food. Angry men will be enraged and aggress when sent "rage" and "vengeance" with the object of their ire nearby. A drowsy guard at a quiet post will certainly sleep when sent "weariness," "comfort," and "contentment."

Because of the high number of variables, the gamemaster will adjudicate all applications of this Casting.

Truespeak Formula:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 10:1 T addition

E/F/M: When activated, a *Truespeak* Formula is directed by the practitioner at a target subject whom the caster suspects of prevarication or knows to be misleading or lying. This dweomer then acts to force the truth from that individual, as the individual perceives it, whenever speaking on any topic, as long as the duration of Effect lasts. Of course, the Formula does not force the subject to speak, so those who are aware that the dweomer is active might be silent or speak about trivial matters. Also, Heka-based protections will prevent the operation of the Effect (usually without draining the protective energy when so doing), although when *Truespeak* is so negated there will be a backwash of dissipating energy which will alert the practitioner that this has occurred. Time duration can be extended at a cost of 1 point of Heka added at activation of Casting for each additional CT—expensive but usually worthwhile!

Casting Grade IV

Circle of Accord Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Casting has a fixed area that affects all creatures and personas within the area. Subjects will generally be agreeable, accept order and be helpful. It might cause all affected to be more cooperative and willing to follow through on their agreed to understanding. The Casting might cause them to work together to peacefully solve a common problem. The dweomer is so powerful as to affect two warring factions, bringing about truce and negotiations. However, subjects may attempt to resist this Casting by rolling equal to or less than their SMPow on D%.

Communicate Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster and 1 subject — *R&D:* Nil
Distance: 1 furlong/STEEP — *Other:* 10:1 mile D

E/F/M: This Casting allows the practitioner and the selected subject to speak to each other telepathically over a limited distance. The Effect does not allow any mind reading or control of anyone. The communications are simply two-way receptions of the other's specifically directed messages, over a "narrow" channel. Messages can be of virtually any length, but while listening the receiving individual is unable to concentrate on anything else. Of course, one doesn't have to pay attention to a message. Distance may be extended by one mile additional, subject to a maximum of the practitioners STEEP in this Sub-Area, for each 10 points of Heka invested by the caster at the moment of Spell activation.

Memory Restoration Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This restorative Casting Formula allows the subject to recall information or events lost due to Hypnosis, magickal draining or Mental TRAIT points (Mental damage), or other Heka-based forms of assault which cause or result in memory loss. If such memories regained are traumatic, or caused the subject to roll versus Insanity, the memories could possibly trigger adverse reactions all over again. However, a precautionary dweomer such as *Fortitude* and/or *Lift Fear* would be effective in assisting any such tests of the subject's sanity.

Possess Knowledge/Skill Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: The *Possess Knowledge/Skill* Ritual requires one hour to complete,

during which period the subject must be an undisturbed participant in the activity. The dweomer enables the subject to gain ability in any K/S Area, with appropriate Sub-Areas as applicable, which is not both Heka-generating and Casting-associated. Thus, ability in anything from *Agriculture* to *Yoga* could be granted to the subject through the Effect of this Casting. The amount of STEEP gained is determined by the caster, for that persona must invest additional Heka at activation for this ability. Full Practitioners can convey up to their applicable (M, P, or S) CATEGORY in STEEP, Partial Practitioners up to their applicable Capacity ATTRIBUTE in STEEP. The cost is 1 point of Heka for each STEEP point granted. In addition, Time duration of Effect can be extended on a 1:1 basis of Heka per AT.

Reverse Petrifaction Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This short Ritual of but 1 AT length reverses the effect of petrifaction, regardless of whether it was caused by Casting, Power, or otherwise. If the petrified subject was formerly living, it must roll less than its Physical Neural (PN) score on D% at DR "Hard" or suffer the rolled amount in Physical damage. A sanity check also might be required at the GM's option.

Zoroaster's Noonsblaze Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod /10 STEEP — *Other:* Nil

E/F/M: This Cantrip forms a blinding light in all visual spectrums in the Effect Area indicated. Light from *Noonsblaze* will drive away darkness and shadows, and force beings of a like nature to retreat outside the Area of Effect. Nocturnal or underground creatures will be blinded for the Time duration of the Casting and/or for 1 BT for each CT of exposure after they are no longer subjected to the radiance. Such things as undead and other beings who are susceptible to sunlight/ultraviolet radiation from that spectrum will suffer a minimum of 2D6 points of Physical damage (Fire, Chemical, Poison or even Impact as is appropriate) for every Critical Turn spent within the area.

Casting Grade V

Astral Eyes Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting can be personal to the practitioner or laid upon another individual. Its dweomer enables the subject to pierce Heka-obscurred or altered areas, view Heka itself, observe auras, etc., within the Effect Distance indicated. The Effect empowers the subject viewing anything in the Casting's Distance to see all therein as it really is, negating illusions or alterations. Such empowered subjects are also capable of seeing the emanations and flows of Heka, detecting originations, and noting Preternatural, Supernatural, and Entital kinds. They are also able to view auras and possibly note other extra-perceptual things, but interpretation is not necessarily possible, for this dweomer does not convey such ability. Note that *Astral Eyes* counters attempts to mask or change Heka emanations, flows, kinds, etc.

Auspices Spell:

Time: 1 auspice — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This dweomer is a determinative with positive influences rather than a positive influence semi-determinative as is the Casting of this same name (q.v.) employable by the Priestcraft Ethos of Sunlight. That is, it enables the practitioner to pose one simple question regarding one or more portions of specific *plan* of action. A plan has an agreed to (1) a *mission*, final, (2) a goal which brings the mission to fulfillment, (3) an *objective* or *objectives* which occur along the way to the goal (typically serving as stages to measure progress towards success), an approved, (4) *approach(es)* to (means to reach or achieve) objectives and the goal, assigned, (5) *tasks* to accomplish, and (6) *resources* to allot (material and human) to the accomplishment of each portion of the plan so as to assure mission success. Thus, this dweomer will relate to any of the six portions noted, by providing a general "yes" or "no," auspice regarding a question posed about that one portion. For example, a caster might choose to determine the auspice for the mission by asking if the plan as detailed (to the GM) has favorable auspices, then the practitioner might ask if the goal will actually serve to fulfill the stated mission. Finally, she or he might inquire if the human resources allotted are sufficient—or else ask if losses are of high probability. Note that useful employment of this Casting requires the players to actually devise a detailed plan for review by the gamemaster; thus, the use of this device is not replacing thinking, ingenuity and creativity! (Because foreknowledge magick tends to encourage the opposite, GMs are urged to require planning on the part of players rather than allowing the GM's overall knowledge and control to operate for them in lieu of thinking and playing ability.)

With respect to plan portions whose *Auspices* are queried and an affirmation of the part's soundness is given, the dweomer has a lingering positive influence in that specific portion in that it will be of some minor benefit to the personas undertaking the mission—anything from not being subjected to Total Surprise once, Surprising a foe once, one die roll being favorably influenced once, and so forth. However, if the Casting delivered negative response(s) indicating an unsound plan, then no beneficial, and possibly a harmful influence will linger.

Beastame Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject Beast/Monster — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: Through this dweomer of a *Beastame* Charm, the practitioner is temporarily empowered to cause one Beast or Monster to cease attacks and hostile actions, and come forth in a docile manner. If the caster is able to communicate with the subject, it will obey simple instructions, provided the commands are directly harmful to its Physical being, or do not require any action(s) totally atypical of its nature. (Compare the Spellsongs Casting *Beastcharm* hereafter.)

Lift Curse Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: 1 rod special — Other: Nil

E/F/M: This formula negates a curse or hex of Mundane or Preternatural origin and/or potency. The Area of Effect is that of the malign Casting. Distance is not germane in the case of area-based dweomers, as long as the caster of *Lift Curse* is within the area affected by the ills. With respect to objects or living subjects, the practitioner need not use touch at activation. Those malign enchantments which are made up of multiple Castings (or activated by multiple practitioners) will require a worse Difficulty rating when determination of success of this Formula in countering the malign dweomer is made. Curses of Supernatural or Entital sort will not be affected at all. The Difficulty Rating is based on comparative Grades of the casters concerned, and modified by numbers of castings and/or casters:

Evil Caster's vs. Lift Curse *Caster's Grade*	*Difficulty Rating*
1 or more lower than *Lift Curse* caster's	Easy
Same as *Lift Curse* caster's	Moderate
1 or 2 higher than *Lift Curse* caster's	Hard
3 or more higher than *Lift Curse* caster's	Difficult

Other Factors	*Effect*
2 or more Castings/Powers concerned	1 DR worse
2 or more practitioners involved in laying the malign dweomer(s)	1 DR worse

Psychokinesis Cantrip:

Time: 1 CT/10 STEEP points special — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: 1 foot/STEEP special — *Other:* 10/velocity special

E/F/M: Similar to the *Parakinesis* Casting (q.v.), *Psychokinesis* allows the persona to move an object or multiple objects by will. But unlike its similar dweomer there is no physical contact required in this case. For each point of STEEP possessed by the caster in this Sub-Area, the subject can move up to one pound a distance of one foot. That is, 60 STEEP points basis for the dweomer moves 60 pounds of weight 60 feet distance in any manner of direction or directions the subject determines, as detailed hereafter, or a 600 pound object could be moved six feet in the same manner.

Control of an object moving under this dweomer, and its velocity, do not extend beyond the Casting's Time duration. The initial motive force imparted to the object moved is at a *controlled* velocity of 16-feet or less per second, if the subject intends to control the object(s) movement; or it can be allowed to move *unchecked* with accelerating velocity at no additional Heka expenditure.

Control: In controlled movement the subject must concentrate each CT to move the object(s) in the direction desired. Acceleration of velocity of an object(s) with controlled movement requires an additional Heka investment in the Casting at activation, with 10 points of Heka enabling the subject to increase velocity up to the 16 feet per second-squared factor each CT, while concentrating on such speed increase and movement. For more information of velocity increase see uncontrolled movement below.

The Difficulty Rating for success of this Casting's Effect use is based on the type of motion the subject attempts:

Type Of Motion	*Base DR*
Levitation or sliding horizontally, curving or not.	Easy
Horizontal, straight line motion while levitated.	Moderate
Complex "flight movement" such as aiming at a target while either party is moving, or having two or more objects levitated or sliding horizontally, curving or not.	Hard
Simple precision operations (stacking, opening and closing, etc.), or two or more objects levitated and moving in straight line.	Difficult
Difficult precision operations (fencing with a weapon, tying/untying hard knots, writing messages, drawing pictures, etc.), or two or more objects engaged in complex motion or simple precision operations.	Very Difficult

Increase the DR by one level if the subject persona must deal with a frightened and/or unwilling target or the persona is under extreme stress or being attacked. Increase by two if the subject must deal with an unwilling and/or frightened target while under extreme stress or attack.

Being struck by Psychokinetically-flying objects can cause damage.

Uncontrolled: When movement is uncontrolled, the subject merely wills the motive Force, and the object begins to move with increasing velocity in the line of motion imparted to it. The subject is then able to concentrate on something other than the moving object(s). Unchecked velocity is a gradually accelerating speed which is 16 feet per second squared. (The formula is: $d = {}^1/_2at^2$, where where "d" equals the total distance travelled, "a" equals acceleration, and "t" equals time passage in seconds). Thus, in 1 CT such an object could travel a maximum of 72 feet in two Critical Turns that same object could travel 288 feet so an object moving 500 feet at unchecked velocity would take approximately eight seconds to reach its maximum distance. Any impact along the course of movement of the object will cause damage equal to 1D3 per 10 feet travelled, times an Exposure roll.

At termination of maximum distance the object loses all motive Force and falls inert (possibly dropping due to gravity, of course).

Sphere of Influence Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This moving dweomer emanates from its practitioner and extends in a circle around that persona as indicated by the Area. If used in conjunction with oratory, the Effect extends to all who can see, hear, and understand the caster. The Effect enhances the caster's ability to positively impress all within its Area, as if the practitioner had *Influence* K/S Area (with all Sub-Areas) ability at a STEEP equal to that possessed in *Dweomercræft, White School.* If *Influence* K/S is possessed by the caster, it raises that Area STEEP to that of this Sub-Area, or imparts a 10% bonus of this Sub-Area's STEEP to it, whichever is greater. The *Sphere of Influence* Cantrip also gives exactly the same Effect with regard to *Leadership* and *Charismaticism* (but limited to that aspect only which influences and impresses favorably a person or persons). The Casting can be negated or dispelled, of course.

Casting Grade VI

Heka Giving Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP point — *Other:* Nil

E/F/M: This Formula allows its casters to transfer, even at a distance, some or all of their personal Heka energy to another persona or being capable of storing and/or using Heka. No more than twice a caster's M TRAIT total (MR CATEGORY if to or from a Partial Practitioner) can be channeled via a single Casting. Magickal energy transferred thus must come only from the caster's available personal Heka, excluding artificial sources such as Heka Reservoirs, although the practitioner might tap such pools to gain personal Heka to then impart via the Effect of this dweomer. Note that there is a bonus in this Casting, as the recipient gains 12 Heka points for every 10 given up by the caster.

Inner Beauty Cantrip:

Time: Permanent or special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: While this Casting is applicable to only those subjects who have basically good, not malign, dispositions, it is a very useful one for such personas or other beings. This dweomer (or any similar Castings) can be employed *once* on such a subject with the permanent result from its Effect of raising the level of Inner Beauty (see Attractiveness in Chapter 10 of the **Mythus** book) by one factor, or, if that is already as the maximum (of +5) to actually increase Physical Attractiveness by by 1 point, even to beyond the human norm. On a short term basis the dweomer lasts for 1 AT per STEEP point of the caster in this Sub-Area, and the Effect is to cause such subjects' own Inner Beauty to be reflected in (1) their Attractiveness and (2) their *Charismaticism* (by giving a percentage bonus of 10 per Inner Beauty point to existing STEEP, or giving them the Area with that much STEEP if it was not already possessed).

Lightspectrm Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP special — *R&D:* Nil
Distance: Touch — *Other:* 10/subject special

E/F/M: When this Charm is activated the practitioner enables its subject or subjects to be able to see into that portion of the light spectrum below the normal human range—that is into the infrared—while still being able to alternately utilize the normally visible spectrum. However, there is a "blind" period of 1 CT in which to adjust the eyes and mind when going from one spectrum to the other. For each subject beyond one desired to be so enabled, the caster must invest 10 additional Heka points so as to expand the Effect Area. In no event can casters lay the Effect on more total subjects than they have 10s of STEEP in this Sub-Area.

Seeing in the sub-red spectrum is in three hues with several shades. The coldest objects are seen as darkest, with *darkest* the very coldest, and *darker* indicating slightly greater warmth, and *dark* yet a bit warmer still, but yet near the coldest temperature in the area. Intermediate heat range objects are pale, with dark and bright indicating colder or warmer degree. The warmest objects are seen as bright, with glaring, shimmering, intense, glowing, and occluded indicating highest to lowest degree of warmth. (For example, in a subterranean cave a reptile would have an *occluded* bright hue (and its shape, of course!), a human a *glowing* one, boiling liquid an *intense* one, a torch a *shimmering* one, and large fire would be *glaring*.) Very hot things will both warm the air—thus causing clouds/layers of moving pale to rise—and tend to obscure by their glare. Recently taken steps by a barefoot individual whose body heat was considerably above the surface walked upon would show bright just after the foot was removed, then shades of pale, and fade to dark and darker before becoming indistinguishable "darkest" after about 2 BTs time had elapsed. Similarly, "cold" prints would show as dark, fading to lighter to match the surface color.

Positive Heka Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* 1:2 vs. Negative

E/F/M: The Spell creates a sphere of 10 positive Heka points and which is capable of storing more positively aligned Heka which will act as a barrier to any negatively attuned energy that attempts to enter this Area. The Positive Heka Casting will then negate, dispel, or dissipate any and all such Heka on a –2 to +1 Heka point basis as long as it has stored Heka remaining. Practitioners can center the Spell upon themselves, another individual or an object. Heka in whatever amount the caster desires for protection must be allotted to the Effect at the time of activation, subject to a maximum of 10 times M TRAIT (MR CATEGORY if a Partial Practitioner).

Soaring Intellect Spell:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell boosts the effective Mental Reasoning CATEGORY score of the subject for the duration of the Casting. The amount of the bonus is equal to 5 points (3 points if a Partial Practitioner) for each 10 points of the caster's STEEP in this K/S, to a maximum of twice the subject's normal score. *This gain is not actual, however, and ATTRIBUTES are not raised by it.* Rather, creatures or personas under this Effect gain a false total, and damage sustained will be first subtracted from these bonus points.

Suneagle Charm:

Time: 1 BT/STEEP points special — *Other Heka Costs:*
Area: 1 Special — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This dweomer actually calls up a being from the Celestial Sphere. It will appear upon Charm activation via a Gate which will open within about 10 rods distance from the practitioner. The being can communicate by direct mind contact with the caster. It is a *Suneagle*, and it is vaguely like a giant raptor in its conformation, having wings and being covered with bronze-like "feathers." The *Suneagle* is twice as tall as a human and has a wingspread of 24 feet in flight. It is as bright and shining as the sun appears at dawn, giving out full-spectrum radiance in a 10-foot radius, and hurting the eyes of anyone looking directly at it for more than 1 CT. The *Suneagle* will obey simple requests by the caster, and then depart. The required service can be some action, to move something, fetch something, guard the caster, attack those threatening the caster, etc.

The attack powers and abilities of a *Suneagle* are:

Evil/Nether-oriented beings must make a morale check vs. their MRCap at DR "Easy" or flee in panic to avoid looking at it.

The *Suneagle* can utter a cry every CT which inflicts 1D6+1 Spiritual damage on beings from the Netherrealms (Nether, Pandemonian, or Abyssal planes and Spheres).

Light equal to a *Zoroaster's Noonsblaze* Cantrip (q.v.) emanates from the *Suneagle* when it is angry and attacking.

It does 3D3 Fire PD within three-foot radius of itself.

It has a beak attack of 7D3 Cutting PD.

It makes two talon attacks (if airborne) of 4D3 Piercing each.

Suneagle

Base Scheme (+/– 1D3+1D6)

M: 100, **EL:** 80		**P:** 200, **CL:** 180		**S:** 150, **EL:** 120	
MR: 50	MM: 50	PM: 100	PN: 100	SM: 85	SP: 65
MRCap: 20	MMCap: 20	PMCap: 50	PNCap: 50	SMCap: 40	SPCap: 30
MRPow: 20	MMPow: 20	PMPow: 30	PNPow: 30	SMPow: 30	SPPow: 20
MRSpd: 10	MMSpd: 10	PMSpd: 20	PNSpd: 20	SMSpd: 15	SPSpd: 15

Suneagles are from the Celestial (Supernatural) Plane and Spheres and are called or summoned to service through Heka application,. Beings of this nature are much more powerful than most Preternatural sorts in that the latter typically have attack forms which are not greatly effective against them.

Armor Scheme: Suneagles are Invulnerable to non-enchanted/non-Heka-based attack forms, disease, poison, fire of Preternatural or Supernatural sort and direct positive energy.

Area	*Pierce*	*Cut*	*Blunt†*	*Fire*	*Chem.*	*Stun*	*Elec.‡*
Ultra	40	40	60	*	*	40	20
Super	30	30	45	*	*	30	15
Vital	20	20	30	*	*	20	10
Non	10	10	15	*	*	10	5
Avg.	25	25	37	*	*	25	12

*Invulnerable to Fire, virtual Invulnerability to all Chemical but acids.

†Applies to Impact damage as well.

‡Note this assumes that of normal or negative origination, for otherwise there is Invulnerability.

The *Suneagle* can be dismissed by its caster at whatever time that practitioner desires.

Casting Grade VII

Da Vinci's Temporal Distortion Formula:

Time: 1 CT-BT/STEEP point special — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Touch — *Other:* 50:1 extra subject

E/F/M: This Casting serves to alter the subject's interaction with the dimension of *Time*, either slowing or speeding by a factor of two the execution of surrounding events and the actions of others in relation to the subject. If the subject is slowed, the Effect has a Time duration measured in Battle Turns, while if the subject is speeded up, it lasts for mere CTs. The nature of the distortion (slow or fast) is determined by the caster, but once determined, cannot be changed during the effects of the Casting. At the cost of 50 Heka points per additional subject, more than one individual can be brought under the Effect of this Formula. A subject group must be within a one rod radius of a central target subject, and total no more than one-tenth the caster's STEEP in this K/S Sub-Area.

Da Vinci's Temporary Portal Formula:

Time: Special — *Other Heka Costs:*
Area: 1 Portal (Door) — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula allows the practitioner to bring into being an eight-foot

high by four-foot wide with a variable functioning and several possible exit points. The Portal can function (1) only once for the first subject entering it, (2) for the caster and a number of associates equal to one-tenth the caster's STEEP in this Sub-Area, or (3) for some specified life form only, but again with the number maximum specified. Once activated, the dweomer transfers the specified subject or subjects and then deactivates, finished. The Portal is visible only to the caster and those capable of seeing Heka or auras. To such it will be seen as a slight glimmering and distortion. The Portal can be placed only so as to have its lower edge on a firm surface, but it can otherwise be "erected" without any other surfaces bounding it (i.e., in the middle of an otherwise empty space). Unless otherwise deactivated, the Portal will remain for as many ATs Time as the practitioner has points of STEEP.

The egress point of *Da Vinci's Temporary Portal* can be (1) backward in the dimension of *Time* up to one year for for every STEEP point the practitioner possesses in *Dweomercræft, White School*, or (2) it can exit in any contemporary place (regardless of Plane or Sphere) envisioned by the caster, but only insofar as that individual has actually been there.

The Time duration functions above as to the dweomer, and it likewise affects the subject or subjects as follows: If they are in some place where they do not belong naturally (such as the wrong time, a non-Mundane Plane or Sphere if of Mundane origination, or any place they cannot themselves go to/remain in of their own accord) their vibratory frequency gradually moves "out of harmony" with their location. That is, the subject or subjects have 1 AT per 10 points of the caster's STEEP to get from their location to some other place which is natural to them. At the expiration of this duration, they must be gone from the non-native place or else simply "fade away" as their frequency shifts to one which sends them as scattered energy throughout the multiverse.

Empyreal Guards Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer calls forth from the Empyreal Plane up to a number of beings equal to one-tenth its caster's STEEP in this Sub-Area. Each such guard has the same basic statistics as does the practitioner, save that the M and P groups are reversed. The *Empyreal Guards* remain within one chain of the caster at all times, protecting and defending that persona for as long as the Time duration continues active, until they are destroyed in material form and return to their own Plane, the practitioner dismisses the Casting or its dweomer is negated or dispelled.

Empyreal Guard

Base Scheme (+/– 1D3+1D6)

(As caster, but with all **M** and **P** statistics reversed.)

Empyreal Guards are simply spirits from the Empyreal (Supernatural) Plane and Spheres called to service through Heka application. Only certain ones—those whose weaker mental sort (equal to the caster's P TRAIT)—will be affected. They assume material form according to the Mental TRAIT of the caster.

Weapons & Armor: Each Empyreal Guard is armed with a shield, throwing spear, and a short sword. The shield is of Heka energy and absorbs 70 points before being negated. The spear is a bolt of burning fire which can be hurled up to 70 feet, has a 7-foot by 1-foot strike path, and which inflicts 7D6 Fire PD on all within its area. The sword is a blade of pure fire, is enchanted in that it is Heka-engendered, has a Speed Factor of –7, and does 3D6+7 PD (negating all armor save that of enchanted or Heka-based sort).

Empyreal Guards are Invulnerable to non-enchanted/non-Heka-based attack forms, disease, poison, fire of Preternatural or Supernatural sort and direct positive energy.

Area	Pierce	Cut	Blunt†	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	*	*	40	20
Super	15	15	15	*	*	30	15
Vital	10	10	10	*	*	20	10
Non	5	5	5	*	*	10	5
Avg.	12	12	12	*	*	25	12

*Invulnerable to Fire, virtual Invulnerability to all Chemical but acids.
†Applies to Impact damage as well.

Celestial Chime Charm:

Time: Special and 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Special and 1 yard/STEEP — *Other:* Nil

E/F/M: The practitioner lays this Charm upon a point by touching the desired spot. From this point radiates a magickal detection Force which will then create a chiming if a foe or evil being impinges upon it. This dweomer causes a Supernatural ringing, a plangent tocsin which both alerts the practitioner (as defined by the Casting's Distance) to the presence of foes or evil, whether in material or spirit form, and inflicts 1D6+1 Spiritual damage each CT upon all such who hear its tolling (as defined by the Effect Area, i.e., stay within).

Destroy Evil Spirit Ritual:

Time: Instantaneous and special — *Other Heka Costs:*
Area: 1 spirit; 1 chain diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Ritual requires six Action Turns to complete. However, its casters can then hold the Effect for a number of ATs equal to one-tenth their STEEP in Dweomercræft, White School, laying it anytime within the delay period as they choose in but one Critical Turn delay between such and its Effect activation. The dweomer will assail the designated spirit (with Partial- or Non-Physical Manifestation), or the least powerful spirit present, if there are more than one such being within the Area. The Effect delivers as many points each of Mental and Spiritual damage to the subject spirit as its caster has M and S TRAIT points total in each respective area, but with a modification of the practitioner's STEEP expressed as a percentage.

Example: A caster has 110 M and 100 S TRAIT points and a 90 STEEP. This Casting then delivers 99 Mental damage and 90 Spiritual damage points to the subject spirit.

Reduplication Formula:

Time: 1 week/10 STEEP — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

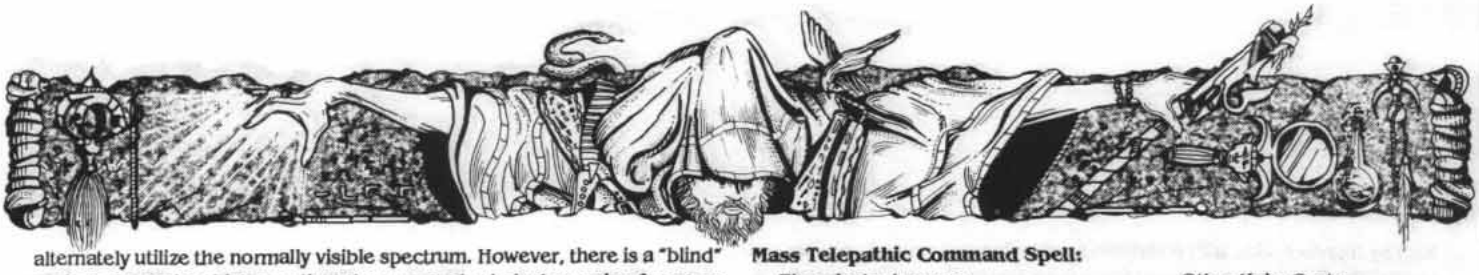
E/F/M: This Formula creates one or more exact (non-magickal) duplicates of an item, the maximum size of which is determined by the relative skill of the caster. For each 10 STEEP points of the practitioner, another duplicate can be created—i.e., at 71 STEEP the caster could make up to seven duplicates of an object of up to seven cubic feet volume. Each such object will be physically indistinguishable from the original, although the caster will be able to tell the difference between the original and duplicate items. Enchanted objects can be duplicated, but the copy will not possess any magickal properties. Such objects will, however, radiate Heka if such is detected for. This is the result of the Casting, not of any Heka-engendered Power.

Casting Grade VIII

Expanded Spectrum Cantrip:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 10:1 additional subjects

E/F/M: When this dweomer is laid, the subject or subjects are able to see



alternately utilize the normally visible spectrum. However, there is a "blind" period of 1 CT in which to adjust the eyes and mind when going from one spectrum to the other. For each subject beyond one desired to receive the Effect, the caster must invest 10 additional Heka points so as to expand the Effect Area. In no event can the Effect be laid on more total subjects than the caster has 10s of STEEP in this Sub-Area.

Seeing in the supra-violet spectrum is in seven "hues" which generally pervade areas that are lightless to human-normal-spectrum vision—phosphorescent, cymophonous, opaline, pearlescent, nacrous, iridescent, and crystalline. (How can color be explained to one who cannot see colors? Only through analogy, in this case of sheen or color play...) Each indicates a higher frequency energy. In addition, various emanations such as X-rays, gamma rays, etc., will be seen as sprays or sheets of gleamings, shinings, scintillations, coruscations and fulgurations of a particular "hue" depending on the ray. The size of the display will depend on the emanation frequency and intensity. Thus, for instance, hekalite ore of considerable mass would shed *crystalline scintillations* over a large, general area as would a normal light source of its extent.

Galileo's Sphereshuffle Formula:

Time: Instantaneous and special — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this Casting is to instantly transpose the practitioner and all within the Area radius to another Mundane Sphere. The dweomer will move the subject(s) up to one Probability place for every point of STEEP the caster possesses in this Sub-Area, one Sphere at a time, 1 CT Time per Sphere removed, to the desired one. The subject(s) are enabled to return by this same Casting, providing that the practitioner mentally activates it prior to the expiration of a Time duration equal to STEEP in hours; otherwise the dweomer has the effect of being a one-way ride. Beyond the mental activation possible, magick might not function at all in another Sphere of Mundane (or other) Probability. In fact, what cannot exist in the new Sphere *will* not, although something will likely exist in its place. In general, whatever the force/effect, being, or thing could or might have been, had it always been in the Sphere, will then exist as that effect, being or thing.

Examples: Casting ability might become Psychogenic ability, a wand might become an energy device, or a Power could be translated to some engineered biological superiority or implanted electronic aid—or not work at all; a gnome would possibly be a small, Australian aborigine, but a dragon might not exist or might be an exotic member of a star-faring race; and enchanted armor could be the finest form of armor known in a non-magickal universe.

Good Fortune Charm:

Time: Up to 1 CT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer affects both Time and Probability so as to enable the practitioner to negate one disastrous event of relatively minor nature and scope. It will operate no further backward in Time than the practitioner's STEEP in this Sub-Area in CTs. It will affect no more than an Area equal to the caster's STEEP in feet diameter or cubic yards. No more than one being will be dweomered by the Casting's Effect. Thus, a small bridge, or a span of a larger one, might be prevented from collapsing just before or after the practitioner crossed; a person might be saved from death, a fire checked before it raged out of control, etc. If damage (Mental, Physical, or Spiritual) to a living thing is affected through this Charm, the practitioner must have reserve Heka available to equal that damage, and that additional Heka will be drained thus; otherwise, the Casting will not function, and it will be negated.

Mass Telepathic Command Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer causes all creatures and beings with a discernable mind within the Effect Area to obey a single command of no more than three or four words, sent forth mentally by the practitioner. Those subjects unable to understand will still respond on an emotional/feeling basis. However, all subjects with an M TRAIT which exceeds the caster's own will have a chance equal to a base 2% per 1 point of excess Mental ability to resist the command (roll D% at DR "Hard," unless some modifier might apply). Obedience will be in the same Critical Turn as the dweomer is activated, and it will prevail upon the subjects affected for but a single CT Time duration. Some sample *Mass Telepathic Command* Spell messages are: Shout "Aye." Raise your hands. Drop your weapons. Turn and flee. Drop flat. Scatter. Smite your neighbor.

Stasis Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The caster of this Formula effectively stops affect of the dimension of Time with regard only to the one subject upon whom the Effect is laid. If the subject is an unwilling one, it is necessary for the practitioner to actually touch that creature on an exposed portion of the body for an instant—in effect score a Physical hit as if in *Combat, Hand-to-Hand,* either *Lethal* or *Non-Lethal* form. Note that a subject in *Stasis* dweomer is absolutely rigid and motionless; it cannot be affected directly by anything until the Casting expires or is dispelled (although it could be picked up and moved, etc.).

Telepathy Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Casters of the *Telepathy* Casting can lay the dweomer upon themselves or upon another subject. This Cantrip's Effect enables several different capacities for the subject. For one thing, it enables two-way or broadcast communication between the subject and another who, if not normally able, will be enabled to "read" thoughts from the caster, or between the caster and all able to receive a broadcast. It can empower the reading of thought messages and the thoughts of others (mind reading). It can also bring about the capacity for control of another mind through *Telepathic* means. All functions are operative during Casting Time duration, and each function is detailed below:

Two-Way Communication: The base distance of any telepathic channel is equal to one mile per 10 STEEP points of the caster. This is modified by the relative familiarity of the subject to the caster, as well as whether or not the subject is capable of telepathy or other similar mental projection. This is summarized below:

Subject	*Distance*
Unknown to caster	–10 miles
Well-known to caster	+10 miles
Has Mental Powers	+5 miles
Able to use Telepathy	+10 miles
Mentally seeking caster	+100 miles

Broadcast: Thoughts can be "broadcast" to virtually any distance. Thoughts so broadcast can be received by any being with telepathic ability who is awake and not concentrating on something else (so don't send out any secret information!). However, it is possible to channel thoughts along a "tight beam" aimed only at at a specific person or group, and so an eavesdropper would have to be aware of the "channel" being used and be concentrating so

as to monitor it. To channel thoughts, however, requires that the practitioner either be able to see the persona on the receiving end, know that receiver personally, or have some other pre-arranged manner of contact Eavesdropping personas are considered to know what "channel" is being used if they possess the same information about the recipient as does the broadcaster.

Telepathic Reception: Probing minds requires one of two cases:

(1) The persona under the Effect must be in visual contact with the subject to be "read," or

(2) the one empowered by this dweomer must have had previous mental contact with the subject, whether the caster or the subject initiated it, and know the general whereabouts of the subject within a one mile radius of a known locale (regardless of that locale's distance).

When there is visual contact this must be maintained throughout the whole of the probing. In either case, whether at a distance or within visual contact, the able individual must make a K/S check against M TRAIT at a DR to be found by consulting the table below each BT the subject's mind is probed telepathically. Thus, if the K/S check proves to be successful, the telepath is thereafter able to spend up to 10 CTs mind reading.

The Difficulty Rating for K/S checks and the Heka cost depend on the type of thoughts read by probing, as follows:

Target & Thought Level	*Base DR*
Surface thoughts of an unintelligent (M less than 36) subject	Easy
The strong surface thoughts of an intelligent subject	Moderate
Guarded surface thoughts of an intelligent subject	Hard
Secondary thoughts*	Difficult
Guarded secondary thoughts**	Very Difficult
Deep thoughts†	Extreme

*Includes recent memories

**Includes memories about one year to five years old

†Includes memories over five years old

Notes: Willing subjects can allow their mind to be read, so the DR is then two levels easier than usual (as above). Unwilling personas who are aware of the attempt are at one DR tougher, however, and those who possess Telepathic Power; Sensory Capacity, Thought; or Mental Command can "shield" their mind to make the DR three levels tougher.

Surface thoughts are what is immediately on an individual's mind. Those are the only kinds of thoughts which those with a Mental TRAIT lower than 36 possess. *Secondary thoughts* are those things which are close to the surface but are not actually being mentally "spoken" at the moment. *Deepest thoughts* are things which are not at all a part of what the conscious mind is currently up to. *Guarded thoughts* are any thoughts which personas would not particularly care for the mind reader to know they have.

Personas with any Mental Powers will be able to tell when someone is attempting to read their minds and may prevent the mind reader from so doing by tying or beating that individual in a contest of K/S Areas. (The mind reader uses the caster's STEEP in this Sub-Area, and the opponent uses whatever Heka-producing K/S Area or Power is most applicable to ability to engage in a contest of this nature.) Both the attacker and the defender may expend Heka on a one-for-one basis to increase effective STEEP rating for this struggle. A tie allows the attacker to try again, but a defeat means that the persona cannot again so attack the defender for a period of 24 hours. An attacker who wins, however, may then proceed normally, but must suffer the Difficulty Rating increase for a "Shielded Mind" if the defender is capable of shielding as noted above, or that of an "Unwilling Subject" otherwise.

Telepathic Control: Telepathic Control requires a successful probing of thoughts at the "Deep" level. Of course it is most probable that a K/S versus K/S battle will be required. In any event, if a probe of deep thoughts succeeds, the able persona can then, instead of reading those thoughts, elect to control the mind of the subject. In order to do this, the mind reader must expend Heka equal to the M TRAIT of the individual that is the target of the mind control. If for any reason such additional Heka is not expended, there is no control and contact with the subject and it is lost.

Control: This suppresses the ego of the subject. The persona of the subject will be under total control of the Telepathic individual for as long as the duration of Time for this Casting's Effect lasts. Thereafter, control is lost instantly.

Practitioners controlling subjects will have the sensory viewpoint of subject. The subject's mind will have to be read normally, however, if that is desired. The Difficulty Rating of this process is based on memories, though, rather than current thoughts, so DR runs from "Difficult" for recent ones to "Extreme." The superego of the controlled individual is readable as memories, and the id can be probed at 1 DR easier because there is no ego there to repress it. Controlling personas can operate their subject's body as if it were their own, walking, talking, etc., in the same way as would the controlled persona. Those who know the latter, however, will have a 1% cumulative, plus their *Perception* STEEP, chance per hour of interaction with the controlled to notice something is "odd." The GM will have to decide such matters.

Meanwhile, the body of a practitioner controlling such a subject is no longer "awake." With the active mind gone, the body sinks into a trance state, relaxing as if it were asleep. (Spirit possession at such a time is a very possible danger!)

There are some important things to keep in mind about the telepathically empowered persona and the controlled body. The practitioner's Mental and Spiritual TRAITS et al., transfer to the controlled body, and with them go all K/S. Physically, however, the TRAITS, CATEGORIES, and ATTRIBUTES are those of the controlled, while Physical K/S Areas are not. These Areas are also of the telepathic persona's own, except that they function at 50% STEEP only. This is because the link between mental command and neural/muscular response is not well established. For each AT the practitioner is in control of the body, 1% of STEEP is returned, so that only after 50 or more ATs of control can telepathic personas use their Physical K/S to their actual potential.

Telepathic personas have some advantage while in control of another's body, for in its trance-like state, their own bodies are recovering Heka at twice the normal rate for mere sleep. As there is an invisible channel between their bodies and their minds, telepathic personas are able to utilize the Heka reserve of their own bodies at will. This is fortunate in another way, for they can't tap the controlled body's Heka as long as they are attuned to their own. If anything untoward occurs to the "native" body of such a telepathic persona, so that it dies, then the persona could be in real trouble!

Bodily death in such case means that the telepath's mind is trapped inside the controlled body. The ego of that body will have to be dispatched somehow, or else there will be far more trouble than merely running out of Heka to use. The gamemaster must have an immediate K/S v. K/S contest take place, telepath's M TRAIT versus that of the controlled persona. Special Failure means that the practitioner's mind is destroyed. Failure means that the caster's ego is suppressed inside the body—and more about this matter later. Success means that the ego of the controlled remains repressed. Special Success means that the suppressed ego is destroyed, and the controller is now the person in who's body she or he has been mentally residing.

It's evident, then, that there are only two clear cases of defeat and victory, Special Failure and Special Success. Failure or Success otherwise indicate that there's a body with two minds and two egos, two M TRAITS and two S TRAITS. The solution to this which we propose the gamemaster is:

There are now dual egos within the body of the subject persona!

Allow the two egos to have a conversation, mind-to-mind as it were, and work out an arrangement. This can be a regular, non-hostile sharing of being in control, turn on turn. It can also be a shared alertness and "pooling" so to speak. Each ego is then there to experience and contribute. This makes for an exceptionally powerful persona with a whole lot of K/S Areas and high STEEP, for the higher score in any common K/S Area would be the one used. Ambidexterity will be developed

with ease. When one ego (mind) is "outside" of the body the other will be there to operate and protect it. However...gamemasters have many options to allow this and still keep things in balance. First, adverse "Quirks" used liberally set matters right. Next, Speed ATTRIBUTES can be reduced according to the force of personality of the two egos—the stronger the two, the slower the reactions, based on a minimum penalty of –2 and a maximum of –6. Intercommunication takes time! Finally, a division of APs between the two separate sets of M TRAIT K/S Areas and the two S TRAITS K/S Areas slows development towards a super-persona. There will be duplication of effort and building up of the same ability in each ego that way. (This should provide a really fun HP to play and to GM for too!)

Casting Grade IX

Celestial Chorus Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this dweomer is to fill the Area with the Supernatural sounds typical of those emanating from the Celestial Plane. Netherbeings (creatures and beings native to the Nether Plane or that of Pandemonium) exposed to the Effect and unable to counter it by some means will suffer 1D3 points of M, P, and S damage each CT of such exposure. Furthermore, each will have a +7 penalty to all actions (rolls for Initiative and K/S use).

Egar's Sixth Sense Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By means of this Charm, casters give themselves or another the capacity to sense spirits, other invisible creatures or beings, danger, an ambush, an impending "sneak" attack from behind, some foe staring from hiding or a position not otherwise detectable to the subject's normal senses, etc. In short, a "sixth sense" for all such things that are threatening or pose potential danger of real sort. The sense will deliver a "vague feeling of unease" if the danger is not readily discernable (it is concealed, camouflaged, hidden, invisible, etc.) at a maximum distance of one yard per STEEP point of the practitioner who laid the dweomer. Very well-concealed dangers might not be sensed until a range measured in feet is entered. This dweomer otherwise prevents Surprise for the subject, and Total Surprise is generally impossible, of course, save for that "sprung" from some considerable distance. In any case where there is uncertainty or ambiguity of definition seen in this Casting by player concerned, the gamemaster will have the final word.

Planar Walk Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows the practitioner and/or another subject or subjects, and all such persons wear and hold, to travel in a single Critical Turn of time to another known Plane or Sphere and remain there for a period of Time commensurate with the caster's STEEP. When so transported, the subject or subjects will have material (Physical) forms suited to the Plane or Sphere, but all TRAITS they possess will remain unaffected. The subject(s) will need no special protections or dweomers in order to exist or employ normal actions in or on the Plane or Sphere while the Casting is active. Time duration of the Formula cannot be shortened by anyone other than the practitioner who actually laid it. The practitioner must have some details of the desired Plane or Sphere location in mind when the dweomer is activated, or else it will fail, and the Heka will be wasted. Detail of knowledge of the destination will dictate the Difficulty Rating of the K/S check to find if activation is successful:

Caster's Knowledge of Destination	*Difficulty Rating*
Personal from having been to the exact locale	Easy
Personal from having been near there	Moderate
Well known from study and research	Hard
Known from general reading and discussion	Difficult
Read/heard about in vague terms	Very Difficult
Known by name only	Extreme

Vanish Charm:

Time: 9 ATs +1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/object special — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Area special

E/F/M: This Casting transports temporarily a single item or creature/being, including the practitioner him or herself, safely into a pocket of extra-dimensional space, causing the subject/object to disappear the instant it is touched by the practitioner activating the Effect. The subject/object can be no larger (have a greater volume) than that equal in cubic feet to the caster's STEEP total in this K/S Sub-Area. However, the practitioner can opt to expend additional Heka at activation time to increase this volume, the cost being one point of Heka per additional one cubic foot volume of the subject/object.

An unwilling, knowing subject able and attempting to avoid touch requires that the practitioner actually succeed in scoring a hit through use of either of the *Combat, Hand-to-Hand,* K/S Areas for the touch to be made. If for any reason the caster fails to touch a subject/object on the CT of activation, the dweomer is wasted! The vanished subject will return to it's original location when the Casting expires, even though it might have motive ability, for the pocket of extra-dimensional space has only one access point as determined by the location of the subject/object at activation of this Effect. The pocket is lightless and has an area only sufficiently large to contain approximately twice the volume of the subject/object. However, Time is such therein that each AT is but a CT, so oxygen consumption will not be a problem for a while. A Heka-able individual subjected to this Casting might be able to utilize some form of dweomer to escape from the pocket of extra-dimensional space and go elsewhere before the expiration of the Time duration, but remember that Time "outside" is passing at 100 times the "interior" rate.

Vox Populi Cantrip:

Time: 1 CT/STEEP and Special — *Other Heka Costs:*
Area: 1 rod radius/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: There are two forms of the *Vox Populi* Cantrip. When the practitioner activates this dweomer in its standard form its Effect radiates over the indicated Area to give both mental awareness of and audible expression to the commonly held opinions (emotions/feelings and even likely actions uppermost in the minds) of all the people therein. First will be understood and heard the expression of that which is most prevalent (has the greatest number of adherents), then the next, and next, on to those opinions et al., held by so small a minority as 10% of the total present. Each such expression occurs in 1 BT time, and when all such have been so "heard," the Casting expires—it's maximum duration being 10 BTs time, even if the practitioner's STEEP exceeds 101 points.

In a more unusual application, the *Vox Populi* Cantrip can be used to give all subjects within the Effect Area the same opinion et al., held by the caster of the dweomer. While the Casting's Effect remains active, all such individuals will share the caster's opinion, as it were, save that each subject whose Mental TRAIT score exceeds that of the practitioner has a chance equal to a base 2% per 1 point of excess Mental ability to resist the Effect (roll D% at DR "Hard," unless some modifier might apply). All who are affected by the dweomer will both agree with the caster and readily follow directions that persona gives which suit their new opinions and state of mind!

Priests' Tutelary Castings

Unlike Archetypical Dweomercræft Castings, only one group of Tutelary Castings—that for a single Ethos—can ever be learned by a single individual, priest or not, in addition to the Basic Tutelary Castings. The Tutelary Castings of *Priestcræft* are listed below, alphabetically by Grade with Base Heka Cost for each indicated. Those with Resistance/Damage Component addition or "Other" Heka costs associated with their use have appropriate indicators in the right hand Other Heka Costs column.

Prior to the Basic Castings are those which are of *General Nature*, in that each ethos has one of the sort, but each is specific to that ethos, and to the corresponding deities within a pantheon. For example, all ethoi have *Commune*, *Excommunication*, etc., but each applies only to or affects only those of a specific ethos and its Pantheon deities and those who serve them. The other, absolutely general, Basic Castings have common components throughout.

Take note that there are numbers of ordinary, low Grade Castings which are omitted here. These are generally Grades I and II and have to do with that which assists in everyday matters, chores, animal and crop welfare, business routines, agreements and individuals' private/secret desires (Ethos of Gloomy Darkness).

General Tutelary Castings

9 Total Castings

Grade I
Base Heka Cost: 20
Rites Ritual

Grade II
Base Heka Cost: 35
Blessing, Minor Spell

Grade III
Base Heka Cost: 50
Consecration Formula

Grade IV
Base Heka Cost: 75
Blessing, Major, Ritual

Grade V
Base Heka Cost: 100
Guidance Spell

Grade VI
Base Heka Cost: 125
Excommunicate Ritual

Grade VII
Base Heka Cost: 150
Enter Sanctum Formula

Grade VIII
Base Heka Cost: 200
Anathema Ritual

Grade IX
Base Heka Cost: 250
Enter Deital Realm Spell

GENERAL TUTELARY CASTINGS

Casting Grade I

Rites Ritual:

Time: Variable special
Area: 1 subject/object special
Distance: Touch to special

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: There are seven Rites covered under this Ritual, and the time of casting depends on the particular form of Rite:

Birth: 1 AT; 1 child or children; touch.
Death: 1 AT; 1 or more subjects; 1 rod.
Marriage: 3 ATs; 2 subjects; 1 rod.
Separation/Divorce: 2 ATs; 2 subjects; touch.
Acceptance of ethos, Pantheon, & Deity: 3 to 9 ATs, 1 or more subjects; 1 chain and touch.
Service (and Prayer): 3 to 20 ATs; Multiple subjects; Sight and hearing to 1 yard/STEEP point. Heka for *Blessing*, both *Minor* and *Major*, is generated through this Rite, the ecclesiastic performing the *Service* gaining 1 Heka point per person in attendance per AT of Ritual performance time, with all such gain dissipated as many hours time afterwards as the *Service* lasted, if not otherwise used in *Blessing*.
Penitence: 1 to 10 ATs and/or Special; 1 subject, touch.

It's self-evident with what each Rite is concerned, and personas of a particular persuasion must have these ceremonial services in order to properly adhere to their creed. Some are performed on singular occasions, the latter two Rites frequently throughout a year according to the tenets of the faith in question. Those individuals under Vow will be particularly concerned with adhering carefully to whatever strictures are placed upon them by their creed, and whenever straying from the tenets will perform or have performed upon them the Rite of Penitence. The latter Rite could require a *Guidance* Casting (see below) to determine the extent of what needs to be done to atone for wrongdoing through omission or of a committed sort.

Note: All Rites must be performed by those in good standing, and most by only those of Full Practitioner status, in order to be meaningful.

Casting Grade II

Blessing, Minor, Spell:

Time: 1 AT/STEEP point
Area: 1 subject, special
Distance: 1 rod

Other Heka Costs:
R&D: Nil
Other: 5:1 additional subject

E/F/M: This Spell is always cast under the aegis of a pantheon, and only those individuals who serve that pantheon gain benefit from its being laid upon them. While the Casting is used for many other things, its principal purpose in regards to HPs is to confer both additional forgiveness and to bestow a modicum of special aid upon those receiving the Effect. A minor blessing allows a bonus to the subject, whether in the form of rolling for Initiative, against K/S STEEP, improved BAC, or the like. Such recipients gain a +/–5 bonus, as applicable, to the next die roll they so request. Note that two or more of this Casting placed upon the same subject will not function, and only the latest one will have Effect. Individual casters are not able to lay this Effect upon themselves, of course! See the *Rites* Ritual, above.

The obverse of this Casting is *Cursing, Minor*, and it has the reverse Effect.

Casting Grade III

Consecration Formula:

Time: Permanent
Area: 1 subject/object/area
Distance: Touch or 1-foot radius/STEEP point

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: *Consecration* remains active until it is profaned or desecrated.

The dweomer cannot be dispelled. This Casting is mandatory for one accepting/making a Vow and when being ordinated or elevated. It is always performed under the aegis of a pantheon or possibly that of a specific deity within that larger group. Any altar, altar service object, container, light, garment worn in performance of ceremony, Rite or Ritual, and areas where such are performed regularly too (such as burial sites) must be subjected to this Formula. When an area is being considered, the radius in feet indicated applies.

The *Consecration* Formula places a special dweomer which will inflict 1D3 points of Spiritual damage to all non-members of the ethos who touch the object or area with intent to harm, pilfer, damage, destroy or trespass. Note that, for instance, one entering a sanctum, extinguishing a candle with blown breath while touching the altar in order to pick up a gold service bowl, would be likely to suffer 4D3 points of Spiritual damage. The act would result in desecration of the things concerned. No further damage would be inflicted, however, in all likelihood, unless special measures had been taken. Note that non-sanctuary/sanctified areas will not be desecrated by mere trespass, and purposeful acts to do so must be taken in order to accomplish this.

Casting Grade IV

Blessing, Major, Ritual:

Time: 1 day/STEEP point — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: 1 chain radius/10 STEEP points — *Other:* 5:1 additional subject

E/F/M: This Spell is always cast under the aegis of a pantheon, and only those individuals who serve that pantheon gain major benefit from its being laid upon them. Others of the same ethos as the caster will benefit, however, for to such personas it is equal to a *Blessing, Minor*. The Casting is used to dispel minor opposing Castings (Grade I or II only), to assure the fertility of fields, the health of livestock, the soundness and safety of a building (such as to slow fires or prevent lightning striking, happiness and safety in a home, and for many other similar purposes and things as well. This Casting is frequently renewed too, of course, for once its beneficial dweomer is employed, its Effect dissipates.

Its principal purpose in regards to Heroic Personas, not otherwise needful of the removal of some small dweomer which is plaguing them, is to confer a bonus in the form of an adjustment to one or two important die rolls—whether related to Initiative, Avoidance, check against statistics, K/S STEEP, Basic Attack Chance, or the like. The exact application is determined by the recipient and equals +/–10 points toward one desired D% roll, +/– 5 if two applications are determined to be desirable. If laid when a *Blessing, Minor* is also active, then both will function, but in no case will additional dweomers of this sort, including double *Blessing, Major* function.

While non-intelligent animals and the like do not require additional Heka expenditure to receive the Effect, each extra human subject does require added points of Heka at a 5:1 cost. Individual casters cannot lay this Effect upon themselves. See also the *Rites* Ritual, above.

The obverse of this Casting is *Cursing, Major*, and it has the reverse Effect.

Casting Grade V

Guidance Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Casting allows the caster to give good counselling to others for mundane and personal matters. It also enables ecclesiastics to seek a direct channel to their own deity, so as to be able to pray especially and ask a single question regarding a contemplated course or action with few variables and a known mission, goal, etc.

Naturally, if such course or action is in conflict with the ethos, pantheon, or deital concerns, the response will be set accordingly and in no uncertain terms! A caster who complies with the Guidance given is likely to receive a *Blessing, Minor*, at the discretion of the gamemaster. To seek *Guidance* and then ignore or do the opposite of it is to place the individual in disfavor at the very least....

Casting Grade VI

Excommunication Ritual:

Time: Permanent until Lifted — Added Heka Costs:
Area: 1 or more subjects — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Ritual of one Action Turn length places one or more subjects in a state of exclusion from the Pantheon, its deities, and all members belonging to the Pantheon faith and deity service thereof. Exclusion is not permanent in that if whatever cause for it being laid is removed, corrected, rectified, etc., then the Effect will be Lifted.

It is Lifted by the same Ritual being done in reverse so as to negate *Excommunication*, and typically the one placing the Effect will be the one to Lift *Excommunication*. Only a Priest(ess) can perform either, and Lifting can be done only by the ecclesiastic who laid it, or one of higher STEEP Grade and office within the Pantheon and serving the same deity. The Casting cannot be negated or dispelled. Subjects named in such Rituals will be affected immediately if they are within the boundaries of the Pantheon's sway, or otherwise upon entering such precincts.

Excommunicated individuals will be cut off from Heka generated by Vow and *Priestcræft* K/S Area possession while so under Effect of this Casting. All Heka-able individuals of the same Ethos and deital service will recognize one under *Excommunication* Effect. They will not direct any Casting at such a one, or at any area such individual is in if that would benefit or act upon the one, for to do so brings instant *Excommunication* to the caster!

Casting Grade VII

Enter Sanctum Formula:

Time: 1 AT/STEEP point — Added Heka Costs:
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows an individual of the same Ethos, Pantheon, and deital service as the caster to enter the most restricted of *Consecrated* areas without fear of profaning what is there or being harmed by any protections, wards, and the like that are established to keep out others so as to prevent desecration.

When employed personally by Full Practitioners, the *Enter Sanctum* Formula enables such individuals to achieve a state above the Meditation one, where their spirit actually has a channel to the plane/sphere of their deity.

Each Action Turn spent as if Meditating thus is equal to twice that period of time spent in actual Meditation

Such an individual is also granted a *Blessing, Major* thus, after 10 Action Turns time.

Casting Grade VIII

Anathema Ritual:

Time: Permanent
Area: 1 subject
Distance: Special

Added Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Ritual of 2 ATs casting lays a permanent *Excommunication* (q.v.) upon the subject, and the Effect can be Lifted only by the highest Priest(ess) of the Pantheon or through intervention of a deity of the appropriate Ethos within the Pantheon, in accord with the subject's professed deity, or by that same deity, at the time of *Anathema* being pronounced. The subject individual is marked to all of the Ethos, Pantheon and deity. Those of the Ethos need merely shun the subject or else receive a *Cursing, Minor.* Those professing the same Pantheon must likewise shun and cannot assist the subject in any manner or else they will receive a *Cursing, Major* for each incident thereof. Those of the same deital service must do their utmost to see that the individual is driven away from them, or else they will suffer *Excommunication.*

Note that this Ritual can be used against one not of the same faith but that one must be of opposing Ethos who is destructive to the tenets and harmful to the congregation of the deity concerned. If such *Anathema* is pronounced by the head of a deital following upon an individual, then the hand of each and every member of the concerned following must and will be turned against that individual until such time as the dweomer is Lifted or the cleric pronouncing it is dead. Hostile individuals possessing *Priestcræft/Religion* K/S will identify such cursed individuals upon sight (unless there is Heka shielding them from this), and others will know the name and general description of such an individual.

Casting Grade IX

Enter Realm Spell:

Time: 1 BT/STEEP
Area: Caster
Distance: Caster

Added Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The Enter Realm Casting permits its casters to personally petition their deity (or whatever aid typically handles petty matters of this sort). This is a very special privilege. By means of this Spell, such casters are able to leave the place they are and actually travel in their own body, with all they wear and carry, to the Plane or Sphere of their professed deity. The casters will arrive in one CT time, coming to whatever ante-space there is outside the principal abode of the applicable deity. There they will be scrutinized as to faithfulness, devotion, service, etc. If not found badly wanting, the aids of the deity will restore such personas to full M, P, and S Strength, if necessary and inquire of their want or need. Any single reasonable request, commensurate with the deeds of service of the individual, will be accepted and complied with, although it is probable that some counter-requirement for the petitioning persona will be made as a condition of fulfillment of the want or need. Thereafter, such individuals will be sent back to where they came from or to some other locale, depending on the individuals' standing, their service requirement for the petition's fulfillment, and whatever other factors are germane to the situation.

(*Gamemaster's Note:* Attempting to mislead or dupe a deity is a very, very foolish thing to do. Unnecessary visits are likewise frowned upon, albeit to a lesser degree.)

BASIC TUTELARY CASTINGS

Basic Tutelary Castings

42 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Alms Cantrip	Awe Charm
Influence Formula	Lightsee Charm
Phosphor Spell	Prayer Cantrip
Produce Meal Ritual	Pronouncement Spell
Resist Physical Harm Cantrip	Smokecloud Formula

Grade II Castings

6 Total

Base Heka Cost: 35

Draw Heka Formula	Healing, Minor Charm
Heal Mental damage Ritual	Meditate Spell
Rightcourse Cantrip	Smiting Charm

Grade III Castings

5 Total

Base Heka Cost: 50

Bounds of Action Spell	Enhance Spiritual Power Ritual
Enlightenment Formula	Heka Defenses Cantrip
Resist Paralysis Spell	

Grade IV Castings

4 Total

Base Heka Cost: 75

Forcestaff Charm	Protection From Lightnings Spell
Sanctification Ritual	Wound, Spiritual Charm

Grade V Castings

4 Total

Base Heka Cost: 100

Heal the Soul Spell	Holy Terror Cantrip
Thunderbolt Cantrip	Word of Command Charm

Grade VI Castings

4 Total

Base Heka Cost: 125

Entital Guidance Ritual	Iron Will Cantrip
Sanctum Ritual	Symbol of Entital Power Spell

Grade VII Castings

4 Total

Base Heka Cost: 150

Minor Miracle Ritual	Questing Spell
Return to Sanctum Charm	Willpower Cantrip

Grade VIII Castings

3 Total

Base Heka Cost: 200

Entital Aid Ritual	Retribution Formula
Total Recall Spell	

Grade IX Castings

2 Total

Base Heka Cost: 250

Intervention Ritual	Miracle Spell

Casting Grade I

Alms Cantrip:

Time: Permanent special
Area: Caster
Distance: Caster

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Although this is but a Cantrip, no practitioner is able to use this Casting more than once per day. The dweomer enables the giving of small coins to as many truly needy individuals as the caster has points of STEEP in this K/S Area. The amount produced for each is but one copper coin (of 5 BUCs value). Any recipient not grateful in mind and heart will find the coin disappears in but 1 CT, but others have no such difficulty. It is not permitted for the caster to retain so much as a single coin, of course. In some cases such casters might be called upon to require some word of acknowledgement to their deity for the *Alms* benefit to be bestowed.

Awe Charm:

Time: 1 BT/STEEP
Area: 1 rod radius/10 STEEP
Distance: Centered on caster

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Serving as an aid to the caster's status, this Charm adds 20 to, or gives a minimum STEEP of 20 otherwise, to both the *Influence* and *Leadership* K/S Areas. It also gives a *Charasmaticism* K/S ability equal to the caster's K/S STEEP in this Area. When the Effect is active, crowds will notice that the subject has stature, while it engenders either great respect, in those of a like Ethos or nature, or dislike/fear in foes of the caster's deity, Pantheon, and Ethos.

Influence Formula:

Time: 1 BT/STEEP
Area: 1 subject
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Influence* Formula grants a temporary STEEP bonus to or temporary possession of the *Influence* Knowledge/Skill Area. The amount of bonus is equal to one point per one point of the caster's STEEP in *Priestcræft* (one for two if a Partial Practitioner), or else a STEEP equal to the caster's SMCap ATTRIBUTE score (only if a Full Practitioner) if the subject does not have the *Influence* K/S Area.

Lightsee Charm:

Time: 1 AT/STEEP
Area: 1 square foot/10 STEEP
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Charm casts an illumination on one or more objects at the caster's option. No more separate objects can be subject to a *Lightsee* Charm than the caster has of STEEP in this K/S+10, and each object must receive no more nor no less than the Effect of one square foot Area. The Casting Effect causes the object(s) to be illuminated as if bathed in candlelight. For example, a book would be readable. However, as the radiance is as if received from another source. It doesn't have any considerable light coming from it; and an object under this Effect has but a one-foot, dimly seen, radius of illumination. However, the object's glow is equal to around one-half candle power—about 100 yards in total. General employment is for reading, illumination of dark or dangerous areas, etc.

Phosphor Spell:

Time: 1 AT/ STEEP — *Other Heka Costs:*
Area: 1 square chain/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer is similar to the *Lightsee* one, but the *Phosphor* Spell produces an even, softly glowing source of light that serves to dimly illuminate the contiguous Area in light of a hue whose shade is of dusty-rose, smokey-orange, green-yellow, pale-green, faded-blue, indigo-pale, or amethyst as desired by the caster. The phosphorescent glow so produced emanates from a single specific item or location (floor, ceiling, wall, area of lawn, trees and foliage [outer surface only], etc.), and casts a dim but even illumination with virtually no reflective power throughout the entire Area.

Prayer Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Casting provides a 10 point increase in the STEEP of any K/S Area possessed by the caster, predetermined by that persona prior to activation of Effect. Casters who desire may apply the bonus towards their own *Priestcræft* STEEP. The resulting bonus to Casting-Enabled K/S Areas enables the ability to perform all Castings at the next higher Casting Grade, of course. There is a danger in employing this Casting, however, in that if the intended purpose of the resulting increase in capability is to perform something contrary to the ethos of the caster, against the general purposes or mores of the pantheon, or in conflict with the interests of the deity proclaimed by that individual, the *opposite* Effect might instead be had. (Gamemasters take note!)

Produce Meal Ritual:

Time: Permanent until eaten — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of one AT length produces one complete meal per 10 points of STEEP possessed by the priestcræfter. Each such meal will be typical of that eaten by ecclesiastics of the caster's persuasion, but it will otherwise be sufficient for sustaining an average individual (human) for eight hours activity. Along with the food will be sufficient drink to do likewise.

Pronouncement Spell:

Time: 1 pronouncement — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: When this dweomer is activated, the ecclesiastic is enabled to declare with authority some minor "fact." The caster must spend one full Battle Turn in making the *Pronouncement* and stating specifically what it concerns, i.e., the player must carefully do this. The Effect is similar to invoking a sort of weak Joss, in that the result can be either favorable to the caster's interests or contrary to those of the foe. A bonus or penalty will then result in a dice roll for the stated, some action will possibly be affected, or so forth. The exact words of the Pronouncement will be adhered to in adjudication of this Casting by the gamemster. No Effect granted should be quite as potent as the use of an actual Joss Factor, so, for example, instead of adjusting a DR by one step, the Effect would instead adjust the die roll by about half the number otherwise gained by a DR step adjustment.

Example: DR of "Hard" down to "Difficult" cuts probability by 50%, so adjustment of probability by from 10% to 30% is in order through this Casting; and if the base die roll were 36 (at "Hard") an addition to the roll of 2 to 5 would then reflect the Effect (18 equals a 50% cut of DR "Difficult," so 10% of 18 equals (roughly) 2; 30% equals 5).

This Casting has considerable potency nonetheless, but the time involved to activate and then employ it mitigates against its potency, so it is properly of this Grade and yet highly useful to the less powerful caster.

Otherwise, the *Pronouncement* Casting will affect those of the same faith (pantheon, ethos, deity) as the caster, who possess less STEEP in the appropriate Sub-Area than does the caster, so as to make them comply with any ecclesiastical instructions given by the caster for a duration equal to one AT per point his or her STEEP.

Resist Physical Harm Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 P TRAIT

E/F/M: The subject of this Cantrip is able to resist Physical damage sustained through attacks by the gain of a false total P TRAIT. The amount so gained is equal to one point per Heka point invested by the caster at activation, subject to a maximum possible gain equal to the STEEP possessed by the caster, one-half STEEP if a Partial Practitioner. Physical damage sustained while this Effect is active is then subtracted from the false amount of P TRAIT first, and only after that amount is exhausted does Physical damage actually occur to the subject's person.

Smokecloud Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This dweomer produces a stable, non moving area of actual smoke. The mass of vapors and particles therein will be typical of those produced in a service to the deity of the caster. Thus, they might be of wood smoke, incense, etc., and have an odor which is pleasant, irritating, noisome, or of neutral sort. The Effect, however, has only one of obscuring vision, in that the cloud will reduce light and cut visual range to six feet. The distance determined by the caster at activation is the central point of the radius of the *Smokecloud.*

Casting Grade II

Draw Heka Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Practitioners, by this Casting Effect, are enabled to convert fractional Heka from small items or Materia within the Area indicated into a number of whole points by which increase their own personal Heka supply. A caster may convert 2 points of Heka per STEEP point possessed in this K/S Area, as a reflection of the Area of Effect of the dweomer. The increase so gained can never exceed the individual's normal capacity total—i.e., the maximum from existing, Heka-generating K/S Areas, including multipliers thereto due to Pact, Vow, or Full Practice *Dweomercræft.* Note that large Heka sources of such energy (Reservoirs, Heka-containing objects, etc.), will not be affected (drained) by this Casting, as only fractional amounts are ever drawn. However, the same Casting Effect will not work twice in the Area where one has been activated, until a full 24 hours time has elapsed. Naturally, any Heka detection in the Area prior to natural restoration of the energy will indicate a *Draw Heka* Casting was used.

Healing, Minor Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula restores points lost due to Physical damage to the selected subject (which may be the caster) at the rate of 2D3 points of damage per 10 STEEP points of the caster.

Heal Mental damage Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The activation of this Casting heals 1D6 points of Mental damage for every 10 STEEP points possessed by the caster. Note that this dweomer may not be used by individual casters to affect themselves—it can be applied only to another.

Meditate Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer enables casters to gain the benefits of one hour of meditation for each AT of Casting Effect. During this Time, however, such casters must be resting, with eyes closed, not speaking, and with mind and spirit serenely set on the tenets of their own deity and ethos.

Rightcourse Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Rightcourse* Cantrip is a divinatory sort of Casting which applies to the caster. It enables such personas to get from "on high" a strong indication of whether or not some specified action or course will be likely to result in the violating of any tenet of their ethos or contradicting any purpose interest of their particular deity. (In short, if such players are in doubt, they can fully explain an area of concern and ask the GM if what they are about to do will get their personas into trouble with respect to their particular priestcræft role!)

Smiting Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer imbues the subject with added Physical strength. For each 10 points of the caster's STEEP, the subject gains the temporary benefit of 1 point each in both Physical Muscular Capacity and Power ATTRIBUTES, subject to the maximum human potential, or twice the subject's actual PMCap/PMPow. This increase adds to inflictable combat PD due to strength bonus. At the expiration of Effect, the subject's Physical statistics return to their former totals. Note also that this Casting does not add to the Physical TRAIT total with respect to damage potentially receivable or suffered. PMPow damage bonus is: PMPow 13 = 1, 14 = 2, 15 = 3, 16 = 4, etc., on a one-for-one increasing basis to 30 (human) maximum = 18.

Casting Grade III

Bounds of Action Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject and special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting restricts the movement of a single subject, persona, creature, or being to a one rod diameter Area centered on that subject, for the duration of the Charm. A subject whose PMPow is 30 or greater can attempt to break the *Bounds or Action* Effect by rolling PMPow or less at DR "Hard" on D%. Failure allows further attempts, and on each successive CT of such attempts, the roll result is reduced by 1 so as to favor eventual breaking of the Effect. A Special Success indicates the Casting has been negated at that instant. Success means that it will be negated in the next CT, enabling freedom of action as of then, according to the subject's Initiative. However, any Special Failure indicates that the subject cannot manage to negate the dweomer in this manner, and if unable to otherwise obviate its Effect, must await the expiration of its Time.

Note that Partial and Non-Physical Manifestations are *not* affected by this Casting.

Enhance Spiritual Power Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting boosts temporarily the subject's Spiritual Metaphysical Power (SMPow) and Spiritual Psychic Power (SPPow) to the maximum Capacity for each ATTRIBUTE. If no increase is otherwise possible, then both Capacities (SMCap and SPCap) will be increased by 1 each, so as to allow a 1 each gain to the two Power ratings concerned. The gain also results in a "false" S TRAIT total, and any Spiritual damage thereafter incurred will be removed first from such false points, before affecting the subject's actual Spiritual potential.

Enlightenment Ritual:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Casting provides the caster with a single yes or no answer to a simple question as delivered from "on high." It is a Ritual of 1 AT in length, and the question must be posed immediately thereafter or else the Effect is lost, as is the Heka. (The player has up to about one minute real time to pose a question to the GM!) The query can be so phrased as to apply to past or contemplated actions or plan components, subject to the discretion (and direction) of the gamemster).

Heka Defenses Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer brings into being a screening Force of Heka around the person of the subject. The relative amount of Heka protection is but that which equals the caster's SMCap+1D6 in points (SMPow only if a Partial Practitioner). However, it serves to protect from all damage aimed at or incurring to the subject, including that of Mental, Physical, and Spiritual sort. While only one Casting of this nature can affect one subject at one time, when Heka Defenses have been reduced to 0, another can be laid on.

Resist Paralysis Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows the subject to remain unaffected by attacks causing Physical paralysis or restricted movement. The effective Resistance imbued on the recipient of this Spell is equal to one point per point of STEEP of the caster (one per two if a Partial Practitioner). Note,

however, that this Resistance is not effective against petrifaction magick of any sort.

Casting Grade IV

Forcestaff Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 staff — *R&D:* Nil
Distance: Touch — *Other:* 10:1 1D6 charges

E/F/M: This dweomer affects any normal walking staff of stout sort, a quarterstaff, bo stick, or the like. The immediate Effect is to make that instrument into one of the highest (Unsurpassed) quality. The staff will radiate a Preternatural Heka and count as an enchanted weapon. In addition, for each additional 10 points of Heka expended by the caster at the time of Charm activation, the staff will strike with Heka-enabled force equal to that of 1D6 above its normal PD potential. Note that each time a successful hit is scored by the staff, one such 1D6 extra Physical damage (Blunt) will be delivered. Casters may store as many such charges in a staff as they have SMCap+1D6 points (SMPow, only if a Partial Practitioner). A staff under this dweomer may be "recharged" by another being laid upon it, but the maximum will never exceed that stated above. If the staff should break at any time, all stored Heka energy is released in a blast which inflicts as many points of Impact PD on all beings within a six-foot radius as there were Heka points remaining within the staff (10 per 1D6 charge).

Protection From Lightnings Spell:

Time: 1 BT/STEEP special — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this dweomer is to create a sphere which serves as a ground for electricity. The greater the ability of the caster, the larger the sphere of grounding. The Effect persists for the stated Time duration or until it has grounded (protected from Electrical PD) as many *dice* (D3, D6, or even D10) of potential damage as the caster has points of STEEP in this Area (one-half that total if the caster is a Partial Practitioner).

Sanctification Ritual:

Time: Permanent special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch special — *Other:* Nil

E/F/M: The Sanctification Ritual requires 5 ATs time to complete. It can either simply reinforce a *Consecration* Formula (see above) so as to double Spiritual damage to 2D3 and prevent profaning by mere presence or touch, or else it is employed to make a consecrated object typifying the practitioner's deity into a Holy Symbol. By expending extra Heka at the time of activation of the Formula ,the caster may imbue with Heka the Holy Symbol. For 100 points of Heka so expended, the object will deliver 1D3 each Mental and Spiritual damage upon sight, 2D3 Physical damage upon touch, to each and every human, creature, or being within a one rod radius and who has an ethos and deity opposed to that of the Holy Symbol. (Note that the Ethos of Gloomy Darkness generally opposes all others save some portions of Shadowy Darkness and of Balance. Sunlight generally opposes all others save Moonlight. Ethoi are not otherwise generally opposed.)

Wound, Spiritual Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight within 1 yard/STEEP — *Other:* 10:1 1D6 additional SD

E/F/M: A dweomer which inflicts Spiritual damage upon the subject, Wound, Mental does a base 1D6 points of such damage. The target reduces SD by any amount of Spiritual armor it has in effect at the time of attack. For each additional 10 points of Heka expended at the time of Casting activation, up to a maximum of one-tenth of the caster's STEEP in this Area, one extra 1D6 of Spiritual damage is added to the Effect. (Compare to the Dweomercræft, Black School, *Wound Spiritual* Casting.)

Casting Grade V

Heal The Soul Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting heals Spiritual damage at the rate of 1D6 (1D3 if the caster is a Partial Practitioner) points per 10 STEEP points the caster has in this Area. The subject must be of the same ethos as the caster. The caster must lay hands upon the subject during the entire time of casting of the Spell.

Holy Terror Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Cantrip causes all humans, creatures, or beings committed to an ethos which (or serving a deity who) conflicts with or is opposed to the ethos and/or deity of the caster, and who are within the specified Area, to save versus their SPCap or less at DR "Moderate" or flee from the Area in terror, as they face the "wrath" of the priest cræfter and his or her deity. Those fleeing will do so for a number of CTs equal to the number they failed to make their roll by, with a Special Failure being tantamount to leaving the area and not returning for a full hour, if ever.

Thunderbolt Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When invoked by the persona, this Casting calls down a jagged bolt of lightning to strike one central target. The Electrical damage from the bolt does 5D3 points times a 1D6 Exposure roll of Electrical Physical damage to the target subject, and 3D3 times a 1D3 Exposure roll to all subjects within a one rod radius of that subject. There is also a larger Effect in the whole of the Area indicated, and that is that of thunder. The booming clap of thunder which follows immediately after the striking of the bolt will cause animals and personas with a Mental Reasoning Power (MRPow) of 10 or less to be *startled*. Startled subjects drop what they are holding and run in confusion for 1D3 CTs—in stampede if merely animals.

Note that there need be no clouds present for the activation, so the *Thunderbolt* can literally be a "bolt from the blue."

Word of Command Charm:

Time: 1 CT special — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When activated, this very powerful dweomer enables the caster to direct a single word of command at the subject(s) selected within the Distance indicated. For every 10 points of STEEP possessed by the caster in this K/S Area, one subject can be added, so that a practitioner with 51 STEEP, for example, could affect six subjects. Any single word uttered will be obeyed, but only to the extent possible for the subject(s) and for the duration of that portion of the current CT and the next one following it. Thus "Drop!" would elicit a response of dropping down. "Run!" would cause the subjects to go as fast as locomotive means permit in the direction they were facing at the time of the utterance of the *Word of Command*. "Die!" would cause them to collapse and not breathe for the time period of the Effect (but then they would otherwise be alive and well, of course!). "Look!" would fix attention upon the immediate area of the caster. "Surrender!" would cause a dropping of arms and shields. "Jump!" when called forth to defending troops on a parapet will be highly effective.... These examples should serve to give a complete understanding of the limits to the power of this Casting.

Casting Grade VI

Entital Guidance Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This augury provides the answer to one question posed by the caster without the necessity of direct entrance to the precincts of the caster's deity (as per *Enter Realm*). The query must be formed in such manner that any answer can be phrased into a single sentence response. The question posed must be based on a specifically stated plan of action in the immediate future, or a course of action whose plan is known and detailed which is to take place within no more than one week. The gamemster's word in this matter is final.

Iron Will Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 S armor

E/F/M: The invisible force engendered by this Casting serves as a shield versus all forms of Spiritual combat, blocking attempts to create a Spiritual Link and thus avoiding many forms of Spiritual attack. In addition, for each extra point of Heka expended by the caster beyond activation cost, the shield will repulse 1 point of Heka used by opponents to inflict Spiritual damage without a Link.

Sanctum Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject/object/area — *R&D:* Nil
Distance: Touch or 1-foot radius/STEEP point — *Other:* Nil

E/F/M: The Power of this dweomer creates a personal sanctuary in a location which is sacred or holy to the caster. The selected location may be an altar, a place of worship, or any other site which is significant to the caster and has been duly prepared through *Consecration* and *Sanctification* Castings laid previously. This personally sanctified location will henceforth be the place where the persona appears when performing the Grade VII *Return to Sanctum Casting* (q.v.).

Symbol Of Entital Power Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 Symbol — *R&D:* Nil
Distance: Touch — *Other:* 1:1 special

E/F/M: This Spell creates a special Rune, Glyph, Symbol, etc., that functions as a General Purpose Heka Reservoir to store priestcræft Heka. It creates this mark on any object which is under *Consecration* Effect as laid by the caster. The mark will be visible to anyone able to inspect the object, but this will not enable them to actually utilize it. Only the caster can so do. The amount of Heka energy that a *Symbol of Entital Power* can store is equal to the caster's STEEP in the *Priestcræft* K/S Area (one-half that amount if a Partial Practitioner), and is taken directly from the persona's available personal energy at time of casting. Once used, the Heka cannot be recharged, *per se*, but another laying of this Casting on the object will make again a mark and Reservoir.

Casting Grade VII

Minor Miracle Ritual:

Entreaty Formula:
Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The *Minor Miracle* Ritual requires but 1 AT time to complete. The purpose of this Casting is to allow its casters to at the very moment of activation call upon their deity's assistance in performing some task or feat. Aid can come in one of the three following forms, one of which must be determined secretly by the gamemster:

(1) A one step adjustment of the Difficulty Rating for the roll or rolls required to perform the task or feat;

(2) A temporary 10 point bonus to the persona's applicable K/S Areas, or temporary ability in a K/S Area not otherwise had by the caster, demanded for performance of the task or feat; or

(3) One or more Joss Factors, applied to the appropriate action.

If the entreaty is heard, there is no set duration for the Casting, but the adjustment or bonus will be applied to the particular circumstance by the GM as the situation requires. However, to be heard, ecclesiastics must, in effect, face a judgement of their thoughts, deeds, and works. (GM, attend!). If they have been exemplary according to their particular Ethos and deity, then the DR will be "Hard," and less than perfect performance in the past will lower the DR by each appropriate step, all the way down to "Extreme" for rather questionable adherence. Those in doubt of their own behavior should perhaps seek direct consultation via *Enter Realm* to achieve the Effect. Those certain of a poor DR might reconsider their course, as well as avoiding this Casting. A DR of worse than "Extreme"

means that the caster is either *Excommunicated* automatically (directly by the deity!) or else has just *failed* a Test of Faithfulness and loses one multiplier factor for Heka accordingly.

Questing Spell:

Time: Special
Area: 1 subject/10 STEEP special
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell lays a powerful, enchantment of compulsion upon one or more subjects, causing them to follow a singular task or quest to its completion (whether it results in success or not). The questing will be permanent and unavoidable unless the subject or subjects are able immediately to defeat the caster in a K/S versus K/S contest based on Spiritual TRAIT at DR "Difficult." The Effect lasts for as many weeks time as the caster has STEEP points. Casters may attempt to charge a larger group of associated personas than is allowed by their STEEP by defeating each one in turn in a K/S versus K/S contest as noted above, with the maximum number of total subjects possible to include under the Effect being equal to the particular caster's SMPow. Any of the subjects able to win the Spiritual contest will not be affected by any further attempts by the caster, but any others will be compelled according to this dweomer.

Subjects of the same Ethos and deity as the caster are at a disadvantage of +5 on their rolls. Subjects of the same Ethos have neither disadvantage or advantage, unless their Pantheon is different, in which case they have a –10 advantage on their dice rolls. Subjects of different Ethos from that of the caster have a –5 advantage on their dice rolls, –15 if also of different Pantheon, while those of both different Ethos and deities in conflict with that of the caster have a –10 advantage on their dice rolls, –20 if also of different Pantheon.

Mental attempts to subvert or avoid the *Questing* Effect as successfully laid and described by the caster to the affected subjects will result in 1D6 points of Mental damage per subject per AT until such attempt ceases. Physical deviation from the most direct, or clearly correct, route will result in like amount of Physical damage per AT until deviation is redressed. Spiritual refusal to follow the *Questing* Effect likewise causes Spiritual damage of 1D6 to accrue to the subjects each AT until attitude changes.

The Casting can be negated by any other ecclesiastic of the same deity who is of higher Grade than and at least equal official standing with the caster's own. The Casting can be dispelled, as usual, but all three sorts of damage will be occurring to the subjects during the whole of the time required to attempt the dissipation of this Effect!

Return to Sanctum Charm:

Time: Instantaneous
Area: Caster
Distance: Special

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Charm transports its caster, and all that persona wears and carries, to his or her *Sanctuary* as defined above in Grade VI Castings. Time required is but 1 CT. Distance, even that of Time, Probability, Plane, or Sphere is not usually a consideration. Note that desertion of associates, comrades, friends *et al.*, is not a particularly noble act... Just cause for use of this Casting should be clear in the mind of all concerned if hapless associates are left behind by a practitioner utilizing this dweomer.

Willpower Cantrip:

Time: 1 BT/STEEP
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell boosts temporarily the effective Spiritual Metaphysical (SM) CATEGORY score of the subject for the duration of the Casting. The non-renewing amount of the bonus is equal to the caster's STEEP (or one-half that amount if a Partial Practitioner), to a maximum of twice the subject's normal score. *Creatures or personas will gain a false total, and Spiritual damage sustained by those under the effect of this Casting will subtract from these bonus points first.* Thus, SD will not actually be suffered until all of the "false" amount is used up. Thereafter the Effect is negated, and actual damage can occur.

Casting Grade VIII

Entital Aid Ritual:

Time: Special
Area: Special
Distance: Special

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Ritual takes but 1 AT to perform, and by its Effect casters call forth a Supernatural or Entital being to their immediate aid. The being so summoned will be a direct, albeit minor, servant of the caster's deity if such is of Supernatural or Entital origin. If the caster's deity is Preternatural, the actual deity will be summoned!

The powers, abilities, and statistics particular to the summoned servant are, perforce, left to the gamemster, for such cannot be listed, considering the variables possible due to campaign scope, Pantheons allowed, deities, and so forth. However, in general, the effect will be to get an HPG/MPG of considerable sort to assist the caster.

The player and GM should note that deities do not take kindly to this forced summoning of one of even their petty retinue, and so the deity concerned will likely require some great payment by the caster who dared to invoke such service. However, if the concerned persona is actively pursuing some purpose or form of quest which is vital to the interests of the deity, there will be no return service demand, provided the need was actual.

Retribution Formula:

Time: 1 AT/STEEP
Area: 1 reflective servant special
Distance: Special

Other Heka Costs:
R&D: Nil
Other: 5:1 special

E/F/M: This Formula summons to the caster a powerful Preternatural agent, a servant of the persona's deity, who will take retributive action against the caster's enemies according to the accounting and advice of the ecclesiastic. It is called simply the *Retributive Agent*. This agent may be called upon only at such time as blasphemy against the caster's deity has been committed or the life and purpose of the ecclesiastic are in dire peril by an avowed foe of the Ethos and deity of that individual. The *Retributive Agent* will then hear the expressed need and move so as to remove the threat. It will assail the chief agent, and minions of that individual or group if present, by the most direct and efficient means at its disposal, while acting within the Time duration, until successful or destroyed in the attempt.

In regards to the *Retributive Agent*, there will be no direct deital interest, pro or con, from the being sending, nor by the deity of the target of the *Retributive Agent*, once the matter is concluded, successfully or unsuccessfully. However, other beings might well take an interest in the affair after learning of it, as determined by the GM in accordance with the campaign.

The initial Power of the being summoned will be exactly that of the caster; thus it reflects that persona's statistics, but the practitioner can fortify it by investing additional Heka. For each five points spent, the *Retributive Agent* gains one point each of M, P, and S TRAIT, one point of *Combat, Hand Weapons* STEEP, and one of Resistance to Heka cast or sent against it. The maximum possible addition which can be thus

conveyed is equal to the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus STEEP, the total rounded to the nearest five. *Example:* S TRAIT of 103 plus 81 STEEP = 184 (round up to 185); so, for 185 Heka addition at time of activation the *Retributive Agent* has an addition of 37 to each TRAIT (base being the caster's TRAIT), the same to *Combat, Hand Weapons* K/S (or that STEEP if the caster hasn't that Area), and Heka armor of 37, non-regenerating and non-renewable. Note that it can use all castings available to the summoning caster, but each is cast with 100% chance of success, Available Heka is twice that of the summoning caster. It "knows" the same Castings as the ecclesiastic, has the same Grade of STEEP, but gains a singular advantage. Due to its nature the *Retributive Agent* casts all dweomers at one class faster activation time. Thus, it casts Charms as if they were Eyebites, Cantrips as if Charms, Spells as Cantrips, etc. Rituals will require one-half the normal time to activate. Joss Factors possessed are 4+1D10, and these will be used freely until exhausted.

The *Retributive Agent* moves silently, traveling at twice human norm rate and having an Initiative bonus of –10 on its actions. It delivers 4D6 points of either Cutting or Piercing Physical damage at its option when it attacks with its weapon (sword, huge axe, etc.). It has a 10 Weapon Point addition to BAC.

The *Retributive Agent* has an Average Armor Protection of 16. This protection exists against all the damage forms shown. It is completely Invulnerable to Poison, Disease, Aging, and Withering. It otherwise takes normal PD from all attacks exactly as would the caster, save for the Average and Heka armors mentioned.

As stated above, the *Retributive Agent* must always be directed to a specific individual or party, and that target must have offended the deity it and the caster serve. At the moment of activation, the caster must direct the being summoned accordingly, giving name(s), identification, locale, distance, and so forth. The *Retributive Agent* will then leave the caster and go forth to locate and assail the foe with all of the resources at its disposal. (In this regard the GM must set the scene, but then the player whose HP summoned the *Retributive Agent* must take over and direct its activity.) When any TRAIT is at zero, the agent is dispelled, and the matter is concluded.

Total Recall Spell:

Time: Instantaneous special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer enables its casters or another subject to be able to recall instantly any Castings they have in their Known, Recallable, or Studyable lists (qq.v.).

With respect to any two Known Castings, this dweomer makes the Difficulty Rating one step easier for each, or else it will re-establish the information for one in the caster's mind if it has been lost due to a Special Failure during a previous activation attempt.

When employed with regard to Recallable Castings, *Total Recall* will enable the individual to place one or two on the Known list then and there so as to be usable without delay, or else restore one to that list if seemingly lost due to a Special Failure during a Recall attempt.

With respect to Studyable Castings, it will place two desired Castings on the Recallable list or one on the Known list.

Gamemasters can, at their option, also allow this Effect to cover what has been forgotten through Heka effect, Power, etc., (including that imperfectly remembered by the player).

Casting Grade IX

Intervention Ritual:

Time: Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Ritual requires one or more ATs of time to activate as deemed suitable by the gamemaster. Similar to *Entital Aid* (q.v.), this Casting enables casters to call upon their deity to intercede on their behalf. The intervention might involve shielding a caster and any compatriots from a powerful Preternatural, Supernatural, or Entital enemy, keeping a disastrous event from taking place, or reversing an event of critical importance to the Ethos and interests of the deity invoked after it has already transpired.

The Casting calls forth an Entital being to the practitioner's immediate aid. The being so summoned will be a direct, major, servant of the caster's deity if of Entital origin. If the caster's deity is Preternatural or Supernatural, the actual deity will be summoned!

The powers, abilities, and statistics particular to the summoned servant or deity are, perforce, left to the gamemaster, for such cannot be listed, considering the variables possible due to campaign scope, Pantheons allowed, deities existing, and so forth.

However, in general, the effect will be to get a Quasi-Deity, Demigod, or Lesser deity involved in the immediate concerns of the HP team.

The player and GM should note that deities do not take kindly to such demands, for at worst their faithful servants should be able to take care of themselves. Thus, the deity concerned will require in return some very great payment by the caster who dared to invoke service of this kind.

However, if the concerned persona is actively conducting some form of battle against the deity's arch foe(s) or else pursuing a quest which is vital to the deity, there will probably be no question of "repayment," provided the need was real and not imagined or overstated.

Miracle Spell:

Time: Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Another Casting which calls directly upon the caster's deity, the *Miracle* Spell attempts to engender an otherwise impossible action through the deity's aid. A *Miracle* Spell successfully cast actually changes the reality of a single situation, basically making it beneficial rather than baneful. The caster does not have control over the form taken by the dweomer Effect, only the general invocation.

However, to be heard in the first place ecclesiastics must, in effect, face a judgement of their thoughts, deeds, and works. (GM, attend!). If they have been exemplary according to their ethos and deity, then the DR will be "Hard," and less than perfect performance in the past will lower the DR by each appropriate step, all the way down to "Extreme" for rather questionable adherence. Those in doubt of their own behavior must certainly seek direct consultation via *Enter Realm* to achieve the Effect. Those certain of a poor DR might reconsider their course, as well as avoiding this Casting at all costs. A DR of worse than "Extreme" means that the caster is either made *Anathema* automatically (directly by the deity!) or else has just totally *failed* a Test of Faithfulness and is *Excommunicated* and loses two multiplier factors for Heka accordingly.

PRIESTCRÆFT—ETHOS OF BALANCE

Casting Grade I

Burlyone Charm:

Time: 1 AT/STEEP
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: 2:1 P TRAIT

E/F/M: When this Charm is employed successfully, the caster (or other subject) grows in height, weight, and strength, while at the same time gaining a false Physical TRAIT score too. Note that general appearance does not otherwise change, so the individual is recognizable. For each 10 STEEP possessed by the caster of this dweomer, the subject can, at the caster's option, gain 1 inch of height, 1 stone (14 pounds) of weight, and one point each of effective Physical Muscular Capacity and Power—this effective gain does not add to P TRAIT; the caster must invest extra Heka to create additional P TRAIT.

For every two points of Heka added to the cost at activation time, the subject gets one additional Physical TRAIT point. The maximum possible gain is equal to the actual Spiritual TRAIT score of the caster (SM CATEGORY if a Partial Practitioner). All Physical damage suffered by the subject is deducted first from the false score before actually causing harm to that individual.

Contingency Formula:

Time: 1 CT/STEEP and special
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer is one which creates a Charm object-like Effect with regard to a Casting. With it, the practitioner is able to cast (assuming Casting success) and hold activation of a second Casting, the Effect of which will be triggered by some specific occurrence upon whose details are laid through the *Contingency* Formula. For example, an ecclesiastic could utilize the holding dweomer with regard to a *Response* Cantrip, setting the trigger as one of the following: (1) Any attack targeting the caster as its central point, and capable of inflicting direct Mental, Physical, or Spiritual damage; (2) Any such attack succeeding so as to actually inflict damage; (3) A Physical Attack launched against the ecclesiastic at 75% or higher FAC.

Activation would be instantaneous, and the *Response* Casting would then enable the utilization of its dweomer accordingly. Physical presence, physical touch, spiritual presence, noise, or just about anything else can be detailed as the triggering mechanism or event. (Obviously, a Casting or Effect of this nature is generally employed in creating Amulets, Totems, and all such objects, albeit the Time duration must be greatly extended or made permanent.) In short, "If this and that happen, then X Casting will be triggered and its Effect active."

Detect Life Charm:

Time: Instantaneous
Area: 1 subject
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Often used by priests on the field of battle, this Casting enables a persona to locate those fallen subjects who are still alive, so that ministrations (or last rites) can be performed. The Charm can also be used to determine if an enchanted persona is really dead, or just made to appear so. Obviously, an individual that fails to trigger a positive response from this Casting is quite likely to be Undead, Unliving, etc. (or an indication of a Special Failure). Finally, note that this Casting will detect Heka-engendered powers or Castings such as the *Coldbody* (q.v.) ability of *Necromancy*.

The Ethos of Balance

36 Total Castings

Grade I Castings

5 Total
Base Heka Cost: 20

Burlyone Charm — Contingency Formula
Detect Life Charm — Discourse Cantrip
Rapport Formula

Grade II Castings

5 Total
Base Heka Cost: 35

Contemplation Ritual — Drain Water Formula
Enhance Aura Spell — Protection from the Elements Charm
Response Cantrip

Grade III Castings

4 Total
Base Heka Cost: 50

Circle of Equity Spell — Focal Point Charm
Mask Life Cantrip — Return Karma Spell

Grade IV Castings

4 Total
Base Heka Cost: 75

Aural Reflection Spell — Mellorate Cantrip
Sanctuary of the Scales Ritual — Sphere of Confusion Cantrip

Grade V Castings

4 Total
Base Heka Cost: 100

Directed Consciousness Spell — Enhance Purpose Spell
Rebuttal Charm — Wind of Change Cantrip

Grade VI Castings

4 Total
Base Heka Cost: 125

Balance of Power Cantrip — Che Alignment Formula
Dual Consciousness Spell — Word of Dazing Charm

Grade VII Castings

4 Total
Base Heka Cost: 150

Elementary Opposition Cantrip — Light of Truth Ritual
Ritual of the Scales Ritual — Swinging Door Formula

Grade VIII Castings

3 Total
Base Heka Cost: 200

No Time Formula — Return Service Spell
Scales of Time Formula

Grade IX Castings

3 Total
Base Heka Cost: 250

Æthquake Ritual — Soul Search Spell
Telling Point Cantrip

Discourse Cantrip:

Time: 1 AT plus 1 CT/STEEP — *Other Heka Costs:*
Area: Caster and 1 subject — *R&D:* Nil
Distance: 1 mile/10 STEEP — *Other:* Nil

E/F/M: The *Discourse* Cantrip is very similar to the *Communicate* Spell of Dweomercræft, White School, but it has a shorter Time, less Distance, and less potential Distance in that it cannot be extended. This Casting allows the practitioner and the selected subject to speak to each other telepathically over a limited distance. The Effect does not allow any mind reading or mind control of anyone.

The communications are simply two-way receptions of each other's specifically directed messages over a "narrow" channel. Messages can be of virtually any length, but while "listening," the receiving individual is unable to concentrate on anything else. Of course, one doesn't have to pay attention to a message.

Rapport Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting enables its casters to essentially merge consciousness with another intelligent individual or creature, for the purpose of absolutely private and infallible communication or to investigate the thinking and desires of another. If the subject is unknowing and/or unwilling, the caster must actually physically touch that subject, the act requiring a successful "hit" score in any form of *Combat, Hand-to-Hand* if the subject is attempting to avoid touch.

There is inherent danger in this latter use of the Casting too, for the practitioner's mind is an "open book" to any subject with Mental combat abilities or Powers. As the caster reads the subject, so too does that subject read the caster.

Casting Grade II

Contemplation Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Casting of a *Contemplation* Ritual requires a single Action Turn. The Effect of the Ritual provides a temporary increase in the subject's Mental Reasoning CATEGORY score to the extent necessary for the purpose of undertaking a particular activity or understanding some written work which previously proved impossible. Its successful activation will enable the subject to make another attempt at doing something or deciphering some piece of information, with a modified Difficulty Rating of one factor easier. No more than one step can be gained this way regardless of the number of similar dweomers laid on the same subject.

Drain Water Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 cubic rod/ STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer enables its casters to draw off a volume of liquid equal to (or lower than) their STEEP in this K/S Sub-Area in cubic rods, which is contained in some manner. The liquid so affected can be any sort of water, milk, beer, acid, etc., as long as it has a specific gravity near that of water. Containment includes tank, basin, or any similar artificial or natural reservoir which holds the water in relatively static condition (i.e., non-flowing state). If *Drain Water* is applied to flowing liquid, the indicated volume will disappear, but the flow will continue, of course, so the Effect will be offset according to the flow's volume.

Enhance Aura Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Spell makes the aura of a subject visible to the caster and increases its clarity, allowing aural sight and giving the possibility to detect the ethos of the subject. Note that this Casting's Effect doesn't detect magickal aura alteration, but it does negate or dispel Castings or Powers which attempt to hide or mask an aura. However, in so doing this, it is itself dissipated.

Protection from the Elements Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This protective Casting provides the practitioner with what is necessary to combat the prevailing weather. It gives shade in hot sunlight, serves as an umbrella to keep off precipitation of any sort (including hail), and keeps the inner temperature above 55° F and below 71° F, while relative humidity is maintained at 50%. Lightning is shunted away from the Effect Area. Wind force within the Area will be half that outside, if the exterior speed exceeds 10 mph. There are, however, limits to the dweomer's capacity:

Cold below 0° F will lower the base by one degree for each degree below zero. Heat above 125° F will raise the upper limit by one degree for each degree excess. Electrical energy equal to 1 bolt, or 2D6 force per Grade of Casting ability of the caster, whichever is greater, having been shunted, negates and dissipates the dweomer. Wind in excess of 50 mph impacts the Effect Area at full force, so each mph in excess of 50 builds upon a 25 mph base speed which sweeps the Area.

Response Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This dweomer has the Effect of transferring to the subject (at that individual's option), either the same FAC or damage (M, P, of S) as a foe has when delivering damage to the subject during the same, or immediately previous, CT...providing that the subject has the general means to perform an attack or deliver that form of damage. For example, a FAC of 85 employed against such subjects enables them, on the following CT, to use the combat form to which the FAC belonged. Similarly, such subjects when targeted by an attack capable of inflicting 8D6 Spiritual damage, would be enabled to inflict that many dice of Spiritual damage on the next CT...assuming they were already able to inflict Spiritual damage, though not normally at so severe a damage level. Note that the Time duration of this Casting is measured in mere Critical Turns.

Casting Grade III

Circle of Equity Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Circle of Equity* Spell is a dweomer of determinative nature. This circular Area of Effect allows the caster to determine the relative strength of all subjects within it, and its Power provides knowledge of the comparative ranking of the strongest forces therein. It reveals Heka-use capacity (casting ability or Power use), K/S superiority (kind and STEEP), and so forth; but the information is only relative and general. That is, the Casting reveals that A is able to utilize Heka more fully than B, while C is more dangerous in combat than D. No details of how the superiority is held are bestowed through this dweomer.

Focal Point Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject at a time — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: The intent of this Charm is to focus all attacks and attention upon a specific target or location. All missile attacks and directed Castings aimed at the target gain a 10 point bonus toward their Base Attack Chance (BAC) and chance of success, respectively. This Casting may be cancelled by the activating persona or shifted to another target as desired by the caster for the duration of its Effect.

Mask Life Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The subject of this Casting appears dead to all save necromancers or those with the ability to detect vivacity, such as through a *Detect Life* Charm. The cause of death of the subject will appear to be whatever the practitioner laying the Effect on desires, although no severing or extreme mangling will be depicted. Time of death must be no more than one day past. The "corpse" can, without effort or harm, stiffen itself so it appears to be afflicted by rigor mortis.

Return Karma Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer causes any curse, hex, malaise, bad luck, incompetence, clumsiness, or similar Casting which is laid on the subject to be returned in exactly that same form upon the sending practitioner on the Critical Turn following its Effect reaching the subject. For instance, a *Butterfingers* Casting would afflict its sender on the CT after it was successfully cast upon the subject. Note that the subject doesn't avoid a dweomer thus, but the ill is returned in kind to its sender.

Casting Grade IV

Aural Reflection Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell engenders a sympathetic pattern of vibrations between the practitioner and everyone within the Area of its Effect. The true aura of the caster is screened behind a reflection of surrounding ones. This causes the caster's aura, as well as the auras of any compatriots who are within the Area, to appear to be very much the same as those whose auras are being imitated, so that any stranger capable of viewing the reflected patterns will be mislead.

Meliorate Cantrip:

Time: Instantaneous and permanent — *Other Heka Costs:*
Area: 2 objects — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Meliorate* Cantrip changes the nature of an item by raising its quality of workmanship and construction. Poor moves to Below Average, Below Average to Average, Average to Above Average, Above Average to Exceptional, and Exceptional to Unsurpassed in the subject item by this dweomer's Effect. However, there must be a balancing *loss* from another item of similar sort or value to enable this betterment. For each 20 STEEP points in this K/S Sub-Area, the caster is able to move the quality upwards by one step. Thus, a chalice of Exceptional sort might be lowered to Average (three steps) in order to make the quality of a sword move from Poor to Above Average (three steps), this assuming a caster with a STEEP of 61 or higher. Any item already of Unsurpassed sort cannot be made better through this dweomer. Almost any sort of material can be improved by this Casting, and this applies to such things as craftsmanship and artistry as well. Writing, for instance, can be made finer, better, more legible, etc. Codes can be made more complex. Finally, note that by considering the second object as the prime one, this dweomer is a reverse one as well, and is useful in worsening quality, simplifying, etc.

Sanctuary of the Scales Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 foot diameter/SMPow of caster — *R&D:* Nil
Distance: Point determined by caster — *Other:* 1:1 Heka special

E/F/M: This Ritual of varying duration of casting creates one of the various forms of Exclusive or Inclusive Pentacles in the indicated Area surrounding the point determined by the practitioner. The Exclusive Pentacle serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a "door" for such is provided by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection or the Pentacle itself, if temporary, is negated. Inclusive Pentacles keep whatever is inside the radius locked therein. The types of Pentacles which may be used, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	4 Action Turns	Permanent	Hard
Complex, Mental	4 Action Turns	Temporary	Hard
Simple, Runic	6 Action Turns	Permanent	Difficult
Complex, Physical	8 Action Turns	Permanent	Difficult
Complex, Runic	9 Action Turns	Temporary	Difficult
Complex, Runic	12 Action Turns	Permanent	V. Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus 2 × STEEP (in this Sub-Area) in points. For details of how Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial or Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting Duration time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (least favorable) modification.

Sphere of Confusion Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The Effect of this Casting causes a state of confusion in all animals, creatures, personas, and beings present within the sphere of its Area. The dweomer is placed by the practitioner on a fixed location, and the Effect

radiated from that point. All subjects within the Area of Effect must roll against their MRCap at DR "Hard" or be confused in all they do for the Time duration of the Cantrip—or until they physically leave the bounds of the Casting. When within the radius of Effect, subjects will act in the following manners:

(1) Stand and do nothing.

(2) Move aimlessly in a circle.

(3) Attempt an attack (Dazed penalties, random target selection).

(4) Wander out of the Area of Effect.

Note that *Confused* OPs have a 25% chance for each of the above activities. *Confused* HPs may state their intent among those activities, but have only a 25% chance of successfully wandering out of the Area of Effect. Once escaping the bounds of the Casting, subjects will require one Critical Turn to regain their senses, after which they may resume normal activities. Note that the subject will not necessarily know where the boundary of the dweomer's Effect lies, so there is some chance of re-entry and *Confusion* once again.

Casting Grade V

Directed Consciousness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 rod/STEEP — *Other:* Nil

E/F/M: This Spell allows the caster or another subject to Link Mentally in a type of rapport with an animal or another sentient and willing creature or being. It is similar to *Rapport* (q.v.), but, unless a basically unintelligent animal, the subject cannot be Linked automatically by the practitioner. Note, however, that it is not possible to use this Casting while the subject retains any type of Mental shielding or armor.

Enhance Purpose Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 S addition

E/F/M: This Spell allows its casters to temporarily increase the faith and willpower of a single subject, themselves included, by boosting the subject's SMCap, SMPow, SPCap, and SPPow each by 1 point for every point of STEEP possessed by the caster, subject to a maximum possible gain of the caster's SMCap and SPCap (SMPow and SPPow if a Partial Practitioner) total in points, and limited by the human maximum possible of 40 in any Spiritual ATTRIBUTE. The gain also is carried as a false S TRAIT score, and Spiritual damage inflicted on the subject is taken from this false score prior to incurring actual Spiritual damage. The caster must invest extra Heka at time of activation to grant the added points to the Spiritual TRAIT and ATTRIBUTES.

Example: A practitioner has a STEEP of 56 and an SMCap + SPCap total of 42. That persona is thus able to grant a total of 42 points to the subject's four ATTRIBUTES, SMCap, SMPow, SPCap, and SPPow, providing that the increase doesn't place any of these above the 40 maximum. The cost in extra Heka in this case is 42.

Rebuttal Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 5:1 additional D

E/F/M: This Charm is similar in its Effect to that of the Dweomercræft *Reverse Attack* (q.v.), except any damage directed at the subject isn't blocked by this dweomer. Whatever sort of harmful Effect is sent via this Casting passes through to the subject, but the *Rebuttal* enables the subject to return on the following CT exactly the same Casting Effect to the individual who delivered it. The subject, however, is unable to do anything else during the CT in which the *Rebuttal's* Effect is returning the dweomer, unless opting to do so and thus negating the *Rebuttal* Casting. Furthermore, at the cost of five additional points of Heka per one point of damage, the subject under this Effect may increase the amount of damage returned. Such additional damage cannot exceed, in one use, one point per Grade of the practitioner laying the *Rebuttal*, and all costs for addition must be paid at Casting activation time.

Example: A Grade VI caster lays a dweomer on an associate, adding 120 Heka points for additional damage. Subsequently, a *Wound, Spiritual* Casting impacts the subject, and inflicts 5D6 SD points due to that Effect. Next Critical Turn, even though the subject is not a priestcræfter able to cast such a Casting, the *Wound, Spiritual* is returned to the one who cast it (although the subject is forced to eschew any other actions, to avoid dispelling the *Rebuttal's* dweomer). Furthermore, because of the extra Heka invested by the practitioner when *Rebuttal* was laid upon the subject, if a K/S roll with exactly the same chance of success as the original *Wound, Spiritual* is passed, the originator of the *Wound, Spiritual* will take 5D6 points of Spiritual damage, plus 6 (due to the Caster's Grade).

Wind of Change Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting generates one potential Joss/Anti-Joss Factor every Critical Turn during the Time duration of its Effect. Thus, up to once each CT, the Casting works to cancel an opponent's use of Joss/Anti-Joss to affect the caster, or what the caster is attempting to do by employment of personal Joss Factors. No more than one such factor can be applied during any CT, for the dweomer's Effect does not accumulate, but rather works as a field surrounding the practitioner.

Casting Grade VI

Balance of Power Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subjects in a 1 chain radius — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Cantrip affects two subjects who are currently engaged in a contest or combat of any sort. The subjects are designated by the practitioner during activation of the Casting.

The Casting adjusts all ATTRIBUTE, BAC, and STEEP scores so that opponents are as evenly matched as possible. The adjustment for each subject will be equal to +/– 10% for every 10 STEEP of the caster, so the higher the caster's STEEP, the closer the match will be. Note that the Powers or Capacities *et al.*, of any Devices, Castings, or Powers are not affected by the *Balance of Power* dweomer.

Che Alignment Formula:

Time: 1 BT plus special — *Other Heka Costs:*
Area: 2 plus subjects special — *R&D:* Nil
Distance: 1 rod diameter — *Other:* 10:2D3 special

E/F/M: By means of this Casting, two or more willing subjects are so harmonized to assist those who have lost points due to Mental, Physical, and/or Spiritual damage inflicted upon one or more of them.

For every 10 points of STEEP in this K/S Sub-Area above 20 possessed by the practitioner, another subject beyond the basic two can be included in this Formula's Effect. For every two points of damage of any sort suffered and restored via this dweomer, the individual with the highest existing total in the subject group loses one point (or a random loss from one subject of two or more of equal strength). This realigning of points continues until all subjects within the Effect Area have as nearly attained a balance as is possible, with exchanges being completed in a single Battle Turn. The subjects then having the greatest remaining loss of points comparing those remaining to normal total in each TRAIT are granted a *Che* energy according to the amount of Heka invested by the practitioner at time of activation. For each block of 10 Heka points spent thus, one subject gets 2D3 points distributed to that TRAIT or those TRAITS in need. If more Heka has been expended than there are

subjects in need, the process repeats, in turn, until all *Che* energy dice have been accounted for or all subjects are at full normal TRAIT totals. This latter process also requires 1 BT.

Dual Consciousness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 2 subjects special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This unique Casting enables two willing subjects of the same ethos, Pantheon, and deity to form a combined intellect and will, sharing the senses and *Perception*(s) of both. While so linked, each Mental and Spiritual TRAIT, CATEGORY, ATTRIBUTE, and K/S Area STEEP of the combined personas is equal to the higher total plus 10% of the lower total of both subjects, in regards to virtually everything save damage sustainable. This is useful for "putting their heads together" to tackle a difficult problem or for planning, etc. Neither persona may utilize any form of Mental or Spiritual shielding or armor while the Spell is in effect, but any combat using either TRAIT is performed as if the two were one persona, with the higher TRAIT, CATEGORY, and/or ATTRIBUTE plus 10% of the lower one being counted to find total applicable TRAIT, CATEGORY, and ATTRIBUTE scores. The Effect is dispelled if the subjects move more than the lower of the two individuals' SMPow in feet from the other. Either subject may negate the Effect at will.

Word of Dazing Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Hearing special — *Other:* Nil

E/F/M: This dweomer emanates from the practitioner speaking the word, and it will have Effect on only those hearing it if they are of a different Pantheon and ethos or of different ethoi (same Pantheon) and deity than the caster. When activated through the crying out of the word, all hearing it who are not so aligned as indicated above will suffer the penalties for *Dazing* (see Chapter 12 of the **Mythus** book) until Time duration of the Casting expires or the dweomer is otherwise negated or dispelled.

Casting Grade VII

Light of Truth Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Ritual of one Action Turn duration to cast creates a faintly glowing aura surrounding all within the designated Area of Effect. Use of this Casting will detect whether those affected believe their words to be true, as any lies will cause the aura of the individual to become dark and shadowy. The dweomer of this Ritual will also show a coruscation where it impinges on Heka which is altering or hiding auras.

Elementary Opposition Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Elementary Opposition* Casting sets up a counter-element field in the Area indicated for the Time duration shown. If during that period of active Effect the Area is attacked by an Effect, Force, or Material of Elemental Plane/Sphere nature, the Heka generating it will be absorbed and redirected, and an attack of opposing Element sort will be delivered on the following Critical Turn to the practitioner who sent the original to the Area. However, any such counter ends the Time duration of the Effect, even if the dweomer opposed and countered was of minor nature. Elementary opposites for this Cantrip are:

Fire—Ice (Hail, etc.)
Lightning—Mud (1 foot depth/1D6)
Cold—Heat
Wind—Fog (or Gas)
Rain—Dust

The GM should take note that the severity of the returned Element must be commensurate with the initial attack. A wind of 20 mph, for example, brings a countering fog which reduces vision, while a 100 mph velocity hurricane is answered by a cloud of poisonous vapors.

Ritual of the Scales Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Special
Distance: Special — *Other:* Special

E/F/M: When this Ritual of one AT Casting duration is activated, its Effect summons by means of the Supernatural a creature or being whose overall ability, strength, Power, etc., balances that of an opponent present (or nearby) when its potential is considered in conjunction with that of the caster and any and all compatriots involved or to become involved in the matter. Some additional Heka will have to be invested by the practitioner at the time of activation, the amount being determined by the gamemaster as explained hereafter. The balancing creature or being will appear within one chain distance of the caster, and it will not stray from this range throughout the duration of the Effect Time. In other words, it will serve to accompany and assist the practitioner in confronting and assailing a foe, not do so in lieu of the caster.

Exactly what kind of creature or being comes must be determined by the GM at the time of activation, based on the strength of the caster and his or her associates, if any, and the strength of the enemy. Approximately 100 points of Heka per Casting ability/Power-enablement Grade above I and combat ability of higher sort is in order. Thus, to have a being with Grade IX dweomers and ability to do massive PD (say 8D6) in combat at high BAC (80%) costs between 1,500 and 1,600 extra Heka. TRAITS, other STEEP, Susceptibilities, Invulnerabilities, Resistance, etc., are also possible considerations for Heka cost, although a fairly substantial base is assumed via this Casting.

Swinging Door Formula:

Time: 1 hour/STEEP point special — *Other Heka Costs:*
Area: 2 "Doors" — *R&D:* Nil
Distance: 1 furlong special — *Other:* 1:1 T increase

E/F/M: The *Swinging Door* Casting creates a pair of "Doors" of interdimensional sort, one *to* and the other *from* the world of Phæree. Each is eight feet high and four feet wide. They are typically not standing in mid-air but "against" some surface such as a wall, rock face, etc.—although this is not absolutely necessary in this Casting's case. They are virtually invisible, although a persona with exceptional visual ability might note a faint distortion in the place where one exists. Those able to see Heka will detect the location of a Portal easily, of course. If the practitioner opts to enter the Fæerie realms, then that is where the exiting "Door" will be, and the same holds true for the Hobgoblin and Goblin territories. As the caster and any associates—along with all they wear and carry—are transported to their destination, up to a like number of the denizens of that portion of Phæree to which they travel will be brought to Ærth via the operation of the "Door" there. Exactly what sort arrive on Ærth is up to the gamemaster... They will appear in a one furlong radius of the "Door" through which the practitioner passed to reach Phæree.

The exit (the place of existence of the second, egress Portal on Phæree) will be somewhere within one furlong's distance from the caster's own. The caster and any associates will have to find the entrance to this second "Door" when they wish to return to Ærth, for each way is singular in direction. Each Portal will disappear when it has been operated in both directions! This might prove embarrassing if not downright deadly to the party desiring egress

should have purposely or inadvertently used one. In any event, when the party utilizes the "Door" so as to leave Phæree, a corresponding number of those of that world who were taken to Ærth will be drawn back through the other Portal, if it exists, and the Effect will then be fully negated.

Note that steps to locate and hide or protect a "Door" can be taken according to the ability of those concerned. Also, the Time duration of this Casting can be lengthened through adding Heka on a one-for-one basis, Heka point for an hour Time duration extension.

Casting Grade VIII

No Time Formula:

Time: 1 AT/STEEP point special — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* 1:1 T increase

E/F/M: This Casting stops dimensional Time in up to the indicated Area of Effect for as long as the Time duration continues. All living things within the Area "freeze" in place. Neither motion nor growth occurs therein. No wind blows, no weather changes or varies. Water ceases motion.

Distance of the central point of the Effect is determined by the practitioner at activation of the dweomer. The dweomer will shorten by one Action Turn for each and every intelligent, living subject above one so affected. A caster with a 90 STEEP could affect 91 humans, for instance, but for 1 AT via means of this Formula, without expending extra Heka to increase Time of Effect duration. However, for those concerned, that period, however long it may be outside the Area, is but the space of a mere heartbeat. Somewhere else, though, the dimension of Time will speed up accordingly, as Balance has its way... Anyone, including the caster and/or associates entering the Effect Area, is brought automatically under the Power of the Formula. If that entry reduces duration below one AT, the Casting is negated, so it is wise to invest extra Heka! Note that this Formula can be laid on a single subject with Exclusive effect. That subject can be touched without the Effect passing to the one so touching it.

Return Service Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Special
Distance: Special — *Other:* Special

E/F/M: When this Spell is activated, its caster is shielded by a dweomer which absorbs the Heka energy of any Castings directed at that persona, and rechannels the whole to rebound on the attacker, but only to the limit of the total Heka expended in casting the *Return Service* dweomer—i.e., 200 points. If the total Heka expended by the attacking practitioner exceeds the Heka invested in this Casting, then this one is negated, and the attacking dweomer prevails as intended. Therefore, a caster typically invests extra Heka in the dweomer at the time of activation, so that a higher Grade, or reinforced, or R&D added Casting, will not overwhelm the *Return Service* Effect. However, returning a low Grade, low Heka Casting reduces the value of this Casting, and once activated it cannot have additional Heka committed to it or be cast again in the same Area, for only one such dweomer can function at one time therein.

Scales of Time Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The balancing dweomer of this magickal Effect so bends both the dimensions of Time and (to a lesser extent) Probability that those within it are moved towards a par. That is, this Formula both slows more powerful opposing foes, while speeding weaker friendly associates, and at the same moment reduces probability in one direction while raising it in the other. For each 10 STEEP of the practitioner in this K/S Sub-Area, Time and Probability are affected thus:

(1) Weaker associates gain -1 Initiative.
(2) Stronger foes are penalized +1 Initiative.
(3) Initiative rolls totalling under 0 have an extra combat action (attack, typically).
(4) Initiative rolls totalling over 10 lose one-half of otherwise possible combat actions (typically one or more attacks).

Note that weaker foes and stronger associates will not be affected by the dweomer, as they are already nearer to being in Balance.

Casting Grade IX

Ærthquake Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* 1:1 structural D
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer causes a leveling in a limited Area of Effect through a tremor in the ground. The dweomer shakes only the place immediately below the indicated Area. Dirt will slide down steep slopes, avalanches of loose materials (snow, mud, gravel, rocks, etc.) might occur. Balanced boulders will possibly be tipped so as to move as gravity would dictate. Poorly rooted vegetation of tall sort, including leaning trees, will be uprooted and fall. Rock spires or faces might crumble and come crashing down where there are fracture lines and faults. One end of a bridge might be made to collapse thus. Flimsy constructions fixed to the ground or resting on the surface but above 20 feet tall, wholly or partially within the Effect Area, will be brought down by the tremor of the *Ærthquake;* but stout buildings (heavy timber, mortared brick, stone block, etc.) will not be affected unless the caster expends extra Heka at the time of Casting activation expressly for the purpose of inflicting structural damage upon them.

Soul Search Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The subject of this Spell is forced to experience the Spiritual effects of his or her actions on another within the last twenty-four hours. This will continue for a Time duration applicable to that action or action series the subject engaged in during the last day. The archetypical "other" will always be the such individual upon whom the greatest degree of Spiritual tampering and/or harm was done. All forced emotions, bonuses or penalties will be returned to the subject, so this Casting is not always a baneful one. However, if the subject of the dweomer caused Spiritual damage to the other persona, a like amount will be inflicted upon the subject upon activation of the Effect. If the subject Spiritually manipulated the archetypical other, then the practitioner casting this dweomer will, in turn, be the manipulator of the subject.

Telling Point Cantrip:

Time: 1 CT/10 STEEP special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: There are two variations of the *Telling Point* Casting:

When the positive one is cast, this Cantrip enables its subject to select a Critical Turn within the Time duration for achieving great success. Each and every attack otherwise possible for the subject to make within that one Critical Turn will be a Special Success, no die rolling necessary. This includes the use of Heka-engendered and other Powers, Castings, and combat in which maximum damage for each attack is done through the Special Success granted by the Effect of *Telling Point.* Once so active, the Effect is used up, and the dweomer is negated.

In laying the negative version of this Cantrip, the practitioner forces the subject to to perform nothing but Special Failures during the following Critical Turn, and thereafter the Effect is dissipated.

PRIESTCRÆFT—ETHOS OF GLOOMY DARKNESS

Casting Grade I

Cause Pain Cantrip:

Time: Instantaneous
Area: 1 subject
Distance: 1 yard/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting causes a brief spasm of nerve-wrenching pain, causing its subject to lose all attacks for 1 CT, incidentally spoiling any Casting in progress at the time. In addition, there is a percentage chance (equal to the caster's STEEP in this Sub-Area) that the subject will drop any one held item, the one dropped being determined by random selection if two or more are in hand.

Dark Vision Cantrip:

Time: 1 BT/STEEP
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The subject is able to see in complete darkness, including areas caused by Heka-engendered Castings or Powers. This Effect is empowered through the casting of Heka-engendered rays of illumination which are not within the spectrum of light. These rays reach to a range of one yard plus one yard per 10 points of the practitioner's STEEP in this Sub-Area, so they illuminate to a minimum distance of two yards, a maximum of 11 or so, with an oval terminus area of four feet width by two feet height. Subjects of this Casting project these rays from their eyes, illuminating the area indicated. Others able to see Heka will be able to detect these rays, of course.

Gloomy Spell:

Time: 1 BT/STEEP
Area: 1 yard radius/10 STEEP
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting creates an Area in which an Effect of near-darkness within prevails. The Area is centered on whatever point within the prescribed Casting Distance the practitioner determines. Within the dweomered gloom, the vision of the caster's opponents is reduced and no details can be discerned. It is impossible to read any form of written information. Note that this Spell's Effect has a main purpose, however, and this is to grant to the caster (and any others of that persona's ethos, Pantheon, and deity) while the magickal gloom persists a 10 point STEEP bonus in *Priestcræft* and *Combat* K/S Areas.

Petrify Formula:

Time: Permanent & special
Area: Special
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting confers upon the persona of the caster, for as many CTs as that persona has tens of STEEP in this K/S Sub-Area, the ability of petrifaction of living flesh by touching such exposed flesh unopposed, or, if opposed, through *Combat, Hand-to-Hand*, either *Lethal* or *Non-Lethal* Area. Heka armor will absolutely prevent this touch, although each successful attempt will subtract 20 points from its defense, destroying its Effect if 20 or less points of protection remain.

The *Petrify* Formula Effect allows the caster to turn creatures or personas to stone. Any subject who is actually touched by the caster will become petrified, instantly and permanently. The petrifaction caused by this Formula can be altered by special means only, not through dispelling of the Casting, for it has no operation remaining after activation. Note, however, that a petrified subject brought to the Elemental Plane (or a Sphere) of Æth will be "normal" again, but only so long as that subject remains on the Plane (or Sphere).

Compare the Dweomercræft Casting, *Petrifying Gaze* Cantrip, Black School, Grade IV; also see *Stoning* Spell, Elemental School, Grade VII.

The Ethos of Gloomy Darkness

36 Total Castings

Grade I Castings

5 Total
Base Heka Cost: 20

Cause Pain Cantrip — Dark Vision Charm
Gloomy Spell — Petrify Formula
Spider on the Wall Ritual

Grade II Castings

4 Total
Base Heka Cost: 35

Aura of Deception Formula — Serpentstaff Charm
Venomtouch Spell — Violence Cantrip

Grade III Castings

4 Total
Base Heka Cost: 50

Circle of Luridarkness Spell — Palpable Gloom Charm
Stenchcloud Formula — Webs of Fear Spell

Grade IV Castings

4 Total
Base Heka Cost: 75

Brittlebreak Spell — Confuse Direction Charm
Gloomcloak Cantrip — Willpower Drain Charm

Grade V Castings

4 Total
Base Heka Cost: 100

Derange Charm — Heart of Darkness Ritual
Taunting Formula — Webs of Madness Cantrip

Grade VI Castings

4 Total
Base Heka Cost: 125

Malaise Charm — Viperune Formula
Webs of Constriction Cantrip — Withering Cantrip

Grade VII Castings

4 Total
Base Heka Cost: 150

Gloomcloud Cantrip — Monstrosity Spell
Unholy Word Charm — Webs of Pain Cantrip

Grade VIII Castings

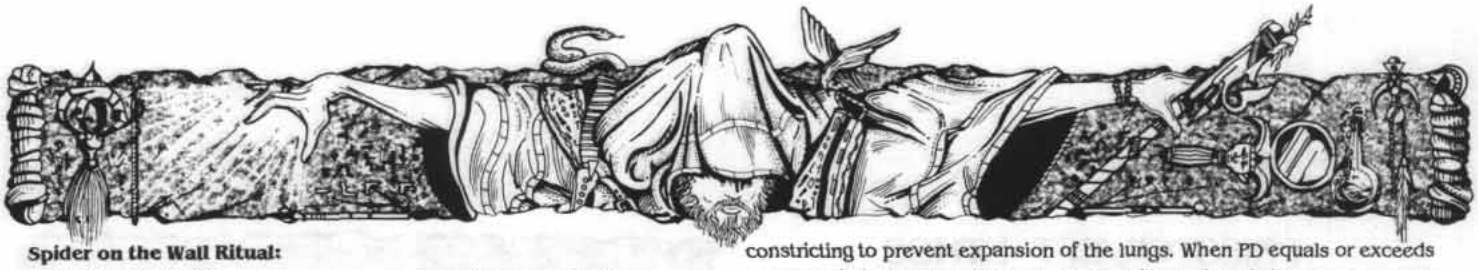
4 Total
Base Heka Cost: 200

Deathgrip Charm — Goblingate Spell
Subversion Charm — The Black Wind Cantrip

Grade IX Castings

3 Total
Base Heka Cost: 250

Psychic Agony Charm — Summon Evil Ritual
Webs of Death Cantrip



Spider on the Wall Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 spider — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This dark Ritual of but a single AT's time for completion enables its casters to send forth a tendril of Heka to any location they know well and desire to spy upon. Such practitioners can probe several, and may do so, until locating a spider of any sort which is in a position the caster finds suitable. The Effect then settles on that arachnid. The dweomer allows its caster to see through the eyes of the spider as if they were the caster's own, without fractured images or multiple ones, and with the advantage of the greater degree of area seen by the multi-faceted eyes of the arachnid. The practitioner can thus view whatever is otherwise observable by the spider. The Heka Link between practitioner and spider also enables some control over the arachnid, so that it will move in its web, or up to 1 inch per STEEP point of the caster in this Sub-Area to afford a better view of what is transpiring in the locale. This quasi-scrying dweomer does not allow sound transmission, but if the practitioner is astute, and can perhaps read lips, then there is little need for such.

Casting Grade II

Aura of Deception Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This vile dweomer allows the caster to lie boldly (per the *Deception* K/S Area) with a 36% chance of avoiding detection if the *Deception* K/S is not possessed, but with a 36 point bonus to existing STEEP in that Area if it is already possessed. Furthermore, all those within the limits of the Formula will believe what the caster says to be the absolute truth for the Time duration if the *Deception* roll is made at DR "Hard," and if a Special Success is scored, the subjects will continue to believe the lies for as long a period thereafter as they are not proved demonstrably false (through the caster's actions or other means). Any subjects with SMPow of 15 or higher, whether temporarily or permanently affected, have the opportunity to realize that untruth has been accepted by them. Each is given one K/S check, rolling against SMPow at DR "Easy" one AT after believing the falsehood(s) uttered. Special Failure means that such persons will accept the lie(s) as if it were absolute verity, however! These subjects will require special proof of falsehood. (See also *Liespeaking* Casting under Witchcræft in Chapter 9 of this book.)

Serpentstaff Charm:

Time: Special — *Other Heka Costs:*
Area: 1 staff — *R&D:* 50 or 100 special
Distance: Touch — *Other:* Nil

E/F/M: This dweomer is cast upon any normal walking staff, quarterstaff, bo stick, etc. The Effect doesn't change the appearance of the subject pole nor improve its quality, but the Effect enables the caster possessing the instrument to change it to a living snake by speaking whatever command word she or he has mentally determined at time of the Casting's activation. The caster must be holding the staff for the Effect to operate, and it will activate only at such time the practitioner touches or scores a combat hit with the staff. The kind of snake obtained depends on the additional Heka expended by the caster at activation:

50 Points: A constricting snake whose length will be 20 feet and will attack by coiling around and squeezing the target subject (effectively neutralizing that subject). Damage inflicted is Blunt at the rate of 2D6/CT to any subject whose chest is not protected by armor which prevents the snake's coils from constricting to prevent expansion of the lungs. When PD equals or exceeds zero, the victim is asphyxiated. The snake will attack until destroyed, and has a P TRAIT of 100.

100 Points: A poisonous adder whose length will be that of the staff and whose bite inflicts an insinuated STR 20 poison with a 1 CT Effective Rate. The adder will generate sufficient poison for three strikes thus, and will continue attacking as long as it is held by the caster and is alive. It has a P TRAIT of 20.

Venomtouch Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The caster's touch holds a STR 10 contact poison which causes instantaneous Physical damage—i.e., 25 points. However, the practitioner must touch exposed flesh to activate this Effect, and if the target subject is actively opposing such contact, the caster must score a *Combat, Hand-to-Hand*, hit to so do.

Violence Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The *Violence* Cantrip causes those within the Area of Effect to lose their better judgment and seek to resolve any and all differences through physical violence. Subjects so affected will forego Mental and Spiritual combat or Castings and seek to engage their enemies in hand-to-hand combat or with missile attacks.

It is possible for subjects to avoid the Effect of this Casting by rolling versus their Mental Reasoning CATEGORY score at DR "Hard," but Special Failure means that an individual will violently attack the nearest person—friend or foe. Compare the Witchcræft Casting, *Anger* in Chapter 9 of this book.

Casting Grade III

Circle of Luridarkness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell creates a mobile circle of darkness in which the Effect negates all light (even ultraviolet and infrared radiation), including fire and magickal light Castings within its Area, and so virtually blinds those within it. The dweomer is centered on the caster, who can see in this total darkness by a means which is similar to *Dark Vision* (q.v.), and the rays which emanate from the caster's eyes are of the same range and kind as described therein.

Palpable Gloom Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The thick, murky gloom engendered by this Cantrip has the greater Effect of impeding the movement of all within the Area who are not attuned to the ethos, Pantheon, and deity of the caster. Any animal, creature, or being so affected will be slowed to one-half the normal movement rate. Furthermore, radiation of the light in the Area is cut to one-half, and vision is reduced accordingly. Heka-engendered light will negate through cancellation this dweomer. It can be dispelled. Note that shadows within the *Palpable Gloom* Effect are at their greatest density and potency.

Stenchcloud Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 50 special

E/F/M: This dweomer causes the instant creation of a cloud of noisome gas in an Area up to the maximum possible as indicated above. The Effect reduces vision to a maximum of 10 feet, and irritates the eyes and mucous membranes of those within it. Thus, the eyes of subjects tear; they suffer sneezing, coughing, and choking; and each victim must make a roll versus SM CATEGORY at DR "Hard" or else run blindly from the Area and continue running (doing nothing else) for 1 CT after clearing the envapored area.

Regardless of reaction, each individual subjected to the Effect will have his or her vision limited to half-normal maximum for 1D3 CTs after emerging from the *Stenchcloud* Effect, if the caster increased the irritating toxin of the gas through the investment of 50 extra Heka points at time of casting. To adequately reflect this, *Perception* of both sorts is halved, and an Initiative penalty of +5 is given to each subject until the victim's vision clears (in 1D3 CTs).

Webs of Fear Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Spell's Effect fills the indicated Area with thin, gauzy webs whose touch causes fear. Although these fine strands appear to be nothing more than spiderwebs or cobwebs, and do not hold their victims or hinder them either, their contact generates within the subject a feeling of terror and panic that prompts rapid retreat. Each individual contacting the webs must roll against S TRAIT (as modified by any SD taken) at DR "Difficult"—"Hard" if one possessing *Priestcraft* and serving under a Vow. Each failing will turn and run away for 1D3 BTs time, and Special Failure indicates the time of flight will be in ATs! Note that these webs are regenerating during the duration of Effect. They cannot be burned away or otherwise removed, save through negation or dispelling of the Casting.

Casting Grade IV

Brittlebreak Spell:

Time: 1 CT/10 STEEP special — *Other Heka Costs:*
Area: 1 subject object special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When the Effect of *Brittlebreak* is activated, the caster is able to select, within the Time indicated, one subject object for attention. The object cannot exceed a volume of about 1 cubic foot per 10 STEEP points of the practitioner in this K/S Sub-Area, and a *portion* of an object can never be subject to this Casting. If the object is already fragile (such as a container of glass or crystal, china, pottery), the dweomer will cause it to shatter. Stouter objects of such material as rope, ivory, bone, wood, or leather will become dry and brittle, so that if in the CT of Effect duration they are strongly stressed or come into forceful contact with a hard (or sharp), solid substance, they will break. Stone, crystalline, and metal subject objects are degraded by one step, so that their effective hardness, durability, and resistance is lowered for that Critical Turn. Metal armor of normal sort, for example, struck when under this Effect, will be so damaged as if it had negated its maximum possible PD (or twice that effect if actually so doing); a weapon parrying will be considered of lower quality than actual and composition type reduced by one (combination to wood, metal to combination). Striking or Heka stress will require a roll for the subject item, the item and the stress dictating the percentage chance for breakage, with a base 10% probability for a generally unbreakable sort under low impact or stress from Heka-energy conduction, absorption, etc.

Confuse Direction Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Charm alters magnetic lines within its Area and causes those within this space to lose their sense of direction. Creatures and personas so affected will not otherwise be penalized or mentally confused, but no compass, direction sense, or other means of telling direction other than visual sightings will serve to negate the directional confusion. The gamemaster, as appropriate, simply misnames directions, working from one incorrect in the first place. Thus, a team attempting to go "east" might be directed north, and then "back" might be east.

Gloomcloak Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Practitioners or other subjects utilizing the Effect of this Cantrip are able to conceal themselves in heavily shadowed and dark places, becoming invisible whenever they are motionless. Direct, bright light will reveal such a subject as a black, lightless shape only. The *Gloomcloak* dweomer masks odor, and sound is muffled to an almost total extent too. Thus, this dweomer also grants a 30% bonus to the persona's chance of success when using the *Criminal Activities, Physical* K/S Area (sneaking Sub-Area), and there is no chance of Special Failure as long as its Time duration is active. The Casting Effect is not ended by movement, for whenever the persona stops again the Effect will resume until duration of Time expires.

Willpower Drain Charm:

Time: Instantaneous + special — *Other Heka Costs:*
Area: 1 subject — *R&D:* 1:1 SM points
Distance: Touch or sight to 1 chain — *Other:* Nil

E/F/M: This Casting enables the practitioner to perform a vampiric drain of a subject's willpower by drawing off Spiritual Metaphysical CATEGORY or ATTRIBUTE points. A caster who desires to drain CATEGORY points must actually contact the exposed physical body of the subject for an instant's time while activating the Charm. The maximum amount casters can thus drain is equal to their own Spiritual Metaphysical CATEGORY score. If only the Spiritual Metaphysical Capacity ATTRIBUTE is subject to the Effect, the caster can establish a channel to the visible subject, the Distance not to exceed 66 feet. The maximum amount casters can thus drain is equal to their own SMCap ATTRIBUTE score. In either case practitioners must expend one point of Heka for each point of a subject's SM they desire to drain.

The subject loses points from the SM CATEGORY, and ATTRIBUTE, if applicable, just as if taking Spiritual damage, for each Heka point so expended by the caster. However, the lost points return to the subject in 1D6+6 ATs time. Note that a subject who has been reduced to Effective Level or less will be Dazed until these points return. If, due to this Casting, the subject arrives at 0 or less (negative) S TRAIT, she or he simply passes out, remaining in a comatose state until the lost points are regained in the time noted above. The caster, however, gains SM points to a maximum total of 40 per ATTRIBUTE from the *Willpower Drain*, retaining this vampirically attained Spiritual Metaphysical strength for 1D6+6 ATs. All benefits of such vampirically gained Power accrue to the caster. Spiritual damage of Metaphysical sort which is taken after a vampiric gain comes first from such points, thus not actually accruing SD to the caster's spirit!

Points in excess of the maximum possible gain are simply dissipated; the excess doesn't remain with the subject.

Even when at maximum SM CATEGORY, a caster can utilize this Casting to *Willpower Drain* a subject and dissipate the points so drawn off. Only Heka-based magickal spiritual protection (not magickally enchanted Physical armor) will prevent such attack as this, negating the draining Power on a one-for-one basis.

Casting Grade V

Derange Charm:

Time: Special
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Special
Other: Nil

E/F/M: This Mental attack sends a wave of such foulness to the brain of the subject, that that persona is threatened to be overcome by the vile and degenerate things thus experienced. It is necessary that the caster actually touches the physical form of the subject for an instant as the Casting is activated. Such casters will have drained automatically, from their store of Heka, an amount equal to the subject's S TRAIT. The success of the Casting is then rolled for, and if the caster succeeds, the subject has acquired one minor form of Insanity and must make a "Hard" roll against SM CATEGORY or become permanently *Deranged* (Insane). Compare the Casting of this same name under the Dweomercræft, Black School.

Heart of Darkness Ritual:

Time: Special
Area: 1 foot diameter/SMPow of caster
Distance: Point determined by caster

Other Heka Costs:
R&D: Nil
Other: 1:1 Heka special

E/F/M: This Ritual of varying duration of casting creates one of the various forms of Exclusive or Inclusive Pentacles in the indicated Area, surrounding the point determined by the practitioner. The Exclusive Pentacle serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a "Door" for such is provided for by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection (or the Pentacle itself, if temporary) is negated. Inclusive Pentacles keep whatever is inside the radius locked therein. The types of Pentacles which may be used, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	4 Action Turns	Permanent	Hard
Complex, Mental	4 Action Turns	Temporary	Hard
Simple, Runic	6 Action Turns	Permanent	Difficult
Complex, Physical	8 Action Turns	Permanent	Difficult
Complex, Runic	9 Action Turns	Temporary	Difficult
Complex, Runic	12 Action Turns	Permanent	V. Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus two times STEEP (in this Sub-Area) in points. For details of how a Pentacle's STR is applied in defending against Heka

attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting Duration time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the less favorable modification.

Taunting Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer enables the ecclesiastic to employ something similar to the Buffoon's *Ploys* (compare Buffoonery, Chapter 11 of the **Mythus** book) in confrontations with his foes. The Effect enables any one of four such feelings through the spoken words of the caster. These are:

Belittling: All within the Area are subjects, and the caster uses sharp tongue, pointed remarks, and japes to make them the butt of all so as to feel inadequate. Each listener must make a roll against SM CATEGORY at DR "Hard" or else suffer a Difficulty Rating penalty of one step worse for the duration of Effect due to feelings of incompetence and inadequacy. However, any succeeding their roll can react with violence, gaining a bonus of –5 on reaction and a +5 Combat (any) STEEP the following CT.

Confuse: By speaking and through the Power of the dweomer, the practitioner attempts to mislead the subjected individuals as to the actuality of what is occurring. Each subject must roll against SM CATEGORY at DR "Extreme" or else think the caster is a friend or neutral party giving directions to something as detailed by the practitioner. Thus the group will walk away, go elsewhere, etc.

Enrage: The words of the practitioner provoke the subjects into great anger. A second roll by the caster against STEEP in this Sub-Area is required. Ire and wrath can be directed at a number of targets other than the caster (and associates, if any and not targeted), and the Difficulty Rating applied to the second roll is found depending on the nature of such a target:

Target Subject	*Base* DR
Present and hated	Easy
Absent and hated, present and disliked	Moderate
Present scapegoat	Hard
Absent scapegoat, typical member of subject audience	Difficult
Generally liked member of the audience	V. Difficult
Respected member of the audience	Extreme

Success will absolutely fix the attention of the *Enraged* audience on the target for the duration of the Casting. All will then confront the target or else leave to seek out and confront that individual or group. A Special Success means the subjects will be under the dweomer for twice the normal Time. Physical threats to the target is possible. Note that failure to *Enrage* will negate the Casting.

Suspect: The caster points out something of questionable, dishonorable, doubtful, suspicious, etc., in actions, deeds, behavior, or so forth which have occurred in the subject group while the practitioner was observing it. At the same time, the caster states his or her own guiltlessness and upstanding nature. A second roll against STEEP in this Sub-Area at base DR "Hard" is required. (The base is the DR is modified according to the nature of the target of *Suspect*, and the points which can be made to cause suspicion are considered to adjust the DR upwards or downwards.) If the caster is successful, the subject audience then suspects the worst, and turns their attention to the suspect and away from the practitioner and any compatriots.

Webs of Constriction Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The Effect of this Casting creates thick, ropy strands of enchanted webbing which hold all subjects fast. These strands are of Preternatural nature. They have Immunity to all forms of Physical damage except Chemical (Acid), which destroys one cubic yard of them for each pint of Acid splashed over the space. However, water will remove their adherent ability so the subjects can slip free automatically without rolling. The Area of Effect must have a solid base for attachment of the web strands, or else these will not appear. Solid ground or a firm floor is the minimum requirement. Any creature within or entering the Effect Area will be caught, held and suffers 1D6 points of Stunning Physical damage per CT from the constricting qualities of the webs. The subjects trapped are entitled to attempt to break free each Critical Turn by rolling against their PMPow ATTRIBUTE score at DR "Hard," success indicating they have broken free and must immediately leave the Area or be caught fast again. Any subject reduced to 0 PD points thus will be unconscious and actually suffocate and die 1D3 CTs thereafter.

Casting Grade VI

Malaise Spell:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell allows the caster to cause an individual to become stricken with a disease Effect possessing the following characteristics:

Contagiousness Rating (CON-R): None (infectable via dweomer only) but otherwise 60.

Incubation Period: Instantaneous

Strength (STR): 60

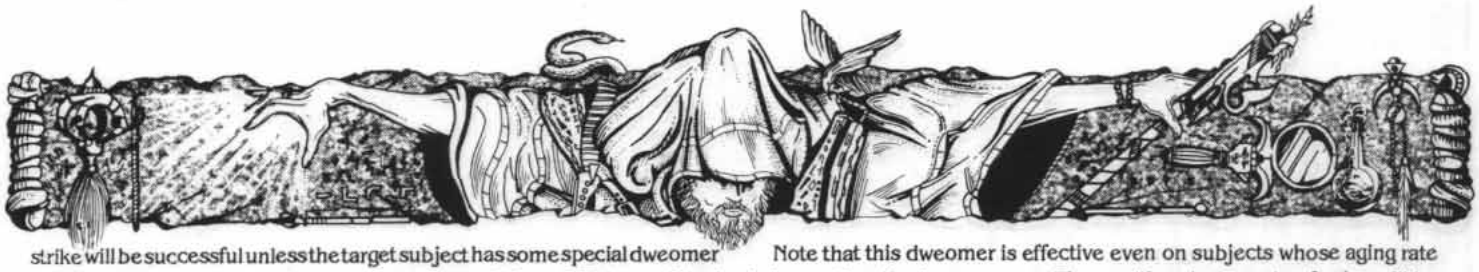
Short Term Effects: The victim of the Evil malady assumes a deathly gray hue and suffers 5 points each of Mental, Physical, and Spiritual damage per day. Also, such subjects suffer from intermittent periods (1D6 hours long) of high fever with delirium resembling some form of minor Insanity, and lose the use of their limbs for the duration of such periods.

There are several variations of this Tutelary Casting. Consult your gamemaster for chances of "finding" (creating) one. See also the Witchcræft Casting, *Sicken*, in Chapter 9 of this book.

Viperune Formula:

Time: Permanent special — *Other Heka Costs:*
Area: 1 Symbol — *R&D:* 2:1 Poison STR
Distance: Touch — *Other:* Nil

E/F/M: The *Viperune* Casting enables practitioners to create a small, written or inscribed mark of some sort of their choosing—Glyph, Hieroglyph, letter, numeral, pictogram, Sigil, sign, signet, Symbol, Rune, or whatever other sort of small mark or outline picture they might desire. The dweomer is otherwise not activated until someone then examines the mark visually from a range of three feet or less, or touches it. The Effect then produces a tiny, worm-sized snake which actually spits forth a deadly venom. The



strike will be successful unless the target subject has some special dweomer preventing the attack of snakes, vipers, etc. The Poison STR (strength) of the tiny viper can be as strong as 60, according to the amount of additional Heka expended by the practitioner at the moment of casting. For every 2 points of extra Heka spent, the caster imbues the dweomer with 1 Poison STR point.

The poison has an Effective Rate of 1D3 BTs time for onset, 2D3 BTs for the second onset, and 3D3 BTs for the final delivery of Physical damage to the victim's system. After activation of this Effect, the viper appears, strikes, and the mark fades into nothingness. Note that several such marks can be contained on the same surface.

Webs of Madness Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Through this Casting, the practitioner brings into being an Effect of thin, wispy webs which cling to the subjects in the Area and obscure vision so as to limit it to 1D3 feet at any given CT. The webs produced by the activation of this Cantrip force each animal, creature, or being within them to make an Insanity roll. Each subject must roll against SM CATEGORY at DR "Hard." Subjects with *Priestcræft* K/S add 10% of their STEEP to SM CATEGORY score; those with a Vow also add 20%. Victims who fail their roll will become delirious and immediately suffer from one of the forms of *Madness* given in Chapter 12 of the **Mythus** book. (Typically catatonia and homicidal mania in equal proportions amongst the lot, but this is a matter for the GM to decide.) The madness will last for the duration of the Casting, and can be negated only through the use of other magickal Castings or Powers which affect such a malady.

Withering Cantrip:

Time: 1 CT/10 STEEP special — *Other Heka Costs:*
Area: 1 or more subjects — *R&D:* Nil
Distance: Touch or 1 rod — *Other:* Nil

E/F/M: The Cantrip empowers the practitioner to cause withering in one or more subjects. The Effect being deliverable all at once or in lesser proportions. The entire dweomer is equal to the caster's STEEP in this K/S Sub-Area in years of aging. The caster's touch causes a single subject to wither and age at the rate of one year per STEEP point, for as many years as the practitioner desires, up to the maximum. If sent from a distance, it requires two points of aging to inflict one year Effect. Once all aging has been delivered, or the Time duration has run out, the *Withering* Cantrip is no longer active, but its effects on subjects remain until somehow removed. These effects are:

Aging	*Withered Part*	*Effect*
15 years	Limb (only)	Limb weakened by 6 Capacity, Power and Speed ATTRIBUTE points so when used it affects actions accordingly, but P TRAIT same.
15 years	Body	Subject loses 3 each from all P ATTRIBUTES and TRAIT score is adjusted accordingly.
30 years	Limb (only)	Limb withered to uselessness save hobbling or holding very light object.
30 years	Body	Subject loses 9 each from all P ATTRIBUTES and TRAIT score is adjusted accordingly.
60 years	Body	Subject so affected as to be a doddering weakling barely able to get around with P TRAIT of 18+1D6.

Note that this dweomer is effective even on subjects whose aging rate is longer than the human norm. Those with a shorter rate of aging will be slain by *Withering* in excess of their normal age expectancy. See also the Necromancy Casting, *Withertouch* in Chapter 9 of this book.

Casting Grade VII

Gloomcloud Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer instantly generates a thick darkness which extinguishes all normal light sources and turns Heka-engendered ones into dimly glowing points of radiance whose illumination doesn't reach beyond one foot. It is stationary and centered on a point determined by the caster at the time of activation. The *Gloomcloud* Effect impedes the movement of all within the Area who are not attuned to the ethos, Pantheon, and deity of the caster. Any animal, creature, or being so affected will be slowed to one-half normal movement rate, and Physical combat rate will also be halved. The Effect reduces all light—including fire and magickal light Castings and ultraviolet and infrared radiation—to at most a one foot radius within its Area of Effect, and so it virtually blinds those within it. However, the caster and any compatriots can see in this total darkness by a means which is similar to *Dark Vision* (q.v.). That is, Heka-engendered rays of "light" which reach to a range of one yard, plus one yard per 10 points of the practitioner's STEEP in this Sub-Area. These rays emanate from the eyes of each such an individual and illuminate the space before their gaze. (The rays illuminate to a minimum distance of two yards, a maximum of 11 yards or so, in an oval terminus area of four feet width by two feet height.) Others able to see Heka will be able to detect these rays, of course. Very powerful Heka-engendered light will negate through the cancellation of this dweomer. It can be dispelled. Note that shadows within the *Gloomcloud* Effect are at their greatest density and potency. Movement and Physical attacks are impeded for all who are of different ethos, Pantheon, and deity than that of the practitioner who activated the Casting.

Monstrosity Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* 50:1D6 special
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When this Spell is activated, it brings into the Area of Effect material of ghastly sort. The Effect must be laid upon a planar surface such as a floor, ceiling, wall, bit of ground, etc. This dweomer causes a mass of writhing limbs with bony fingers, claws, or talons; tentacles with suckers and barbs; mandibles; mouths with teeth, fangs, and/or tusks; worm- and snake-like bodies; hideous faces; bulging eyes; and so forth. In short, a gruesome and disgusting conglomeration of deadly portions and sensory organs from all sorts of creatures. Each and every sentient creature or being not of the caster's ethos, Pantheon, and deity, upon viewing the *Monstrosity* Effect, must roll versus Spiritual Metaphysical CATEGORY at DR "Hard" or else suffer a permanent minor insanity and flee from the Area for 1D3 ATs, moving at maximum rate so as to get as far away from it as possible.

The reach of the projecting appendages is five feet maximum. Any subject caught by appendages or within the Area and thus subjected to them will automatically suffer 1D6 each Blunt, Cutting, and Piercing Physical damage each Critical Turn of exposure. For every 50 extra points of Heka expended by the practitioner at Casting activation, the

appendages generated by the *Monstrosity* Spell inflict an additional 1D6 of each kind of Physical damage, subject to a maximum of 300 extra Heka points for 7D6 per damage type.

The appendages of the *Monstrosity* Effect will grasp and hold fast any such victim, and it requires a roll against PM CATEGORY at DR "Hard" to move away from or through the Area. Special Failure indicates the subject is held fast, arms pinned, and must be freed to move at all. Each square rod of the material of the Effect requires 100 points of PD inflicted to be destroyed.

Unholy Word Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The activation of this terrible Charm causes all animals, creatures, humans, Beings, and Spirits within a one chain radius of the caster who are not of that persona's ethos to suffer instantly 7D6 points of Physical damage. The Effect of this Casting is so potent, even spirits with Partial and/or Non-Physical Manifestations will be affected, although they suffer Spiritual damage instead of Physical. Heka armoring will protect one from this Effect to whatever extent it has the Power to do, but other forms of protection, including enchanted armor, are likely to be ineffective in mitigating the Physical damage from this Casting.

Webs of Pain Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The strong, thin webs created by this Casting appear to be normal spiderwebs of large sort. The Area of Effect needs some anchoring point, be it floor, ground, walls, two opposite and stout points, or whatever. Through adhesive and constrictive binding, the webs will hold all subjects caught within the Area for the Time duration of the Cantrip. Additionally, the Effect engendered causes a numbing pain to any whose exposed flesh comes in contact with the unyielding, fibrous strands. Physical damage of 3D3 per CT will be inflicted on each victim affected thus.

A persona with a PMPow score of 20 or more and who has a sharp weapon (such as a sword or dagger) can cut the strands, but this requires a slow, sawing action over 3D3 CTs time, for the binding effect of the webs do not allow room to otherwise employ a cutting tool or weapon. Those not enmeshed in the webs can hack through one square yard of them every CT. The strands are not otherwise subject to damage—i.e., fire, water, acid, etc., does not affect them.

Casting Grade VIII

Deathgrip Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dread attack allows the touch of the caster to cause instant death in an individual with a current (considering damage taken) Physical TRAIT score of 50 or less. The effect of the Casting will vary for creatures and personas possessing more than 50 points. To determine the Spell's Effect on such subjects, the caster rolls D%, adding the victim's Physical TRAIT score (as modified by any damage taken), and subtracting his or her own STEEP from the result. The final outcome is then found by consulting the table below:

Score	*Resulting Effect*
01-20	Death
21-40	Coma (8D6 days, paralyzed thereafter until cured)
41-60	Total Paralysis (permanent until cured)
61-70	Partial Paralysis (1 limb, permanent until cured)
71-80	Incapacitated (unconscious for 8D3 hours)
81-90	Stunned of 8D6 CTs, Dazed for 8D6 BTs thereafter
91 & up	Persona not affected

Goblingate Spell:

Time: 1 hour/STEEP special — *Other Heka Costs:*
Area: 1 "Gate" — *R&D:* Nil
Distance: 1 chain — *Other:* 1:1 T increase

E/F/M: The *Goblingate* Casting creates a "Gate" of interdimensional sort which is 20 feet high and 10 feet wide. It is typically not standing in mid-air but "against" some surface such as a wall, rock face, etc.—although this is not absolutely necessary in this Casting's case. A "Gate" is virtually invisible, although personas with exceptional visual ability might note a faint distortion in the place where one exists. Heka-sighting ability will note such a thing with ease and even aural seeing ability might detect one.

The *Goblingate's* Effect leads to the Goblin territories of Inner Phæree, and will occur randomly or at some location which the caster envisions when the Spell is activated. The caster and any compatriots, along with all they wear and carry, are transported to their destination.

The practitioner and any associates will be transported in one Critical Turn to their destination, arriving at the random location, or within one furlong of the envisioned one, as appropriate. They are permitted to remain on Phæree as long as they desire (or must), but the Time duration runs as noted, and at its expiration the "Gate" vanishes, the dweomer being negated. In any event, any other party may utilize the "Gate" so as to leave Phæree and arrive on Ærth at whatever location the practitioner chose for the Portal's entrance, on purpose or by inadvertent blundering, during the active period of Casting Effect. There is no theoretical limit to the number of things which can be transported via such a Portal while the Effect is active.

Note that steps to locate and "hide" or protect a Portal can be taken according to the ability of those concerned. Also, the Time duration of this Casting can be lengthened through adding Heka on a one-for-one basis. One Heka point for each hour of Time extended.

Subversion Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Spiritual attack form enables the caster to attempt to overcome an adversary's natural conviction and will by converting that persona temporarily to the caster's own ethos and thus making the subject an ally. The subject's SMPow total is subtracted from the SMCap of the practitioner activating the Effect. The base chance for the success of *Subversion* Effect is 80%. Any positive remainder (the caster has a greater SMCap than the subject's SMPow) is added to this base at the rate of 5% per point. Any negative balance (the subject has a greater SMPow than the practitioner's SMCap) is deducted from the base chance at the rate of 10% per point. The caster then rolls against the modified base chance for success.

Special Success indicates the subject is under Effect for twice normal Time duration. Failure simply negates the dweomer. Special Fail-

ure indicates that the particular subject will never be affected by the practitioner using this Casting. Subjects upon whom this Casting is laid successfully will believe themselves a firm ally and associate of the caster. Thus such a subject will perform as a comrade and cohort of the practitioner in regards to all actions while under the Effect. Not that for purposes of negation or dispelling, this dweomer is certainly considered a malign one!

The Black Wind Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Effect brings a dank, fetid wind which is evoked upon activation of this Cantrip. The wind comes blasting forth from a place and in the direction determined by the caster, and goes rushing continuously onward in the desired direction until the caster ceases concentration on the wind. The evil blast causes blindness in those facing its source, such loss of vision lasting for the Time duration of the Casting only, and inflicts 8D6 points of Spiritual damage upon each and every creature or being it sweeps over as it races past at a velocity of 5 mph per 10 STEEP points of the practitioner in this K/S Sub-Area. Naturally, the wind force will have such other effects as are appropriate to its velocity, as indicated below:

Speed	Wind Type	Effect
10 mph	Light breeze	Leaves & twigs move, light cloth extended
15 mph	Moderate breeze	Small branches moved, dust/papers raised
25 mph	Fresh breeze	Small trees sway, inland water waves crest
30 mph	Strong breeze	Large branches sway, light objects blow
35 mph	Near gale	Trees move, walking vs. wind difficult
40 mph	Moderate gale	Twigs breaking, walking half rate
45 mph	Fresh gale	Large loose objects blown around
50 mph	Strong gale	Tree limbs break, movement half normal
55 mph	Whole gale	Small trees uprooted, roofs torn
60 mph	Storm	People blown down/around
65 mph	Violent storm	Large trees uprooted, structural damage
75+ mph	Hurricane	Devastating effects on all in path

Casting Grade IX

Psychic Agony Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* 1:1 SD
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The *Psychic Agony* Charm is a most terrible Casting aimed at destroying a victim's spirit and battering the subject into complete willlessness. The caster must first forge a Spiritual Link with the intended victim, and this channel is opened automatically on the CT of Effect activation, unless Spiritual armor or some other dweomer resists or prevents this from occurring. Once established, the Link remains open for the Time duration of the Charm—as long as the caster maintains concentration on the subject. While under the Effect of this Casting, the victim will suffer Spiritual damage at whatever rate the practitioner determines. The caster must send Heka along the channel each CT to inflict SD, and damage inflicted thus is at the rate of one point for each point of Heka so channelled in each Critical Turn. No more Heka can be channeled on any given CT than the caster's SMCap rating. A subject reduced to an STRAIT of 0 becomes a will-less zombie under control of the practitioner. (See Spiritual combat in Chapter 12 of the **Mythus** book.)

Summon Evil Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 furlong/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Ritual of five Action Turns casting duration summons whatever Mundane, Preternatural, and/or Supernatural forces of Evil are available and are inclined to answer the call. The Effect remains active for the hours of darkness, ending at dawn's first light, or for a Time duration of 1 hour per 10 STEEP points of the practitioner in cases where night and day are not a consideration.

For each one point of the caster's STEEP in this K/S Sub-Area, about 10 each of M, P, and and/or S TRAIT points are affected, but only one-quarter that number if the summoned is a single being with Heka-use/Powers, half that number if a single creature lacking unusual abilities. Thus, a caster with 100 STEEP will have response from Evil animals, creatures, and/or beings whose total TRAITS were approximately 1,000 in each of the M, P, and S class, or generally 3,000 total TRAIT points where one or another TRAIT is low and made up for by more in one or another. The summoned one or ones appear within 1 chain of the practitioner.

The gamemaster will determine what appears, based on the campaign, the current circumstances, and the player's specifications as regards to what is desired to be summoned.

For instance, a Netherbeing of some considerable potency with its three TRAITS totalling about 750 points might arrive, or else a pack of savage Yeth Hounds with TRAITS totalling 1,500 might come, or else malign carnivores from the subterranean maze with TRAITS totalling 3,000 might sling forth.

Whatever is summoned will generally obey the practitioner's desires, following directions as to what and whom to attack. These summoned Evil things then move forth to seek their quarry, stalking, attacking, and slaying as best they can. They will operate within the Area only, for the Time duration of the Effect, then disappear to whatever is their natural habitat. If the target subject or group is outside the range, or moves so as to pass beyond the area, then the summoned Evil things are freed and will disappear as noted.

Webs of Death Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: These clinging, poisonous webs appear to be nothing other than thick, dusty old cobwebs straggling in pendulous arcs, deepening in a torn and tattered fashion as might the lines and nets of long-vanished arachnids. They are brought into existence by this Casting in the Area indicated.

The Effect empowers in these webs an extremely toxic and nearly-invisible contact poison dust, which inflicts 9D3 points of "Poison" Physical damage (per Critical Turn of contact) to each and every animal, persona, creature, or being (not Invulnerable to Poison) passing into or caught within their confines. The Effective Rate of this Poison is 1 CT (after exposure), so the careless subject might already be moving on into the Area before the first damage is suffered, with a second incidence about to occur the next Critical Turn! Covering, including armor, avails the victim naught, for the fine powdery dust of the poison sifts into cracks and through breathing openings. Only some form of Heka-engendered protection might serve to avoid this stuff. Moving through the Area at the fastest possible rate will reduce the CTs of exposure time, of course, mitigating damage thus.

If the webs are exposed to open flame, they flash into ignition, generating a cloud of poisonous vapors in an area equal to twice the Casting Area, but this cloud inflicts 9D6 points of Poison PD (one time only) on those within it, then dissipates on the next CT without further harm.

Note that webs remain as normal cobwebs, but still radiating a dim Heka aura, even after the Casting Effect which caused them to be poison has otherwise expired. Who can tell which are but ordinary cobwebs and which are *Webs of Death*?

PRIESTCRÆFT—ETHOS OF MOONLIGHT

Casting Grade I

Abundant Game Ritual:

Time: Special
Area: 1 mile + 1 mile radius/10 STEEP
Distance: Centered on caster

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer requires 10 Action Turns to complete, and its Effect doesn't begin until 1D6+1 days thereafter. The Area affected will have an increase of twice or more the existing norm for the locale, from small creatures such as squirrels, birds and rabbits, to large game such as deer, elk, etc. The additional animals will remain in the Area of Effect for as many days time as the Ritual was delayed after activation—i.e., 1D6+1 days. During this period the likelihood of a hunter finding game is thus double normal. No area may be affected by more than one dweomer of this sort at one time, and if a second is laid it negates the first.

Annoyance Cantrip:

Time: 1 CT/10 STEEP
Area: 1 subject
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Cantrip causes the subject to be the target of one of four different Effects, at the caster's discretion. Each of the annoyances will be but a minor bother to the subject, serving mainly as a distraction and slight impediment to Initiative and performance of a Knowledge/Skill Area.

The four Effects are as follows:

Itch: All activities performed at +2 penalty.
Muscle Twinges: All Physical nature activities performed at +5 penalty.
Emotional Pangs: All Spiritual nature activities performed at +5 penalty.
Earbuzz: All Mental nature activities performed at +5 penalty.

The Effect disappears upon expiration of the Time allotted to the Casting through the practitioner's STEEP.

Bigbug Spell:

Time: 1 CT/STEEP
Area: 1 insect *et al.*, special
Distance: Sight to 1 rod

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The dweomer engendered by this Casting causes the enlargement of any normal insects, arachnids, or myriapods in the Distance range indicated. Although the practitioner is able to affect one subject per 10 points of STEEP, all subjects must be within a one-foot diameter Area and in the caster's sight when the Spell is activated. The subject bug(s) will double natural size for each point of the caster's STEEP in this K/S Sub-Area. For instance, a one-inch centipede will become 20 times more massive if the caster's STEEP is 20. As the increase is in all dimensions—length, height, and breadth—volume is concerned, so the 20 times increase means a subject has 20 times the volume, not 20 times the length, height and width. The overall increase in volume results in but approximately 33% of the applicable STEEP longer, higher and wider. Thus, in the example above, the centipede would be 0.33 × 20 = seven times normal—a bug seven inches long and correspondingly high and broad, and with corresponding P TRAIT and Poison Strength as well! Although the subject or subjects are not controlled by the practitioner, careful selection of Area and bug(s) should suffice, for these enlarged ones will behave exactly as would any others not so affected.

At termination of the Time duration, the subjects return to normal size. Any subject killed before the expiration of the dweomer will remain enlarged, however.

The Ethos of Moonlight

53 Total Castings

Grade I Castings

12 Total
Base Heka Cost: 20

Abundant Game Ritual	Annoyance Cantrip
Bigbug Spell	Goodhunt Formula
Growstaff Ritual	Magickal Cudgel Charm
Night Vision Cantrip	Owlears Cantrip
Slumber Cantrip	Snarevine Spell
Starlight Formula	Whisper Charm

Grade II Castings

6 Total
Base Heka Cost: 35

Blursight Cantrip	Enlarge Plant Formula
Mists of Silence Spell	Odorlessness Spell
Stardust Spell	Summon Help Ritual

Grade III Castings

6 Total
Base Heka Cost: 50

Animal Hypnosis Charm	Enlarge Animal Formula
Circle of Moonbeams Spell	Display Aura Cantrip
Lift Charm Formula	Mist & Rain Spell

Grade IV Castings

6 Total
Base Heka Cost: 75

Call Swarm Formula	Confidence Cantrip
Fix Deadfalls Formula	Lunarbeam Spell
Repel Charm	Treemeld Charm

Grade V Castings

6 Total
Base Heka Cost: 100

Displacement Cantrip	Florapass Formula
Ghostly Structure Charm	Light of the Silvery Moon Ritual
Mists of Sleep Cantrip	Monstrous Speech Cantrip

Grade VI Castings

6 Total
Base Heka Cost: 125

Animal Paralysis Cantrip	Contrainfluence Charm
Ærthmother Formula	Floraform Charm
Stoneguise Spell	Will Over Matter Ritual

Grade VII Castings

6 Total
Base Heka Cost: 175

Fæerie Ring Formula	Mists of Delusion Cantrip
Plant Paralysis Spell	Regeneration Ritual
Stormseye Ritual	Vanish Charm

Grade VIII Castings

5 Total
Base Heka Cost: 200

Banshee Wind Cantrip	Grasping Plants Spell

Restore Free Will Formula

Grade IX Castings

5 Total
Base Heka Cost: 250

Alter Aura Ritual	Spiritprism Cantrip

Swanscoat Formula

Goodhunt Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: The *Goodhunt* dweomer affects hunting, trapping, and fishing ability. All subjects are made more proficient in their appropriate STEEP, gaining a 10% increase per 10 STEEP of the practitioner casting the Formula. When attempting to bring down their quarry, each subject will have a corresponding bonus of –1 per 10 points of the caster's STEEP in this K/S Sub-Area—and this applies to Initiative, rolls to succeed with hunting weapons, base Physical damage, Hit Location, etc. The Casting doesn't apply to *Combat* K/S, nor typically to use against humans/humanoids. It does, however, apply to endeavors against dangerous animals, Beasts, Monsters *et al.*!

Growstaff Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The Ritual requires one full Action Turn to complete. Thereafter, whenever the practitioner thrusts a staff into the ground and utters a command word, this dweomer has the Effect of causing it to grow into a huge tree in a single CT of time. This enchanted tree will be 10-feet tall for each one foot of height of the staff, subject to a limitation of the caster's STEEP in feet height. Thus, for example, a practitioner with a staff seven-feet long but with but 21 STEEP gets only a 21-foot tall tree, while a caster of 71 STEEP using the same staff would engender a tree 70-feet tall.

The tree will be one which otherwise grows in the region, such as a palm in the desert, a cyprus in a swamp, etc. Regardless of its sort, the caster and those she or he wishes to allow to do so may clamber up its height as easily as they would climb a ladder's rungs. Others, however will find it particularly hard to get up, with a penalty of +1 per STEEP point of the caster to their normal ability at climbing. (High STEEP makes it likely a leopard or even a squirrel can negotiate the bole of such a tree!) The growth persists until the ecclesiastic negates the Effect of its Time duration expires. Note that once cast and then negated, the Effect cannot be engendered again without the casting of another Ritual.

Magickal Cudgel Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 cudgel-like weapon — *R&D:* 50:1 1D6 D
Distance: Touch — *Other:* 1:1 T addition

E/F/M: This dweomer is laid by the practitioner's touching any normal wooden bludgeon, club, or cudgel—including those with metal bindings and protrusions added for strength and damaging effect (such as an aclis or a morningstar whose composition would be counted as wood with metal additions counting for nothing other than possible construction class addition). The Effect gives the subject weapon the status of an enchanted weapon, adds 10 Weapon Points to it, and adds +1 to each die of Physical damage the weapon inflicts normally. If the practitioner at activation of the Charm invests extra Heka in blocks of 50, each such additional expenditure gives the weapon an extra 1D6+1 points of PD potential throughout the Time duration of Effect. No more than one block of 50 extra Heka per 20 points of STEEP of the caster in this Sub-Area can be invested in this dweomer, If the practitioner believes that conflict will not be immediate or that it will be protracted, the Casting's Time of Effect can be extended by 1 BT for each additional Heka point expended at time of activation.

Night Vision Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer gives the subject enhanced eyesight so that ambient light in the human normal vision spectrum is intensified. Thus, that subject is able to see in nighttime darkness conditions as might a nocturnal hunting animal. Full moonlight and a clear sky is equal to *twilight* visual conditions and range. The darkest, cloudiest night with no visible moon or stars is as a *full-moon* moonlit night conditions. In between, visual ability is as if it were *dusk*.

Owlears Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Owlears* Casting confers enhanced hearing ability upon the subject. Creatures or personas so affected can hear clearly soft sounds such as those made by little animals at distances equal to one chain for every 10 STEEP points of the caster. This audial dweomer enables the subject to identify sound as to what caused it (not necessarily exactly what, but "a larger-than-human creature walking on two feet," or "a big cat creeping up") and its direction.

Slumber Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: When this Cantrip is cast, the caster needs merely to touch the subject to activate the Effect. Note that in the case of an unwilling subject knowingly trying to avoid being touched, the practitioner must score a successful hit in *Combat, Hand-to-Hand, Lethal* or *Non-Lethal* in order to touch the target. The subject will fall into a deep, restful sleep instantly upon touch. Although shouting and shaking, striking or otherwise similarly physically disturbing such subjects will rouse them in 2D3 CTs Time, the enchanted slumber will not be broken by normal sounds whose noise levels are of usual sort or the sounds of movement nearby. Such a subject can even be lifted gently and carried without being awakened.

Snarevine Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 plant Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Snarevine* Spell's dweomer affects any single vine or vine-like fibrous growth or even a projecting plant root in sight of the caster and within the Distance indicated. The subject plant/plant part will then grow and/or animate and strengthen in the CT of Casting activation. At the beginning of the next CT it will have a reach of one rod per 10 STEEP points of the practitioner, a substance equal to hard wood and leather combined, and a Physical rating equal to PMPow and PMSpd of 10 plus 1 per 10 points of the caster's STEEP each. When the caster's Initiative occurs the following CT, the *Snarevine* Effect will cause the subject plant to entwine its length around that individual within its reach upon whom the caster's eyes are fastened. That individual will be so ensnared as to be held motionless and unable to utilize any limbs for any purpose. The plant then continues wrapping its length in such manner as to draw the trapped individual nearer to its root origination, doing so at the rate or one yard per CT.

The individual ensnared has only a 10% chance per point of PMPow ATTRIBUTE in excess of the plant's dweomered strength (PMPow) of breaking free, and this can be attempted each and every BT of Effect. The plant cannot be be removed or cut from the victim. It cannot be uprooted while the dweomer persists. However, it can be attacked from wherever it projects from the ground by one individual weapon, as well as possibly along the ground it had to travel to reach the individual it enwraps, by one weapon per yard of exposed length, if it hasn't managed to pull the individual back to its root place. It has Average Armor of 20 against all kinds of damage except

Blunt, Fire and Piercing, against which Average Armor is 40. The plant can withstand as much PD as its PMPow and PMSpd points combined.

Starlight Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: up to 1 chain radius/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: By means of this Casting the practitioner creates a large area of radiance from which emanate visible light rays whose intensity is equal to those coming from the clear sky on a starry night. This dweomer will take Effect on any overhead surface or in thin air as the caster desires. If cast outdoors, this radiance will actually brighten existing illumination by one degree, so a clear night with a full moon would cause the area beneath the Effect to appear as if it were but dusk, a half moon's light that of a full one, and so forth. If cast upon an overhead surface, the Area need not be radial but can extend in any shape to the size limit dictated by the practitioner's STEEP in this K/S Sub-Area.

Whisper Charm:

Time: Instantaneous special — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer enables its casters to be able to utter as many whispered words as they have tens of STEEP in this Sub-Area. They must do so on the moment of Casting activation, or within one Critical Turn thereafter. Each and every person of the same ehos associated with such practitioners, as well as all those serving the same Pantheon and deity as they, and who know the practitioners, who are in the Area of Effect and are awake and not deeply engrossed in some activity or concentrating on something, will hear that whispered message as if it has been spoken directly in their ear. They will, of course, know the voice as that of the caster. How they will react to the message, however, is another thing, for it bears no compelling dweomer in and of itself.

Casting Grade II

Blursight Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting causes tears to well in the eyes, thus affecting the vision of a selected individual. This Effect causes an Initiative and *Perception* penalty of +10. Any other activity, including combat, requiring a high visual capacity is performed at a +5 penalty or else the Difficulty Rating is one step harder, as the gamemaster deems appropriate.

Enlarge Plant Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 plant special — *R&D:* Nil
Distance: Sight to 1 furlong — *Other:* Nil

E/F/M: The dweomer engendered by this Casting causes the enlargement of any plant in the Distance range indicated. Although the practitioner is able to affect one subject per 10 points of STEEP, all subjects must be within a one chain diameter Area and in the caster's sight when the Formula is activated. The subject plant(s) will double natural size for each point of the caster's STEEP in this K/S Sub-Area. For instance, a three-inch high, nine-inch wide poison ivy growth will become 20 times more massive if the caster's STEEP is 20. As the increase is in all dimensions—length, height, and breadth—volume is concerned, so the 20 times increase means the subject has 20 times more volume, not 20 times the length, height, and breadth. The overall increase in volume results in but approximately 33% of the applicable STEEP longer, higher, and wider. Thus, in the example above, the poison ivy plant would be 0.33 × 20 = seven times normal—a specimen 21 inches high and 56 inches deep and broad, and with corresponding P TRAIT and Poison Strength as well! Trees assume particularly massive proportions through this dweomer, of course. Such exceptionally large subjects lose their dweomered size only slowly at expiration of Effect, dropping one size increment per Action Turn, and in fact never return completely to their former size, retaining an increase equal to one year's growth for each point of STEEP of the caster.

Note that Heka-enlarged fruits, nuts, berries, grain, and so forth which are removed from plants subjected to this Casting do not lose their size increase if they are well away from the parent plant when the Time duration expires.

In regards to intelligent and/or mobile flora, this Casting has an entirely different Effect. Only one plant will be subject to the Casting. The practitioner must decide what will be increased at time of activation of the dweomer: rate of movement and size, or Perception and attack/defense modes. For each point of STEEP, the caster causes an exactly corresponding increase in the subject plant's abilities as opted for at activation. Although the subject is not controlled by the practitioner, careful selection of Area and plant should suffice, for the dweomered one will behave exactly as would another not so affected.

Any subject killed before the expiration of the dweomer will remain fully enlarged.

Mists of Silence Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When the *Mists of Silence* Spell is directed at a target location, the Area is enveloped in a fine, pale cloud of wet vapors, and visibility therein is reduced to 1D3 rods on any given CT. All sound within the area of effect is completely deadened. In addition to causing the inability of any and all creatures within the area to project sounds or hear what is happening, this Spell will also effectively ruin many Castings, as a considerable number require some verbalization on the caster's part in order to bring about activation of Effect. It will not, however negate magickal Castings such as *Message, Whisper,* or the like which originate from beyond the spell's limits.

Odorlessness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: This Casting removes all traces of odor associated with the subject creature(s) and/or object(s). This dweomer will thus hide the subject from creatures such as bloodhounds which rely on superior olfactory sense to locate or track. Note that a living subject under this Effect will include not only the persona or creature or being, but all that that subject wears and carries.

Stardust Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: A whirling, glowing cloud of fine silvery particles is generated upon activation of this Casting. If the Area is dim or dark, the illumination from the *Stardust* Spell Effect will brighten it perceptibly, making it appear that it was bathed in the rays of moonlight. Although those within the Area of the dweomer are not subjected to any damage, they are temporarily helpless while inside, due to the blinding and choking effects of the sparkling motes. They must move at normal walking rate in a random direction to escape the Effect Area, for they cannot tell where it begins and ends. Immediately upon exiting the Area, however, a subject is able to perform normally once again.

Summon Help Ritual:

Time: Instantaneous special — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer enables its casters to be able to utter as many whispered words as they have tens of STEEP in this Sub-Area. They must do so on the moment of Casting activation, or within one Critical Turn thereafter. Each and every person of the same ethos associated with such a practitioner, serving the same Pantheon and deity as the caster, and who know the caster, as well as any animals or creatures trained by the caster as companions and/or guards who are in the Area of Effect and are not soundly asleep or not deeply engrossed in some compelling activity or concentrating wholly on something, will hear that whispered message as if it has been spoken directly in their ear. They will, of course, know the voice as that of the caster. All such individuals will know that the practitioner requires assistance and will react according to that knowledge and their own bent. Trained animals/creatures will respond with such obedience as is typical of their kind, of course. Compare *Whisper*, above.

Casting Grade III

Animal Hypnosis Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer enables the practitioner to affect one or more animals as follows: Small ones of up to about 25 pounds weight are affected at one per STEEP point. Those above that and up to about 125 pounds weight require 5 STEEP points to affect. Animals of greater weight up to about 750 pounds require 10 STEEP to affect. Those above that to a weight of about 2,500 pounds require 20 STEEP points each. Any animal above 3,000 pounds weight requires all STEEP and is affected only if the caster has 31 or more points. Note that cold-blooded animals are one DR step harder to bring under this Effect.

The dweomer will cause the subject animal or animals to be mesmerized by the caster. The subject(s) will stand still, allow the practitioner to approach and touch, and follow the caster if she or he so wills. Any threat or physical harm to a subject will break the dweomer with regard to that animal and any others witnessing the event. Upon expiration of the Effect, the subject returns to its normal state.

Enlarge Animal Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 or more animals special — *R&D:* Nil
Distance: Sight to 1 furlong — *Other:* Nil

E/F/M: The dweomer engendered by this Casting causes the enlargement of any normal warm-blooded animal in the Distance range indicated. Although the practitioner is able to affect one subject per 10 points of STEEP, all subjects must be within a one chain diameter area and in the caster's sight and at Formula Distance when the Casting is activated. The subject animal(s) will double natural size for each point of the caster's STEEP in this K/S Sub-Area. For instance, a one-foot high falcon will become 20 times more massive if the caster's STEEP is 20. As the increase is in all dimensions—length, height, and breadth—volume is concerned, so the 20 times increase means the subject has 20 times more volume, not 20 times the length, height, and breadth. The overall increase in volume results in but approximately 33% of the applicable STEEP longer, higher, and wider. Thus, in the example above, the falcon would be 0.33 × 20 = seven times normal—a bird seven-feet high and correspondingly deep and broad, and with appropriate P TRAIT and attack weapons as well! Although the subject or subjects are not controlled by the practitioner through this dweomer, careful selection of Area and animal(s) should suffice, for the enlarged ones will behave much as would those not so affected. Note that this Casting can be employed with respect to animals friendly to, trained by, and/or under control of the practitioner. Upon expiration of Effect, the subject(s), if alive, returns to normal size without incurring any harm in the process. Any subject killed before the expiration of the dweomer will remain enlarged.

Circle of Moonbeams Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP point special — *Other:* Nil

E/F/M: This Spell creates an Effect of a multitude of pale rays which resemble beams from a full moon. These rays illuminate the Area of the dweomer. However, the beams appear and disappear, flash on and off, moving and shifting as might spotlights or moonlight on a night where ragged clouds rapidly pass before the face of the moon, shadows from tossing branches brightening and shadowing the areas within view of the onlooker. Practitioners must decide at time of activation whether they will center this dweomer on a fixed point within the Distance range indicated or else upon themselves so as to make it possess a mobile Area of Effect. The Effect causes these rays of ever-changing illumination to hypnotize those animals, creatures, and beings in the Area, save for those individuals who are of the same Ethos as the caster. The caster, and all of Moonlight Ethos, are immune to the hypnosis.

All subject to the hypnotic Effect will cease movement immediately and watch the play of the rays, gradually falling into a trance-like state of slumber over a period of 2D6 CTs. Thereafter, these subjects will be deeply asleep as long as they remain in the Area and for 2D6 BTs thereafter. However, a subject with a SMPow has that percentage chance of being able to resist this dweomer, the roll being made at DR "Moderate"—DR "Easy" if possessing the *Priestcræft* K/S Area, and with a 10% addition of that STEEP to their SMPow if also under Vow.

Display Aura Cantrip:

Time: 1 AT + 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Casting causes the aura of the subject to become clearly visible to all present. It also negates any form of aura masking, but is itself negated in the process, so while discovering the screening it does not then show the aura.. This dweomer will not work to reveal a change if there is an alteration of aura through Casting or Power, but will show the altered colors only, without any indication that they are not actual and true.

Lift Charm Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Formula's Effect operates to remove the Effect of magickal Glamours (Glamors, Glammers), affecting the subject's perspective and/or mind as well as to free that one from *Hypnosis* and/or *Magnetism* K/S effects. The STEEP of the one placing the Effect on the subject is compared to that of the practitioner in this K/S Sub-Area in order to find the DR determinant for success:

Practitioner's STEEP is:	*Difficulty Rating*
21 or more points higher	Easy
20 to 11 points higher	Moderate
Within 10 points of the other's	Hard
11 or more points lower	Difficult

Mist & Rain Spell:

Time: 1 AT/STEEP point Special — *Other Heka Costs:*
Area: up to 1 chain radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer will have immediate Effect upon activation only if the weather is already partly cloudy to cloudy and damp, or the atmosphere has high humidity and no hot sun is overhead. Otherwise there will be a delay of one day for each shift in conditions necessary for the dweomer to occur. In desert regions, for instance, it would take about seven days for this Effect to prevail, while in otherwise wet temperate regions it would take only one day if at the moment of activation it happened to be sunny and clear, and humidity was low.

When active, the Effect brings a fog in one BT, and this vapor thickens for 1 AT, then thins as misty rain begins to fall gently in the Area determined, but to the maximum indicated by the practitioner at the time the Spell was laid. Normal visibility will be limited to 1D3 hundreds of feet on any given AT in daylight, 1D3 tens of feet at night. Odors will become 25% less detectable per hour of exposure to this Effect.

This slow precipitation of moisture will cover everything and soak into the ground rather than run off, save in places where the surface is impervious to water (hardpan clay, igneous or metamorphous rock, etc.). In one hour's time everything so subjected will be wet to such extent as to be highly fire resistant. Small fires will be extinguished, larger ones reduced to about half previous size and heat, and this gradual diminishment will continue hour by hour, so that after some six to eight hours even a vast, raging forest fire will be little more than smoldering embers.

Plants suffering from drought will begin to revive; others to flourish in but a few hours of this Effect. Easily germinating seeds will begin sprouting. Moisture-loving plants and crops will be particularly invigorated by the dweomer, and each hour they spend under the Effect is as if a full day has otherwise passed with regard to maturation and growth.

Casting Grade IV

Call Swarm Formula:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer invokes some 10,000 wild, aggressive bees per STEEP point of the practitioner activating the Effect. These insects arrive in a compact swarm in the center of the Area. The bees consider the radial Area, and possibly a rod or so beyond it too, their inviolate territory, and so they will savagely attack any large or bee-threatening living creature (human or otherwise) they find therein. Each subject of bee attack will suffer 1D3 stings per Critical Turn. These bees are of a sort whose poison is strong, and a sting from one is equal to 1 point of Poison PD, on a one-time only basis. However, for every 6 PD points so suffered, the victim will take an additional 1D3 cumulative Poison effect damage. Therefore, casters are well advised to center the Formula at as great a Distance from themselves as possible.

Confidence Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 S addition

E/F/M: This Cantrip temporarily increases Spiritual Metaphysical ATTRIBUTE totals of the subject by enabling the caster to increase the faith and willpower of that single subject (who may be the caster). The Effect works by boosting all of the subject's Spiritual ATTRIBUTES, each by 1 point for every point of STEEP possessed by the caster, subject to a maximum possible gain of the caster's SM CATEGORY (SMCap and SPCap if a Partial Practitioner) total in points, and limited by the human maximum possible of 40 in any Spiritual ATTRIBUTE. The gain is carried also as a false S TRAIT total, and Spiritual damage inflicted on the subject is taken from this false total prior to incurring actual Spiritual damage. The caster must invest extra Heka at time of activation to grant the added points to Spiritual ATTRIBUTE and TRAIT total.

Example: The practitioner has STEEP of 46 and an SM CATEGORY total of 62. That caster is thus able to grant a total of 46 points (limited thus because of STEEP) to the subject's six ATTRIBUTES (SMCap, SMPow, SMSpd, SPCap, SPPow, and SPSpd) equally, each in turn, or so as to provide that increase doesn't place any of these above the 40 maximum. The cost in extra Heka in this case is 46. Compare the Balance Ethos Casting, *Enhance Purpose.*

Fix Deadfalls Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 square rod/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When this Casting is activated, an area of woodland or any natural sort of outdoor terrain becomes a deadly place for all therein because of the traps created by this dweomer. Whether laid along a road or path or set as a barrier area, the Effect creates one hazard within each square rod of the Area affected. Only Heka-enabled detection or the ability of one skilled in *Hunting/Tracking* K/S (roll against STEEP, DR "Difficult") can detect any one such hazard, and it is unlikely all will be found. Thus, whenever there are individuals passing through a place within the Area, there is a 25% chance per hazard therein than one (or more, depending on numbers, disposition and movement) will be caught. The three hazards effects are:

Deadfall: 8D6 Piercing or Impact (50/50) PD, and victim pinned until freed by others.

Pit, Camouflaged: 1D6 Impact PD plus 4D6 Piercing PD from stakes.

Snare, Neck: 2D6+2 PD, roll for Location—if Super Vital victim has a broken neck; if Vital then death by strangulation will occur in 1D3+3 BTs time.

In barren areas only *Deadfalls* utilizing rocks and/or pits will exist. The exact nature and mix of all traps is up to the decision of the GM as based on the players request. Note that on expiration of Time all the magickally created hazards disappear without a trace. Compare the Dweomercræft Casting, Green School, *Snares, Pits, & Deadfalls.*

Lunarbeam Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

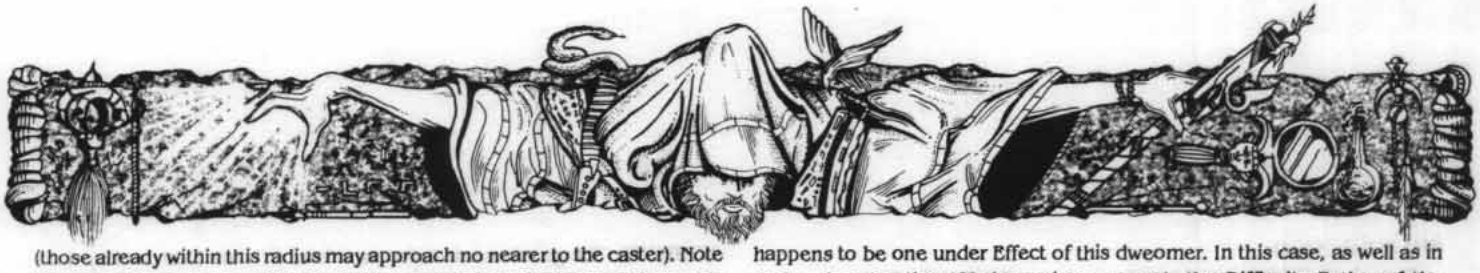
E/F/M: This dweomer causes the appearance of what is essentially a "spotlight" of illumination equal to the brightest light from the full moon on the clearest night. Its diameter of Effect is the Area noted, and the practitioner activating it then controls the movement of this Area through sight and concentration. As long as the caster is able to see what is desired to be the central point of the Area, the *Lunarbeam* Effect will stay on it! Furthermore, at any time it is so desired, the caster can fix the focal point on any subject, living or not, so that the Effect will follow it regardless of the practitioner's concentration or what the subject does to escape the illumination.

The light shed by this dweomer will negate shadows and magickal Darkness in its Area of Effect only for so long as it shines thereon/in. It doesn't permanently negate or dispel such dweomers.

Repel Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* 1:1 Heka R
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Repel* Charm sets up a magickal field of repulsion versus a single subject or class of subjects or objects. A subject/object class so affected is physically unable to approach nearer than one rod of the caster



(those already within this radius may approach no nearer to the caster). Note that any subject/class other than the one provided for is/are not so constrained. In any case Heka in all of its forms, save as regards to a specific object class (such as "enchanted arrows," for example) is able to pass freely the field Effect, unless the dweomer is specifically aimed at preventing Heka. In this latter case, the practitioner will have to invest additional Heka on a one-for-one basis to repel Heka aimed at the Effect Area. When the Resisting Heka is expended, the Casting is then negated.

The subject/class must be carefully specified, and in some cases it can be broad. "Humans and humanoids able to use any form of *Combat* K/S" or else "Poison gas," "Water," or even "Missiles of the same general construction and shape as arrows, bolts, and quarrels" are each quite suitable subject/object class considerations for the Effect to repulse. The subject/object group can be as narrow as desired too, of course, such as "Exclude Reston the Peckless" or "Permit no witch or warlock to come near."

Only one such dweomer may be active in an area at the same time.

Treemeld Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Self — *Other:* Nil

E/F/M: Upon activation of this Charm, the practitioner or other subject is able to attune his or her vibratory frequency so as to be able to step onto living wood as if it were empty space. The dweomer is such that such subjects merge with the chosen tree, and when within its trunk they are as if at rest in their own lodging. They need no food or drink, and time spent thus melded is equal to meditation, if a caster so desires, with regard to all things, including healing and recovery of Heka. The sensory capabilities of such personas when under *Treemeld* Effect are by no means reduced. They are able to see what is around them, hear, and smell odors as if there were no bole encasing them.

In addition, they are able to feel the vibrations in the ground via the tree's roots, noting human footfalls, for example, at a distance of one chain per foot of the trunk's diameter. Note that practitioners need not stay within a single tree during the Effect of this Casting; they can move around freely, going into and out of boles as they choose, the latter being done as if they were moving normally, even though they are literally "walking through trees." Of course, they are visible to any observer when so doing. Compare this Casting to that of the same name in Dweomercræft, Green School.

Casting Grade V

Displacement Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer causes the light striking its subject to so bend and reflect as to make such individuals appear to be as many inches removed from their actual position as the caster who laid the dweomer has STEEP points in this K/S Sub-Area. This light distortion occurs despite the movement of such a subject, so that on any given CT a viewer relying principally on visual senses will be uncertain of the subject's actual location, unless that viewer has physical contact with persona.

Any attempt at direct attack, including all *Combat* K/S forms, by an individual utilizing visual senses as a principal means of location upon one under *Displacement* dweomer Effect will fail to succeed automatically on the first attempt, and Special Failure chances are doubled. Subsequent attempts by the same attacker will always suffer a penalty of +1 per five inches of actual displacement between location and light-distortion-indicated location. Area attacks are not usually affected by this dweomer, unless the central subject happens to be one under Effect of this dweomer. In this case, as well as in such others as the GM determines warrant, the Difficulty Rating of the Casting's success chance will be harder by one or two steps.

Double *Displacement* is not possible, and a second dweomer placed upon the same subject will cause both to be negated. This Casting, however, does not interfere with Heka armor of any sort.

Florapass Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 passageway — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This dweomer enables its casters, and all persons they choose to take with them, to travel through wooded, jungled, and similar flora-covered terrain, unseen, making no sound, leaving no trace or scent. The Casting's Effect is such that it even provides for safe and easy crossings of water, mire, etc., lying in and/or athwart within the course or the passage without getting wet or muddy, for the dweomer enables the practitioner and associates to go above the surface of such stuff. Only a faint residual dweomer, lingering afterwards for as many ATs time as its Effect was active, marks the route of this Formula's Effect. Note that it is a counter to many other Castings, including those which trap, those which bring dangerous fauna to threaten, *Call up Nature Spirits, Pungirot,* etc. Compare the Dweomercræft Casting, Green School, *Hiddenpassage.*

Ghostly Structure Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 cubic rod/10 STEEP — *R&D:* 1:1 Heka R
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This quickly activated Casting creates a temporary structure of the persona's choice. The structure created can be a simple, one-room building, a wall, a bridge, or any other type of construction resembling that which is human-made. In nighttime conditions, the Effect is virtually invisible until a viewer comes within about 100 feet, less if the light conditions are lower than bright moonlight. In the daytime, it is seen at about half the distance such a structure would normally be noted. The structure will appear to be mirage-like or ghostly, with a haziness, transparency, and blurry quality to the whole, as if the entire thing were slightly out of focus or not really there at all.

The practitioner and all invited inside (or on) the *Ghostly Structure* Effect will see it as a firm and solid one just as if one built by the finest workmen of the best materials suited for that purpose. Others outside who attempt to enter or use it will find it as insubstantial as air! They will simply pass through it with a slight resistance being the only thing noted to prove they are so doing. In any case, the enchanted structure is capable of withstanding damage from Heka-based attacks up to 5D6 points plus whatever additional points the caster elects to expend on such Resistance, on a one-Heka-point per point of Heka damage basis.

Light of the Silvery Moon Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 foot diameter/SMPow of caster — *R&D:* Nil
Distance: Point determined by caster — *Other:* 1:1 Heka special

E/F/M: This Ritual of varying duration of casting creates one of the various forms of Exclusive or Inclusive Pentacles in the indicated Area, surrounding the point determined by the practitioner. The Exclusive Pentacle serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a "door" for such is provided for by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection (or the Pentacle itself, if temporary) is negated. Inclusive Pentacles keep whatever is inside the radius locked

therein. The types of Pentacles which may be used, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	4 Action Turns	Permanent	Hard
Complex, Mental	4 Action Turns	Temporary	Hard
Simple, Runic	6 Action Turns	Permanent	Difficult
Complex, Physical	8 Action Turns	Permanent	Difficult
Complex, Runic	9 Action Turns	Temporary	Difficult
Complex, Runic	12 Action Turns	Permanent	V. Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus 2 × STEEP (in this Sub-Area) in points. For details of how a Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting duration Time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (less favorable) modification.

Mists of Sleep Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Cantrip creates an Area of Effect whose sleep-inducing mists affect instantly all creatures with 25 or less Spiritual TRAIT points. For each creature or persona with a S TRAIT of 26 or more, casters of this Cantrip first roll D%, then add the subject's TRAIT and subtracts their own STEEP score. If the result is 50 or less, the subject is overcome by the dweomer and falls so soundly asleep as to be impossible to rouse until the Time duration of Effect expires or the dweomer is otherwise negated or dispelled. Even those who do not so slumber will be drowsy and slow, with a +20 Perception penalty and a +10 Initiative penalty. Those of human sort will tend to seek shelter from the mist, and will be totally unprepared for anything other than rest and comfort.

Monstrous Speech Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Hearing to 1 yard/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Monstrous Speech* Cantrip enables the caster to speak to and understand non-human creatures of all sorts, including Beasts and Monsters too, insofar as such creatures have and employ some form of verbal communications. Such casters hear and understand and speak the language natural to the speaker in question, but must roll versus their *Native Tongue* K/S at DR "Moderate" once per different language spoken to determine success or failure of attempted communications in the dweomered speech form. A failure doesn't negate the dweomer, but means the caster cannot manage the language in question. A Special Failure does break the Cantrip's Effect. However, a Special Success at anytime before such event means that no additional K/S rolls needs be made during the Time duration.

Casting Grade VI

Animal Paralysis Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer enables practitioners to paralyze temporarily up to as many animal subjects as they have tens of STEEP in this K/S Sub-Area. The Effect simply stops the subject animal's Mental activities and fixes its muscles in place for the duration of Time, without otherwise affecting it in any way. All subject animals must be within the boundary of the Area noted. Any animal or being entering that Area thereafter does not affect the dweomer's duration. The Effect must be negated or dispelled to shorten its Time.

Contrainfluence Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 1:1 Protection special

E/F/M: This Charm allows the caster to direct Heka instantly into a protective barrier which prevents another creature or persona from sustaining Spiritual damage. Unlike other Castings that provide Spiritual armor or shielding, however, the *Contrainfluence* will also serve to counter existing Spiritual damage by healing it on a one-for-one basis—thus forcing an enemy to expend more Heka to assail, control or influence the subject. The practitioner must expend Heka at the moment of activation to serve as the Force of the *Contrainfluence* barrier. Up to the caster's S TRAIT in points of Heka may be so directed.

Note that any damage which the subject suffered prior to the casting of this Charm will not return upon its expiration!

Ærthmother Formula:

Time: Special — *Other Heka Costs:*
Area: 1 or more subjects — *R&D:* Nil
Distance: 1 rod — *Other:* 1:1 healing special

E/F/M: By use of the *Ærthmother* Formula, an ecclesiastic creates a safe haven for the hurt, sick, and poisoned. This dweomer must be laid in a place where nature is clean and unspoiled (but not necessarily free from the hand of humans). A cottage and garden in a copse of trees, a shady place in a woodland meadow, a bower beside water, an oasis sheltered by palms, and so forth are all ideal settings. However, less "soft" but very natural places are also as beneficial, from a mountain cave to an arboreal "nest." The Casting is laid on such place to activate its Effect in the Area, and the subject or subjects must rest quietly therein until the dweomer has completed its course. The dweomer can benefit its subjects in one (not both) of the following two ways:

(1) The Effect will instantly counter both a Disease CON-R and/or Poison STR equal to or less than the caster's STEEP in this Sub-Area for one or two subjects, each with one such malady to be countered.

(2) It will otherwise cure two Minor Insanities in one or two subjects (one each) or one Major (Madness) one in a single individual. All dweomered Effects of control, domination, fear, terror, hypnotically implanted ones, and the like which might linger in the subject individual(s) are instantly dispelled by the *Ærthmother* Effect.

In addition, the Casting can cause healing of damage. Regular healing is at sleeping rate when the subject(s) are resting, double that rate when the subject(s) actually sleep. Furthermore, for each extra point of Heka invested in this Casting by the practitioner at time of activation, one point *each* of Mental, Physical, and Spiritual damage will be healed. This special healing occurs at the rate of one each per hour in as many subjects as require it, by TRAIT, until all are restored to full normal totals or the Heka invested for this purpose is exhausted. Very little additional Heka expended is thus wasted!

The Time duration extends for as many days as the caster has tens of STEEP, or until all subjects in the Area of Effect at activation of the dweomer are healed, whichever first occurs.

Floraform Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This dweomer enables the practitioner, along with all worn and carried, to take the form of any sort of flora desired—tree, shrub, bush, flower, fungi, no matter what. Transformation requires one complete Battle Turn to accomplish, the practitioner's form seeming to grow hazy and indistinct over 30 seconds time, then in the last six seconds a vegetable form appears suddenly where the caster's body had been.

Regardless of this change from their own body to plant form, such ecclesiastics retain all of their Mental, Physical, and Spiritual TRAITS, as well as any dweomers cast upon themselves or their possessions. Heka-engendered Power(s) can probably be employed while under a *Vegetate* dweomer, and casters can return to their own form anytime they will, without negating the Effect of the dweomer, as long as this Charm's Effect remains active. Note, however, that unless the particular form of vegetable life they have chosen to assume or later adapt (see hereafter) is able to utilize Castings, no such practise can be conducted while in this state. Ground vibrations can be sensed and interpreted up to a maximum range of a caster's PN CATEGORY in yards or a radius equal to the plant's height, whichever is greater. Any other sensory means typical of the flora form will likewise be available to such practitioners.

If transformed practitioners accept the basic plant form as that they desire and are left undisturbed for one or more hours uninterrupted time, then this is time equal to being in a *Meditation* state with regard to acquisition of Heka. Each hour so spent also heals damage as if a day of time had elapsed.

Should such practitioners choose, they can cause their vegetable form to develop sensory organs similar to their own, as well as movable grasping appendages, motive appendages, etc. Each such addition to the base form requires 1 AT of time to develop, unless previously determined upon at activation of the Casting. The extra Heka cost for such additional things is 50 per (normal) sense or appendage, and it can be expended at any time during the duration of Effect if a practitioner has available personal Heka. Thus, an ecclesiastic might expend 250 points of extra Heka upon Charm activation to give a willow tree form "eyes," "ears," a "nose," a "mouth" and outer surface "skin" feeling—all immediately there and equal to whatever the caster's own body possesses. Later on, the caster might desire four arm-like appendages to use, so with another 200 Heka the willow form will develop four such flexible limbs, with twig "fingers and thumbs" too, in but 4 ATs period. Finally, some time later, the practitioner might desire to move off to some other location, and so again would expend Heka, this time 100 points for a pair of motive "legs" for walking. In 2 ATs time the roots would contract, meld, and shape themselves into two stout "legs" with splayed "feet" and radiating root "toes" for a steady base. Such caster-willows would then able to lumber off at a rate equal to that they possessed in their own body!

Attack potential of the vegetable form assumed might be greater than that possessed by such individuals in their own form. The willow example used above, for instance, would have only the combat ability possessed by the practitioner, but its PD addition would perforce be greater due to mass, reach (thus velocity), and scale of weapon (area struck). A +20 might be in order. Conversely, Initiative in Physical (non-Casting/Power-use) would suffer a –20 or thereabouts penalty for slow, vegetable reactions.

Finally, the reader is alerted to the matter of the Physical protection afforded by the vegetable form. While it will not be less (worse) than that of the caster's own body prior to the change, it might be better. A large tree's bole and greater limbs have Invulnerability to Blunt and Piercing PD, and Chemical, Fire, and Poison threats are at worst considerably reduced in relation to the animal body of such a practitioner. Damage to foliage and minor portions of a tree are incidental, so most attacks in such areas can be counted as producing about 10% normal PD. Electrical attack forms will do twice normal PD, of course, but only after Heka-enchanted or Heka-based protections have discounted basic effects.

Compare the Dweomercræft, Green School, Casting, *Vegetate*.

Stoneguise Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Stoneguise* Spell enables casters to lay a dweomer upon themselves or another subject, and the Effect of this is to make such individuals, along with all they wear and carry, appear to be stone. Thus, subjects can appear to be a statue, or actually press themselves against rock so as to appear as a figure carved in *bas* relief thereon, or merely a projecting bit of the contiguous substance of the stone. Subjects can appear to be a rock, boulder, etc. They might move into a hollow place so as to fill it or press themselves so far into the stone as to seem to be the rock face or a smooth portion of stone wall. If desired, a subject will be able to actually "walk" through dirt, gravel, clay etc., at normal (half-speed) movement rate, half that (one-quarter normal speed) if "walking" through solid stone. However it is easy to lose one's sense of direction when doing this, and if the dweomer's Time duration runs out while so engaged, the subject will be entombed!

Subjects of this Casting will have the same odor as stone, and their substance, including that of garments and equipment, will feel exactly as if it were some form of mineral—limestone, granite, marble, etc. In fact, they will have the Physical protection equal to hard stone, but their Initiative will suffer a penalty of +20 while under this dweomer, and each Speed ATTRIBUTE will be at 50% normal, and so will speed of movement.

The Effect can be negated at will by the subject, the dweomer requiring one Critical Turn to negate. As with most Castings, this one can be negated or dispelled by appropriate Heka-enabled devices, Castings, or Powers.

Will Over Matter Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual requires but one Action Turn to complete. The Power of this Casting enables the practitioner to alter temporarily the Physical characteristics of a non-living, non-magickal object's substance affecting size, weight or composition, etc.. Thus, an item can be made smaller, larger, lighter, heavier, transparent, opaque, etc. The object will maintain such altered characteristics for only as long as the Time duration of the dweomer, but it will meanwhile be subject to all physical laws of the new state. For example, a boulder blocking a cave entrance could be made much smaller and lighter in order to ease movement by the practitioner and/or any associates, or an iron strongbox full of gold could be made to have the weight of a wooden crate full of silver or possibly tin.

The object affected can be no larger than about one cubic rod per 10 STEEP points of the practitioner. A portion of a greater object *cannot* be subjected to this Effect. No object may be altered by more than about 1% normal per STEEP point of the practitioner, to a maximum of 90% of its actual size/density/weight/nature through this Effect, but a second or even multiple layings of this same dweomer are permissible. Some truly radical changes can be accomplished thus!

Casting Grade VII

Færie Ring Formula:

Time: 1 hour/STEEP special — *Other Heka Costs:*
Area: 1 Gate special — *R&D:* Nil
Distance: 1 rod — *Other:* 1:1 T increase

E/F/M: The *Færie Ring* Casting creates a Gate of interdimensional sort

which is from approximately one-rod diameter to one chain in radius, depending on its nature and locale. The larger the Area, however, the greater the number of Færie Folk who will appear to protect it. This Formula will work only at night when the sky is mostly unclouded. It is very important to likewise remember that returning through such a Portal can be accomplished only when it is night on Ærth!

This Gate must be so laid as to be within a ring or stones of any sort, or else a large, natural fungi ring, and in any case the surface inside the Circle must be grassy and grown with plants and flowers. A Portal of this sort is, as usual, virtually invisible *per se*, although the presence of contained guardians is a sure giveaway, and even otherwise one with exceptional visual ability might note a faint distortion in the place where a Gate exists. Heka-sighting ability will note such a thing with ease, and even aural seeing ability might detect one.

The *Færie Ring's* Effect leads to and from a similar setting in the Seelie territories of Outer Phæree, and will occur randomly or at some location which the caster envisions when the Formula is activated. Upon its activation, a band of basically nocturnal inhabitants of the outer world of Phæree will appear in the circular Effect Area, able to go nowhere else (outside its circumference) without permission from the caster. They will number one member for each one-foot diameter of the Circle of Effect. If they are given gifts and prescribed offerings, they will pass the practitioner and any associates along through the Gate, remaining behind to guard it, but only from darkness until dawn of each day; for when contained in such a Circle they must perforce return to their own Sphere during daylight. If they are also permitted to exit the ring and are given such additional incentives as are adequate and pleasing to them, they will remain on Ærth to protect the Portal, assist local inhabitants, and so forth, even through daylight's passage, until the moment before the Portal's Time duration expires, at which instant they all will have foregathered and will hop within the Circle and return to their home.

The caster and all who permitted to accompany that persona, along with all they wear and carry, are meanwhile transported in one Critical Turn to their destination on outer Phæree, wherever that may be. They will arrive at a random location, or within one chain of the envisioned one, as appropriate. They are permitted to remain on Phæree as long as they desire (or must), but the Time duration runs as noted, and at its expiration the Gate vanishes, the dweomer being negated. In any event, any other party on Ærth can and may utilize the Gate as possible considering the Færie Folk, if any, there. Similarly, those of Hobgoblin (or even Goblin) ilk finding or blundering into it can use it to leave Phæree and arrive on Ærth during the active period of Casting Effect. There is no theoretical limit to the number of Hobgoblin (or Goblin) sorts who can be transported via such a Portal while the Effect is active. These "interlopers" are by no means constrained to remain within the Casting's ring of Effect on Ærth!

Note that steps to locate and hide or protect a Portal on Phæree can be taken according to the ability of those concerned. This is difficult, however, considering the Powers of many inhabiting the world.... Also note that the Time duration of this Casting can be lengthened through adding Heka on a one-for-one basis, Heka point for hour Time duration extension.

Mists of Delusion Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: Through use of this Cantrip, ecclesiatics are able to create an Area in which layers of fog and misty vapors reduce vision to 1D6 yards on any given Action Turn. Furthermore, they can generate within the Area one distinct animated image of an animal, creature, or Being for every 10 points of STEEP possessed, as well as two relatively static images of things such as a tent, chair, table bearing dishes of food, sleeping figure, fire, etc. By predetermination at the time of activation, the caster is able to have the illusory figures perform as if they were players on a stage, but through concentration she or he can control the actions of these illusory images so that they do and say what the caster wishes at that moment, as long as the practitioner is within the Distance allowable for casting and controlling this dweomer. In addition to visual and audial components, the images of this Effect have olfactory, taste, and touch as well. The caster can remain to control the illusion or otherwise leave it to run its programmed course.

All subjects entering or within the Area of mist will absolutely believe that these are real, unless they successfully disbelieve. Each subject is entitled to a make a roll against SMPow at DR "Hard" ("Moderate" if a possessing the *Priestcræft* K/S, and at +10% STEEP therein if under Vow as well). Those subjects failing will be totally convinced that these images are real, a Special Failure indicating only absolute conviction. No amount of telling them otherwise will sway them from this belief and conviction. In the case of belief, the images can inflict actual Physical damage on subjects, if the caster causes the images to attack. The caster can, if desired, cause the images to attack, and thus inflict 7D6 points of Physical damage total (in separate or combined attacks on all subjects) per Critical Turn to those within the mist. If reduced to zero Physical points thus, a persona or other being will believe itself slain and actually die unless "treatment" of usual sort is administered to "save" them—all just as if the PD were real. Otherwise, all but 10% of the points of PD will vanish when the dweomer's Time expires.

Plant Paralysis Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer enables its casters to paralyze temporarily up to as many plant subjects as they have tens of STEEP in this K/S Sub-Area. The Effect simply stops the subject plant's motive activities and fixes its physical form in place for the duration of Time without otherwise affecting it in any way. All subject plants must be within the boundary of the Area noted. Any creature or being entering that Area thereafter does not affect the dweomer's duration. The Effect must be negated or dispelled to shorten its Time. Note that this Casting is effective when employed against dweomers giving mobility or attack motive to plants and/or plant parts. It is also useful against a practitioner in plant form.

Regeneration Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The Ritual must be performed for 10 ATs (1 hour) each day during the course of the process of restoring a lost organ or limb to the subject. By the Effect of this Casting the subject will regenerate a lost organ (such as an eye, eardrum, etc.), or a limb or appendage (leg, arm, foot, hand, toes, fingers, ear, nose, etc.). Note that this dweomer can be applied, at the caster's option, to any living creature. Each time the Ritual's Effect is activated, the subject will be strengthened and fortified, his or her body prepared for the creation of the new organ or limb. After one day, at the laying on of the second Casting of the Ritual, the Effect has a chance of succeeding, the percentage equalling the caster's STEEP, plus the subject's P TRAIT, at DR "Extreme." A roll must be made. Failure means that another roll must be made accordingly on the third day. (If it is a Special Failure, the *Regeneration* dweomer will never work to restore the lost portion of the subject's body. This applies to all successive attempts made on subsequent days.) Success indicates that the lost portion will be restored. Each successive day, the Difficulty Rating becomes one step easier, until the seventh day when the DR is "Easy." (If

failure of any sort is indicated on this last attempt, the result is the same as a Special Failure). Success will indicate that an organ or limb is restored in 10D3 days, 5D3 if a Special Success.

Compare the Sun Ethos Casting of the same name.

Stormseye Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Casting of this Ritual requires two to six ATs time, depending on the severity of the weather to be countered. This dweomer enables the practitioner to create a radial Area whose Effect is to lessen any weather force of storm sort, whether cold or hot, wet or a dust or sand storm. In normal conditions the *Stormseye* Ritual takes only two ATs to complete and will counter typical conditions so as to make the Area subject merely to some moderate experience of what is occurring around it. Thus, a heavy rainstorm with hot temperature and winds gusting to 40 mph would be undergone as drizzle with warm temperature and a 10 mph wind. The greater the degree of severity of weather to be countered, the longer the Ritual must be cast, so that for effectiveness against a hurricane, for instance, the maximum time is required. Note that the dweomer generally reduces severe weather by 75%, based on normal prevailing conditions as compared to the special one occurring around the Area of Effect. Thus, for example, if prevailing conditions are normally around 32° F, and a blizzard with –50° temperatures occurs, the Effect will reduce the 82° difference to one of but 21°, or a temperature of 11° F within the *Stormseye* Area.

Vanish Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/object special — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Area special

E/F/M: This Casting transports temporarily a single item or creature/being, including the practitioner him or herself, safely into a pocket of extra-dimensional space, causing the subject/object to disappear the instant it is touched by the practitioner activating the Effect. The subject/object can be no larger (have a greater volume) than that equal in cubic feet to the caster's STEEP total in this K/S Sub-Area. However, the practitioner can opt to expend additional Heka at activation time to increase this volume, the cost being one point of Heka per additional one cubic foot volume of the subject/object.

An unwilling, knowing subject able and attempting to avoid touch requires that the practitioner actually succeed in scoring a hit through either of the *Combat, Hand-to-Hand,* K/S Areas for the touch to be made. If for any reason the caster fails to touch a subject/object on the CT of activation, the dweomer is wasted! The vanished subject will return to its original location when the Casting expires, even though it might have motive ability, for the pocket of extra-dimensional space has only one access point as determined by the location of the subject/object at activation of this Effect. The pocket is lightless and has an area only sufficiently large to contain approximately twice the volume of the subject/object. However, Time is such therein that each AT is but a CT, so oxygen consumption will not be a problem. A Heka-able individual subjected to this Casting might be able to utilize some form of dweomer to escape from the pocket of extra-dimensional space and go elsewhere before the expiration of the Time duration, but remember that Time "outside" is passing at 100 times the "interior" rate.

Casting Grade VIII

Banshee Wind Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 square chain — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* 1:1 special

E/F/M: This Cantrip is usually cast on a company of warriors before a battle commences. No more than one subject per STEEP point of the caster in this K/S Sub-Area can be affected by the *Banshee Wind's* Effect. Its Effect is a fierce but momentary wind blast which is filled with howling, warlike spirits who cause all subjects within its Area to be filled with a form of temporary insanity, a battle madness which causes them to fight with a berserk intensity.

All subject warriors gain a bonus of one attack per CT using any form of combat, and a bonus of –5 to Initiative and to rolls against all *Combat* STEEP K/S Areas. If the practitioner invests additional Heka at the moment of activating the Casting, this extra amount will be distributed amongst all subjects, giving them a false P TRAIT total from which all like damage is subtracted first before actual harm is done to them.

Grasping Plants Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: This dweomer can be laid only in locales in which there is abundant flora. These growths multiply to fill every available bit of ground, and all plants subject to this Spell become more robust and larger. The Effect not only increases plant density, size, and strength, but it also gives certain volition and motive to the flora in the Area. Movement is reduced to half the normal for similar terrain conditions. The following also occur because of the Effect:

Grass and undergrowth will tangle feet and trip horses or unwary humans—one check each per AT, BAC 25%; 25% of a horse/horse-like animal breaking a leg; 1D3 Impact PD to others tripped.

There is at least a one in ten likelihood that a subject in the Area will encounter a patch of poisonous growth which is of one square chain in area. Check for each subject. (The GM will decide if there is greater chance based on the campaign locale and flora.) Any creature subjected to plant toxins from the poisonous flora will suffer 1 Poison PD point for each step (6/rod on average for a human, 4 if running, 8 if moving slowly/with stealth—4 rods/chain), 1D3 Poison PD for standing still within the Effect Area. This will occur regardless of normal armor or protection (boots and the like) interposing between subject and growth, because the breaking of the leaves and stems by passage releases fine oils bearing toxins into the air immediately around the contact region. Avoiding contact avoids the poisoning, of course.

Bushes, shrubs, brush, and small trees will be so densely grown as to require force/cutting to pass through, further slowing movement by one-half—1D3 each Blunt and Cutting PD each AT for each individual passing through such growth. Movement through this patch of growth is very difficult if not impossible, save for very small or very large creatures.

There is at least a one in 10 likelihood that a subject in the Area will encounter a patch of thorns, briars, barbed bushes, etc., which is of one square chain in area. Check for each subject. If there is forced contact with a patch of briars and thorns, subjects so doing will take 3D3 points of Piercing Physical damage each CT as they move through the spiny growth.

Wooded places are more dangerous still, for the trees, roots, vines, lianas, and other sorts of flora will also trip by passers—one check each per AT, BAC 25%; 25% of a horse/horse-like animal breaking a leg; 1D3 Impact PD to others tripped. Low tree limbs will grasp and unhorse riders. Check for each such individual once per AT, BAC 50%; 3D6 Blunt plus 1D3 Impact PD if falling and striking the ground. Large, old dead tree limbs will break and fall—movement through woods will incur one such "attack" per AT on one individual (or mount and rider) at a 25% BAC, damage being 1-10D6 Impact PD if a hit is scored.

Restore Free Will Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: The *Restore Free Will* Formula removes any and all the Effects of

controlling dweomers of all sorts, and breaks any Link between the subject and another individual, or hexes, curses, and malign channels of beings enabling Mental or Spiritual control, subversion, alteration, or influence. In addition to the activation cost, the caster must expend Heka equal to the amount used to initially control or subvert the subject, or a minimum of that amount equal to the unmodified Spiritual TRAIT total of the subject if the other amount is unknown or less than the S TRAIT amount. This dweomer restores, if necessary, lost points due to Mental or Spiritual damage suffered by the subject, to the extent needed to bring the subject above Effective Level in each TRAIT by one point.

Casting Grade IX

Alter Aura Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: This Ritual of 1 ATs casting duration allows the caster to disguise completely the aura of one subject per 10 points of STEEP possessed in this K/S Sub-Area. The practitioner is able to change each subject's aura so as to make it to appear as whatever the caster desires—including Ethos, basic mores, health, emotions, etc. (qv.) Note that it does not make the aura visible, so only those with the ability to see auras will possibly view the disguised one of the subject.

Spiritprism Cantrip:

Time: 1 AT and special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Special

E/F/M: This Casting imprisons an Evil or malign-natured spirit being or the spirit of such a subject, trapping it by forcing the spirit into a previously prepared (Heka-Forged) gem or like object of clear and crystalline sort, including glass, metal made transparent, etc. The Effect is withheld for as long as one Action Turn while the practitioner seeks the subject of this dweomer. When the Casting is to be brought into Effect with regard to the subject and imprisonment is attempted, the caster must expend an amount of Heka equal to or exceeding the subject's combined Mental and Spiritual TRAIT scores. A subject can resist the imprisonment by succeeding in a contest which pits its Spiritual Metaphysical CATEGORY versus the caster's SM CATEGORY score in a K/S versus K/S contest. Either or both parties, if so able, can reinforce their score by expending Heka to so do. Victory by the subject means that the Casting has failed. Note a subject controlled or below Mental EL, or otherwise impaired (drugged, drunk, hypnotized, etc.), in similar manner is unable to offer resistance.

If the subject is imprisoned by this dweomer, the spirit will be trapped there for eternity or until freed somehow. If the subject had a material body, that physical form will disappear, all of its energy held in limbo awaiting the freeing of the spirit to which it belongs, unchanging, not aging. (However, what the physical body wore and carried remains where the body had been....) The spirit trapped is alive and well but unable to utilize any Heka or Power beyond the confines of its prison. It can do nothing to enable its escape.

An object imprisoning a spirit can be carefully examined and discovered as such unless dweomered not to reveal the tiny, spirit therein, seen as a miniature reflection of itself in a material body.

If the imprisoning *Spiritprism* object is broken, the trapped spirit is freed. Note that this is radically different from what happens if a *Soul Object* is so broken, for no damage of any sort thereby accrues to the trapped spirit. If the now-freed had a material body, that form will immediately reassemble (nude, of course) for occupancy by the spirit. If a powerful negating or dispelling dweomer is properly laid upon the imprisoning object, the Casting's Effect will be terminated and the spirit freed. Because of these possibilities, practitioners generally take extreme precautions to strengthen such objects against breakage, as well as disguising and hiding them by all manner of means and methods!

Compare the Dweomercræft, Black School, Casting *Soulstone*, and the Apotropaism Casting *Netherbottle*.

Swanscoat Formula:

Time: 1 month/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This dweomer creates for its subject a garment of enchanted sort which resembles any normal one but includes a white feather motif or is of white color and downy material. When this garment is donned, the subject and all items worn and carried, are magickally transformed in an instant into a great swan. Thus transformed the individual can swim and fly as would any large, normal bird of this species who is exceptionally robust and powerful. Other swans will not recognize the subject as anything other than one of their kind. The subject retains all the TRAITS possessed otherwise, and any armor protection, including that of Heka-related sort, remains effective even while the persona is seemingly a swan. However, the individual cannot perform Castings in this condition. To change back, such subjects need only be standing on a firm surface (ground, stone, etc.) and will the *Swanscoat* to change them back into true form. This does not negate the dweomer, and the garment (and ability to transform) remains until expiration of Time duration or until the Casting is dispelled or otherwise magickally negated. By expending Heka on a 2-points-for-1-point of armor basis, practitioners can also provide the cloak with up to their SM CATEGORY total in points of Heka armor, providing the subject has no other such protection. Note that other individuals who gain this garment will be able to use it as if they were the subject of this dweomer. Compare the Dweomercræft, Green School Casting, *Swancloak*.

The Ethos of Shadowy Darkness

42 Total Castings

Grade I Castings

6 Total

Base Heka Cost: 20

Changescript Charm	Falsetrap Cantrip
Illusory Alchemy Formula	Penumbra Spell
Shadow Armor Cantrip	Shadowveils Spell

Grade II Castings

6 Total

Base Heka Cost: 35

Depression Cantrip	Deteriorate Formula
Hide Aura Spell	Hinder Spell
Penumbrate Points Charm	Thicken Shadows Cantrip

Grade III Castings

6 Total

Base Heka Cost: 50

Circle of Shadows Spell	Cloud Sense Cantrip
Flitting Shadows Cantrip	Hilarity Spell
Illusory Surface Formula	Shadow Darts Charm

Grade IV Castings

6 Total

Base Heka Cost: 75

Constraint Charm	Hideyhole Spell
Penumbrate Palace Spell	Shadow Steed Cantrip
Shadow Walking Formula	Umbrate Servant Formula

Grade V Castings

5 Total

Base Heka Cost: 100

Folds of Shadow Ritual	Haze of Entrapment Cantrip
Mind Reading Spell	Shadowarm Charm
Shadow Shield Charm	

Grade VI Castings

4 Total

Base Heka Cost: 125

Cloud All Senses Spell	Demoralize Charm
Shadowcasting Cantrip	Underhill Ritual

Grade VII Castings

3 Total

Base Heka Cost: 150

Glamorous Charm	Haze of Agony Cantrip
Spiritual Submission Cantrip	Underworld Formula

Grade VIII Castings

3 Total

Base Heka Cost: 200

Feed On Shadows Spell	Visual Screen Charm

Umbrate Wind Cantrip

Grade IX Castings

3 Total

Base Heka Cost: 250

Haze of the Benighted Spell	Savage-Faced Messengers Ritual

Shades of Probability Formula

PRIESTCRÆFT—ETHOS OF SHADOWY DARKNESS

Casting Grade I

Changescript Charm:

Time: Permanent special — *Other Heka Costs:*
Area: 1 page — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The Effect of this dweomer alters the contents of any single page (up to about two square feet size) of writing (printing, script, etc.) so as to make such information appear to be completely different from what is actually contained thereon. If the command determined by the practitioner at the time of activation of this Casting is spoken, the page will revert to its normal form. Otherwise, the writing remains until dispelled by some form of dweomer. Note that the caster can specify the sort of alteration. Careless readers might, for instance, be so beguiled as to copy what they believe is one Casting, when, in fact, it is quite another! The gamemaster might then allow such a Casting to be utilized "as recorded" but have its general Effect be that of the actual....

Falsetrap Cantrip:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 "trap"/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When a *Falsetrap* Cantrip is activated, up to as many illusionary Heka-based or mechanical "traps" are created as the caster has 10s of STEEP in this Sub-Area. The entire area of these "traps" cannot exceed one square rod each, and all "trap" areas must be contiguous or contained in an area not greater than one cubic chain.

Any detection of normal sort will, if otherwise appropriate, reveal the presence of a "mechanical trap," while Heka-based detection will reveal the "magickal trap" in the same manner. No amount of physical tampering or Heka-based effort aimed at removal or deactivation of these "traps" will succeed. They are simply illusions, and so they must be negated or dispelled as such.

Illusory Alchemy Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 object/object group Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer has the Effect of altering the appearance of one chemical, metal or mineral object/object group so as to make it seem as another. An object group is any number of like (or similar objects) of as great a number as the caster has STEEP points and which are contained in an area not to exceed one cubic foot per STEEP point of the practitioner in this Sub-Area. To all appearances and normal tests, the altered object or object group will prove to be that of the caster's choosing. Coal might appear as gemstones, lead as gold, iron as silver, cyanide as smelling salts, acid as water...or *vice versa*. Detection of the *Illusory Alchemy* Effect is possible through Heka sight and deduction, or negation or dispelling of the dweomer masking the true nature of the substance.

Penumbra Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: When this Casting is activated, slight shadows will form and remain in the Area of Effect, even when the brightest light is present. If less bright and direct light prevails, the shadows will be commensurately deeper, of course. Since shadows are required for many of the Castings of this K/S, those created are important in facilitating Heka use by the practitioner. Therefore, the caster will be awarded a 5-point bonus to STEEP when pale magickal shadows

are present, 10 points when the penumbrate ones are replaced by deep and umbrate shadows. (See *Thicken Shadows* hereafter.)

Heka which generates bright, sustained light will negate this Casting.

Shadow Armor Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 special

E/F/M: This Cantrip forms a shadowy aura surrounding the subject. This Effect protects such subjects from harm exactly as if they were wearing full leather armor. Additionally, for every point of Heka channeled by the caster beyond the initial activation cost, the *Shadow Armor* will absorb 1 point of Physical damage whether or not Heka-caused. Such absorbed damage is always subtracted first from the *Shadow Armor* and reduces the armor's special protective value by a like amount. Even though special protection might be reduced to zero, this doesn't necessarily negate the Effect, for otherwise it functions just as would normal leather armor, and it will remain until destroyed by damage (10 hits equalling its full value) or the Casting's Time duration expires.

Shadowveils Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1-yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: When this Casting's Effect is activated, it creates layers of shadows that so hide the caster that while remaining immobile and out of the way she or he is visually undetectable. If such practitioners are active or can otherwise be detected, the Effect makes them harder to hit by opponents engaging in any form of Physical combat or directing Castings against them. In the latter case, each yard of *Shadowveils* radius penalizes the attacker by +1 to die rolls to succeed in combat or cast dweomers directly upon such a practitioner. In the latter case, the chance for success of casting is reduced by adding to the dice score rolled by the attacking caster 1 point per one-yard radius of shadows Effect of this Spell.

Casting Grade II

Depression Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* 10:1D6 SD
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This dweomer inflicts Spiritual damage upon the target subject, the amount being determined by added Heka invested by the caster at the time of activation of the Cantrip. For each 10 points of Heka so expended, the practitioner is able to inflict 1D6 of Spiritual damage upon the subject, up to a maximum of 1D6 per 10 STEEP points of the caster in this K/S Sub-Area. For each point of Spiritual damage so inflicted, the subject is also *depressed*, and this Effect penalizes the subject individual by +1 per SD point sustained, added to all the subject's K/S rolls and other tests for a duration equal to the total SD thus inflicted in BTs, or until the damage is healed. Naturally, Heka armoring against Spiritual damage protects from this Casting.

Deteriorate Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* 50:1 special

E/F/M: This particularly useful Casting has varying Effects according to the particular manner in which it was laid at the time of activation. If casters desire to affect some substance, one object or area with a cubic volume in feet equal to their STEEP in this Sub-Area will be subjected to a corrupting, degrading, and/or aging effect. This Effect will make water putrid and filled with algae, foodstuffs (including potables) curdle, moulder, rot, spoil, vinegarize, dry up, etc. More durable substances such as cloth, rope, and leather will be as if old, worn, brittle, stiff and cracked, etc.

Special singular items made the subject of this Casting, such as armor (as worn) or a weapon, will be lowered one level of quality, *Unsurpassed* becoming *Exceptional*, *Exceptional* dropping to *Above Average*, and so on. A *Poor* quality item will simply break or fall apart or malfunction upon use thereafter. However, enchanted items will not be subject to this Effect.

If cast upon a human, animal, creature, etc., the *Deteriorate* dweomer will affect one specific activity of the subject on the following Critical Turn, as named by the practitioner at Effect activation. It will function as determined for one Critical Turn thereafter, reducing the chance of the success of the named activity by 1% per STEEP point of the practitioner. The exact activity must be named, whether Casting, Power use, combat (by exact sort), etc. Note that if Casting is named and the subject does not *activate* a Casting, the Effect is negated, even though the subject might be in the *process* of casting.

Finally, if laid so as to affect an existing dweomer of some sort, this Casting will negate it, if subject to being dissipated thus, to a comparative extent commensurate with the Grade of the subject Casting. It will fully negate the Effect of Grade I or II Castings, but will not work against higher Grades unless additional Heka is expended at time of activation. The extra Heka needed thus equals 50 points per Grade above II, so a prudent practitioner would invest 250 points to assure the capacity to negate Grade IX Castings. Again, the reader is alerted to the fact that such things as damage, destruction, insanity, and so forth are results of a Casting Effect, not the Effect itself!

Hide Aura Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell masks the subject's true aura from casual detection attempts by a Casting or Heka-engendered Power. It does so by placing a shadowy veil over the aura and shifting its colors by shading hues. Note that close scrutiny over a period of time twice that usually required to read an aura will reveal some indication of the subject's true colors. Otherwise, the individual's aura will appear to be a dull and unusual one not worth noting.

Hinder Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Hinder* Spell's dweomer serves to block the efforts of subject to attain a goal through action and movement. It does so by by causing such subjects to stub a toe, bark a shin, slip, stumble, falter, wobble, or even trip. Their garments and garb will hang so that they step on a hem, twist so as to restrict movement, fly up or slip down so as to obscure vision, fall down, and so forth. Even items carried will drop from their arms or slip from their grasp, while nearby objects tip over and fall in their path, roll underfoot, and generally enable the *Hinder* Effect. This Spell causes no real damage, but instead seeks to slow or halt the subject by creating hindrances to action and obstacles in the path of movement. Overall effects to the subject per CT are as follows:

(1) The subject's PMSpd + PNSpd total serve as a percentage chance of not falling down.

(2) The caster's SMPow score serves as a percent chance that subject's vision is obscured that CT.

(3) The caster's SMPow score serves as a percent chance that subject will lose something worn that CT.

(4) Any movement by the subject is slowed by one-half each CT.

(5) The subject suffers +5 penalty to any Physical K/S use roll or Casting roll attempted.

(6) One check is made per BT at caster's SMPow score as a percent chance that subject will drop one item held.

Penumbrate Points Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 or more subjects special — *R&D:* 20:2D6 SD
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Charm Effect generates energy—a closely grouped cluster of umbrate, quill-like negative energy missiles which the caster unerringly directs from outstretched fingertips to fly as fast as arrows to strike opponent subject or subjects. Each Effect cluster is capable of inflicting 2D6 points of Spiritual damage to its target. Practitioners can target as many subjects as they have tens of STEEP in this K/S Sub-Area, but each target must receive at least one cluster Effect. If more than one Effect cluster is desired, the practitioner must expend extra Heka when activating the Casting, the additional cost being 20 points of Heka per cluster, and with no more such additional clusters possible than the caster has tens of STEEP.

Thicken Shadows Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The shadows created by the activation of this Cantrip cause a fixed Area of Effect that helps the practitioner and any allies to escape normal detection by opponents. This is accomplished by effectively adding a bonus of 10 points to each concerned persona's *Criminal Activities, Physical* K/S Area—double that bonus if the area is already heavily shadowed or under *Penumbra* Casting Effect. In the latter case, the practitioner will also receive the 10 STEEP point bonus for umbrate shadows.

Heka which generates bright, sustained light will negate this Casting.

Casting Grade III

Circle of Shadows Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Circle of Shadows Casting can be employed only when light conditions are less than full daylight but are at least equal to those of a moonlight night. (Artificial light typically falls between those two extremes.) This Spell generates a mobile Area of Effect that radiates from its casters and moves where they do. The movement of shadows and the changing patterns of lighter and darker illumination tend to make subjects uneasy and confused to some extent. Thus all opponents of such casters within the umbrate confines of this Casting Effect are subject to a penalty of 10 points to STEEP in any K/S Area that is used against its casters or their allies, including rolls to determine success in Casting or combat.

Heka which generates bright, sustained light will negate this Casting (and is more easily laid on from outside the shadow-haunted Area!).

Cloud Sense Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The purpose of this Cantrip is to selectively cloud one of the five senses of an enemy: Sight, hearing, smell, taste, touch. It will not affect any sixth sense. Casters must determine which sense they will affect at time of activation. The Effect reduces the subject's *Perception (Physical)* by 20% and makes singular use of the sense clouded less reliable by 5% per 10 STEEP points of the caster. Thus:

Sight: The subject will overlook something or mistake/misread it.

Hearing: The subject will not hear normal sounds or will mistake the meaning of loud ones.

Smell: The subject will be unable to detect an odor or will note it as some other kind.

Taste: The subject can't taste something or misidentifies salt as sweet, sour as bitter, etc.

Touch: The subject can't feel small irregularities, turn pages, etc. Furthermore, the subject will be clumsy due to lack of feeling as to grasp.

A roll to check will be made at such times as the GM deems appropriate, with advice and counsel from the concerned player or players.

Flitting Shadows Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Quickly moving, dark shadow forms are created and controlled by the practitioner through this Casting. The darting forms are meant to distract and preoccupy the subjects in the Area of Effect and cause them to suffer a penalty of +5 points when rolling for Initiative. In addition, such moving shadows make all missile discharge, hand-hurled, device propelled, or even Casting generated (but not area Effect) less accurate. For every 10 points of the caster's STEEP in this K/S Sub-Area, the subject has a penalty of +1 to rolls for determination of success when employing such missiles.

Heka which generates bright, sustained light will negate this Casting.

Hilarity Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This dweomer evokes a dark humor in the subject. The Effect begins on the CT after activation of the Casting, when the subject begins to recall something dreadful but funny, and begins to chuckle to him or herself. On that CT the subject will suffer a penalty of +5 on all Initiative and K/S rolls. On the following CT such subjects are overcome with gales of laughter, the mirth so pervading them that they can do nothing but roar with glee, tears streaming down their face. Naturally, such individuals are unable to either attack, defend, or do anything else while so affected.

Illusory Surface Formula:

Time: 1 special/STEEP — *Other Heka Costs:*
Area: 1 square special/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer has as its Effect an illusion of some solid surface—floor, ceiling, wall, etc. The caster simply pictures the appearance desired, and the surface appears thus after activation. Note that a pit can be concealed thus, a "bridge" made to appear to exist over a deep chasm, a passage hidden, and so forth. Area affected by this dweomer is per STEEP point of the caster. The smaller that Area of *Illusory Surface*, the longer the Time duration of Effect. If dealing in square rods of Area, the Time is 1 AT/STEEP point of the practitioner in the *Priestcræft* Sub-Area, *Ethos of Shadowy Darkness*. If Area is square yards, Time duration is measured in hours, while square feet last for days.

Shadow Darts Charm:

Time: 1 or more CTs special — *Other Heka Costs:*
Area: 1 subject special — *R&D:* 25:3D3 special
Distance: 1 special/STEEP — *Other:* Nil

E/F/M: By activation of this dweomer, practitioners are able to send dart-like bursts of negative Heka energy from their eyes. These darts of force fly as fast as arrows with unerring accuracy to strike the target selected. Such practitioners simply gaze at the subject and will the Effect, and the force comes forth. The Charm creates automatically one volley of darts doing 3D3 points of the type of damage willed at the time—Mental, Impact Physical, or else Spiritual damage. Practitioners are able to continue to discharge by their gaze additional volleys of these darts of force, one per CT, until exhausting the

Effect. Additional volleys of 3D3 points damage Effect Force cost 25 Heka points each. The entire amount of extra Heka expended to extend the Time duration and gain such additional volley ability must be expended at the moment of Casting activation. Practitioners may add only as many additional volleys as they have 20s of STEEP in this K/S Sub-area. The same target, or a different subject, can be selected each CT of active Effect. The Distance which the Force will travel depends on the damage it will inflict: Mental damage = 1 foot/STEEP point, Physical damage = 1 rod/STEEP point, Spiritual damage = 1 yard/STEEP point.

Casting Grade IV

Constraint Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: up to 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting creates an invisible intervening Force in the Area indicated. This Effect is one which blocks movement in that it must be laid as a vertical plane which screens movement through it. It might be flanked, passed over, or gone underneath, but going through it is nearly impossible. The Force of the *Constraint* Charm's Effect can be overcome through a PMPow exertion against its Area equal to or exceeding the STEEP point total of the practitioner in this Sub-Area. The PMPow must be exerted simultaneously in order to overcome the Force Effect and be able to pass through it. Exertion requires one CT, and then the individual(s) exerting pass through on the following CT, but normal movement can occur thereafter only on the third CT of the effort. Note that the Effect remains despite such passage. It must be negated, be dispelled, or expire due to Time duration to be removed.

Hideyhole Spell:

Time: Permanent — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The Effect of this Spell is the creation of a "pocket" of extra-dimensional space of as many cubic feet in volume as the practitioner has tens of STEEP. The dimension of the "pocket" are determined by the caster upon activation of Effect. This dweomer must be laid on some relatively solid and unyielding surface, but that surface can be virtually anything—hard ground, a rock, tree, wall, floor, drawer bottom, cabinet back, ceiling, bench, table, chair bottom, book cover, or whatever seems appropriate to the caster! However, the "entry" area must conform to the surface upon which the *Hideyhole* Spell was cast. The square area of entry accessing the extra-dimensional space must be one foot, and it can be as large as the total number of cubic feet of the Effect, or somewhere in between, as the practitioner determines at activation of Effect.

Whenever desired, the caster may go to the place where or thing upon which the Casting was laid, utter a command word (or phrase, sound, etc), and the access to the extra-dimensional Effect Area will open. The practitioner can place therein whatever is desired, subject to access entry limitations and volume of Area available for such storage. The caster can likewise remove whatever is therein. Time within the Area is 100 times slower than mundane time. Note that if the *Hideyhole* Effect is negated, the access is lost, and the "pocket" drifts in infinity. If it is dispelled, however, the material stored within the extra-dimensional space appear "outside" as the Effect dissipates.

Penumbrate Palace Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: up to 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this dweomer is the creation of realistic, though illusory, surroundings which are undetectable as such through normal examination. Appropriate audial, olfactory, taste, and touch components are part of this Effect. The caster determines these details at the time of activation. For example, a caster can make a rough, natural cave appear to be a miraculous magickal grotto whose walls sparkle with gem crystals, whose floor is strewn with thick carpets and cushions; or instead could make the dank place seem to be a well-appointed library with shelves full of tomes and scrolls. Natural features of the place can be hidden thus, but they still exist in reality, so a boulder can be made to appear as nothing, or as a soft couch; and the latter is preferable, for subjects stumbling and striking the stone "nothing" would be entitled to another roll to see if they could avoid the influence of the Effect and perceive what actually exists in the area. Otherwise, such conditions as dampness, chill, heat, dustiness, dryness, hardness, softness are masked by the dweomer so that they do not typically intrude and threaten disbelief in subjects.

Subjects entering the Area of Effect will believe their surroundings automatically unless one or more query the reality. At such time, each and every subject rolls against SMCap, adding 10% of Perception (either or both kinds) STEEP to the former total. Full Practitioners of any sort add 2 per highest Casting Grade to their base chance, Partial Practitioners 1. The Difficulty Rating modifier depending on actual light conditions, as summarized in the following table:

Light	*Difficulty Rating*
Bright, full sunlight	Easy
Other bright light including partial sunlight	Moderate
Good light with few shadows	Hard
Moderate light with shadows	Difficult
Dim light and shadowy	Very Difficult
Thickly shadowed	Extreme

The Effect cannot function in total darkness, of course, save as subjects are able to use other senses and/or see via other means. In such cases the DR will be as variable as above.

Shadow Steed Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 "steed" — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Effect of this Cantrip creates a shadowy, horse-like negative Force Material from the surrounding shadows. It will bear the caster and/or any equipment and supplies possessed by that persona. The movement rate maximum speed is one mile per hour for each STEEP point of the caster. It can move at full movement rate (galloping) without tiring. However, movement is modified by terrain conditions, just as if the "steed" were a living animal. It cannot fly or travel over water. The weight that can be borne by the "steed" is equal to the practitioner's own weight plus 1 additional stone per 10 STEEP points.

Shadow Walking Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The *Shadow Walking* Effect enables its casters to move in one Critical Turn from one shadow to another, as long as the destination shadow is visible to them and in the Distance indicated. The casters simply vanish from the original shadow and appear in the chosen one on the next CT. Provided there are sufficient shadows, practitioners are thus able to move with great rapidity and near invisibility, leaving almost no trail or scent, over considerable distances.

Umbrate Servant Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 "servant" — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Formula creates a semi-sentient humanoid energy form of shadowy appearance, drawn from the Sphere of Shadow of the Plane upon which the caster happens to be when the Casting is activated. This form has a Full Physical Manifestation, an M TRAIT and P TRAIT equal to one-half those of the caster, and no S TRAIT. It is capable of serving as a sort of manservant, performing simple duties as butler, valet, waiter, footman, etc., for the caster (only), and requires only general instructions to so do. Thus the "servant" is able to carry out simple (non-combat) tasks such as cleaning, moving, carrying, or holding things, as well as fetching, serving, and so forth. The maximum weight which can be borne/carried by the *Umbrate Servant* is equal to the caster's Spiritual TRAIT score in pounds.

Casting Grade V

Folds of Shadow Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 foot diameter/SMPow of caster — *R&D:* Nil
Distance: Point determined by caster — *Other:* 1:1 Heka special

E/F/M: This Ritual of varying duration of casting creates one of the various forms of Exclusive or Inclusive Pentacles in the indicated Area, surrounding the point determined by the practitioner. The Exclusive Pentacle serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a door for such is provided for by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection (or the Pentacle itself, if temporary) is negated. Inclusive Pentacles keep whatever is inside the radius locked therein. The types of Pentacles which may be used, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	4 Action Turns	Permanent	Hard
Complex, Mental	4 Action Turns	Temporary	Hard
Simple, Runic	6 Action Turns	Permanent	Difficult
Complex, Physical	8 Action Turns	Permanent	Difficult
Complex, Runic	9 Action Turns	Temporary	Difficult
Complex, Runic	12 Action Turns	Permanent	V. Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus two times STEEP (in this Sub-Area) in points. For details of how a Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting Duration time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (less favorable) modification.

Haze of Entrapment Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Cantrip generates a thick, distorting haze of dun color which captures any creatures or beings within the Area. Subjects entrapped thus move in random direction at one-half normal walking rate, but their TRAITS and senses are so dulled, and the physical resistance so great, they will be unable to escape the confines of the Casting's Effect Area unless able to roll their SMPow or less at DR "Hard." Each subject gets one chance to get free thus. Success means that the individual moves at half speed until outside the Area, a Special Success enabling full normal walking rate to escape it. Any failure means the subject is entrapped for the duration.

Mind Reading Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell enables the caster to read the surface thoughts of one subject, provided the caster can understand the native tongue of the subject of the *Mind Reading*. Otherwise the practitioner will understand only the emotions and feelings of the target subject. Although this Casting is not a form of combat, it requires the caster forge a Spiritual Link with the subject by expending an amount of Heka equal to or greater than the subject's Spiritual TRAIT score, or a minimum of 50 points of Heka, whichever is greater.

Such a Link may be detected (and possibly countered) by subjects possessing any form of Spiritual combat ability. The caster is potentially endangered also due to the receptive state of this Casting, for if the subject so desires a return Link can be forged automatically for the purpose of Spiritual combat with the practitioner.

Shadowarm Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 weapon — *R&D:* 10:1 PD
Distance: Caster — *Other:* Nil

E/F/M: This Charm is similar in nature to the Dweomercræft Casting, *Weapon of Defense* (q.v.), as its Effect creates a weapon out of shadows, materializing instantaneously in the subject's grasp. The exact weapon formed is determined by the subject and can be any kind of artificial hand or missile weapon known to and usable by that persona. The weapon has standard Speed Factor and does normal damage according to its type—except as noted hereafter, and otherwise functions as any normal weapon of its type. However, because of its shadowy nature, it is both treated as an enchanted weapon and cannot be parried by an opponent. The *Shadowarm* can be dispelled by bright magickal light if it is cast directly upon the weapon.

For each 10 points of additional Heka invested by the practitioner at time of Casting activation, the weapon Effect will do an extra point of Physical damage. Thus, for example, if the caster adds 50 Heka points to the base Heka Cost of the Casting, the weapon will have +5 PD. Practitioners can expend no more Heka to generate this addition to Effect than they have STEEP points in this K/S Sub-Area.

Shadow Shield Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter — *R&D:* Nil
Distance: Touch — *Other:* 1:2 additional armor

E/F/M: A highly mobile, rapidly moving shield of automatically interposing Negative Heka from a Plane or Sphere of Shadow is created by this Charm. The Force appears to be a disc of dark distortion of the air similar to that caused

by heat radiation. It serves to block Physical as well as Heka-based damage, including that from area effect Castings and Powers on a basis of two points per point of additional Heka channelled into the shield during its activation. However, if Negative Heka is directed at the shield, the Casting is negated, and whatever Effect the Casting would otherwise have in regards to damage passes on to strike the practitioner.

No more than the practitioner's Spiritual TRAIT (SM CATEGORY if a Partial Practitioner) in extra Heka can be so invested. The *Shadow Shield* Force will negate attacks, whether they are Heka-based or caused by weapons, until all points have been used to so do. Note that two such Castings cannot be in the same Area or overlapping Areas. However, personas inside the Casting area can have another form of Heka armor covering their person.

Casting Grade VI

Cloud All Senses Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This disrupting Spell clouds all five senses of a single subject. Sight, hearing, smell, taste, and touch are reduced by a percentage of normal according to the practitioner's STEEP, one point thereof equalling 1% reduction, to a maximum of 90%. It will optionally affect only a sixth sense, if the caster so desires, the subject then losing the applicable percentage (if such an ability is actually possessed). The Effect reduces the subject's *Perception* (either or both forms) by the appropriate percentage and makes sensory use as unreliable as the percentage of clouding inflicted. Each CT when a sense or senses must be used, the subject will have the percentage chance of failure and inappropriate or misuse of the sense. Note that attacks will miss or hit the wrong individual if sight is affected, and in addition touch will cause dropping of one thing held when it is affected. Compare *Cloud Sense*, above.

Demoralize Charm:

Time: Instantaneous and special — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The *Demoralize* Casting attacks the Spiritual TRAIT of all subjects within its Effect Area who possess such quality. The Effect will function upon each and every subject not able to succeed in a roll against SM CATEGORY at DR "Hard"—"Moderate" for any who possess the *Priestcræft* K/S, "Easy" if they are under Vow and/or also have this Sub-Area. Each subject failing the roll will become Spiritually unhinged and act according to the manner indicated by the amount they failed by:

Failure Margin	*Effect*
10 or less	Lose purpose and defend themselves only
11 to 20	Lose heart and flee for 11 to 20 ATs time
21 to 30	Lose will and seek surrender
31 or more	Lose all values and assist the foe

Shadowcasting Cantrip:

Time: Instantaneous special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The *Shadowcasting* Cantrip enables the practitioner to create an Effect which is only partially actual, a blend of shadow Force and illusion which will resemble any other actual Casting Effect the caster knows of and is able to otherwise activate. However, the Distance is limited to one chain. All subjects seeing and within the illusory "Area" of "Effect" will then believe that the Casting mimicked by *Shadowcasting* Effect is actual, and what follows thereafter will be *exactly as if the mimicked dweomer were in action*, unless they succeed in recognizing this Casting for what it is.

Exception: Heka armor will require only 1 point to neutralize 5 of damage from this Casting (see below).

Subjects must each succeed in making a roll against their SMPow ATTRIBUTE, plus 20% of *Priestcræft* STEEP (10% of *Dweomercræft* or other Heka-casting enabling STEEP if not possessing *Priestcræft*), at DR "Hard."

Note that recognition of the *Shadowcasting* Effect doesn't entirely alleviate effect, as there is a 20% Shadow substance component in the Casting. Thus, as appropriate, knowing subjects will have 20% of the Effect of the mimicked Casting applied to them, i.e., damage, slowed movement, etc.

Underhill Ritual:

Time: 1 hour/STEEP point special — *Other Heka Costs:*
Area: 1 "Door" special — *R&D:* Nil
Distance: 1 chain — *Other:* 1:1 T increase

E/F/M: The *Fæerie Ring* Casting Ritual (q.v.) requires two Action Turns to complete. It creates a Door of interdimensional sort leading to and from the subterranean portion of the world Sphere of Phæree. The Area is four feet wide and eight-feet high, but it is located in a very special place indeed! This Ritual will work only at night when the sky is mostly clouded. Some great boulder, mound, hillock or hill must be selected as the basis for the Casting. The dweomer must be so laid as to be on the side/slope of the natural eminence, and entrance to the actual Door is gained through an invisible passage through the side/slope to where the Portal is set in the heart of the prominence. An entrance of this sort, as well as the Portal, is virtually invisible *per se*, although the presence of the entrance is detectable by one able to note invisible things, and one with exceptional visual ability might note a faint distortion in the place where a Gate exists. Heka-sighting ability will note such a thing with ease.

The *Underhill* Effect leads to and from a similar setting in the Borderer territories of Subterranean Phæree, and will occur randomly or at some location which the caster envisions when the Formula is activated. The caster and all permitted to accompany that persona, along with all they wear and carry, are transported in one Critical Turn to their destination in Subterranean Phæree, wherever that may be. They will arrive at a random location, or within one chain of the envisioned one, as appropriate. They are permitted to remain on Phæree as long as they desire (or must), but the Time duration runs as noted, and at its expiration the Door vanishes, the dweomer being negated.

In any event, any other party on Ærth can and may utilize the Portal as possible considering invisible entrance and hidden location. Similarly, those of Hobgoblin finding or blundering into it can use it to leave Phæree and arrive on Ærth during the active period of Casting Effect. The Door is invisible but not otherwise concealed at its exit point. There is no theoretical limit to the number of Hobgoblin sorts which can be transported via such a Portal while the Effect is active.

Note that steps to locate and "hide" or protect a Portal on Phæree can be taken according to the ability of those concerned. This is difficult, however, considering the Powers of many inhabiting the world.... Also note that the Time duration of this Casting can be lengthened through adding Heka on a one-for-one basis, Heka point for hour Time duration extension.

Casting Grade VII

Glamorous Charm:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer causes the semi-intelligent or intelligent subject

individual to regard the practitioner as someone (or something) to be admired, unless able to resist the *Glamorous* Effect. The subject must succeed in making a roll against SM CATEGORY at DR "Hard," "Moderate" if under a Vow, or else be totally under the Spell of the caster.

Such a subject will be fascinated by the caster, will want to know the persona and to be his or her friend, companion, and so forth. The subject will see the practitioner at up to +7 points Attractiveness (or the most favorable considering same gender), with Inner Beauty of +1D3 (merely +3 if of the same gender). The individual's views and beliefs are radically altered if formerly opposed to that of the caster, otherwise reinforced in aspects which suit the characteristics of the caster. Thus values, mores and Ethos might be changed or modified, interests dropped or acquired, and personality shaped so as to be in accord with that of the practitioner. Such subjects will not realize that the Effect caused these things, but will believe that they have simply come to all such viewpoints by their own mind and will. They will willingly act in a subservient role to the practitioner, gladly following all reasonable suggestions, assisting where possible and in a manner suited to their abilities.

The Effect is permanent until somehow removed or dispelled. Thus, subject individuals might well regard former associates and comrades as foes, avoid speaking to them, believe them wrong, evil, stupid, etc. They might not willingly go with such persons, and probably will not cooperate in any way with any of their ilk.

Haze of Agony Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The smokey haze brought about through this Cantrip's Effect limits vision to 1D6 yards on any given CT and causes a severe, crippling, physical pain to all within it's Area. This pain inflicts 7D3 points of Stunning Physical damage per Critical Turn of exposure, actual PD being but 10% of the amount, but the remainder serving to cause Dazing and unconsciousness when damage exceeds P TRAIT total. Only Heka armor or protection will prevent the indicated damage as long as a subject is within the Area of this dweomer.

Spiritual Submission Cantrip:

Time: Instantaneous and special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight* to 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting is used in Spiritual combat. It is an attack to *Subvert* the opponent selected by the caster. As with most forms of Spiritual combat, this Charm consists of two distinct stages: The first is forging a Spiritual Link to the target, followed on the CT thereafter by the actual channelling of Heka for Spiritual damage to gain submission. A Link can be resisted by the individual capable of using Heka Castings or Powers enabling Spiritual combat. (See Chapter 12 of the **Mythus** book.)

Casters of this Cantrip must first announce their target and declare the amount of Heka to be spent in the attempt to *Subvert*. If the roll for the Casting is successful, the Link is established if not resisted, the cost being 1 Heka point per point of SMCap ATTRIBUTE of the subject. On the following Critical Turn, the remaining amount of Heka expended by the caster is compared to the subject's Spiritual TRAIT total, as modified by any damage sustained, deducting for any Spiritual shielding or armor, of course. If the remaining Heka exceeds the target's S TRAIT, the subject will be *Subverted* for one Action Turn for every point in excess of that number. The *Subverted* individual follows all instructions (orders, commands, suggestions, etc.), given by the caster who laid the Effect.

Victims who have already suffered Spiritual damage over their Effect Level cannot resist a Link. One brought under this dweomer will gain a false Spiritual EL equal to the caster. Such victims may be "revived" by a subverting attack from their allies which defeats this new Effect Level. Other Castings, such as *Wind of Hope* or *Minor Miracle* can remove the effects of the subversion, as well.

**Perception* by Heka-enabled means or Power of one otherwise invisible is the same as sight.

Underworld Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This dweomer enables the caster and a party of as many others as the caster has tens of STEEP in this K/S Sub-Area to depart their location and enter whatever Plane or Sphere of Shadow or Negative sort is inhabited by spirits associated with the Pantheon of the practitioner who activated the Formula. They can take with them all they wear and carry. They will be as native in the place to which the Effect carries them, and all of their TRAITS will remain unchanged, but each will gain a false addition to their principal TRAIT equal to 20% of that TRAIT. (As usual, damage incurred comes from such false score first before any actual damage is incurred.) Similarly, while in this place, each will gain a 20% STEEP bonus (and corresponding Heka increase) to their principle Vocational K/S Area (or Sub-Area) or primary K/S Area, or which they designate and is as great or greater than any other they have.

While subject to the *Underworld* Effect, all concerned must have a purpose which is suitable to this Ethos, and its plan must agree with the interests of the deity served by the practitioner who cast the dweomer. There is otherwise no limit as to what the caster and party can do in this place. At or before the expiration of Time duration of this Effect, a second laying of this Casting must be made if the subjects are to return to their own plane and sphere, or else all remain forever in the *Underworld* (dead, as it were).

Casting Grade VIII

Feed On Shadows Spell:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: Through use of this Casting, the practitioner draws energy from the Preternatural Plane of Shadow using surrounding shadows as conduits. The heavier the shadows, the more effective the conduit, of course, so the best Effect is when a *Thicken Shadows* dweomer is already in place. All energy gained thus is temporary.

The amount and kind of points which can be gained depend on the shadows present:

Shadows are:	*Points Gained*	*Rate of Gain*
Thin, barely there	S only	3 per CT
Penumbrate but many	S only	9 per CT
Umbrate, but light bright	S and M	6 each per CT
Umbrate, moderate light	S and M	12 each per CT
Umbrate, dim light	S, M, and P	12 each per CT
Thickened by dweomer	S, M, and P	24 each per CT

The caster need not opt to draw all of the kinds of available energy, as there is a limit to what can be gained in total. Full Practitioners are able to draw as many points of all sorts total as they have S TRAIT plus STEEP in this K/S. Partial Practitioner total is SM CATEGORY plus STEEP in Priestcræft, *Ethos of Shadowy Darkness*. If in any CT no points are drawn, the Time duration ends. Points of each sort create a false total in the appropriate TRAIT, and damage incurred is subtracted first from this false total, and only after it is gone will actual damage be inflicted on the practitioner. The Effect will remain avail-

able for as many Action Turns time as the caster has tens of STEEP, so this is a highly useful dweomer if combat is anticipated!

Visual Screen Charm:

Time: 1 AT or hour/STEEP — *Other Heka Costs:*
Area: Caster or 1 chain radius — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer is a highly selective one, for it functions only when some other sends a scrying to attempt to determine what the practitioner is doing or what is transpiring in the subject area. Thus, the Casting is either personal to the caster or else is laid so as to have Effect centered in an Area as indicated. It has a much shorter duration if personal because it must function in varying locales. In any event it creates an illusory scene for the scrying. No individual present when this dweomer is doing this will see the illusion, but the scrying party will and believe it is actual, for its basis will be fact. Key details will be omitted. For instance, important people present might be made to appear as servants, direction of travel might be reversed, a Heka-utilizing activity could be made to appear as if a meal were in progress, and so forth. After the Effect plays to screen a scrying probe, the Casting's duration ends. The caster will be aware of this instantly if personal or in the subject Area. Otherwise the caster will have to enter the Area and concentrate to discover it has been dissipated (or dispelled or negated—the caster won't know this, though, only that the Effect is gone).

Umbrate Wind Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 chain width/10 STEEP — *R&D:* Nil
Distance: 1 furlong/BT Time duration — *Other:* Nil

E/F/M: A strong, shrieking, howling, and keening wind gusting to 50 mph velocity, filled with deep, shifting shadows, is created by this Cantrip; and this Effect sweeps the bounds of the Area indicated. It blows from either hand of the caster, to the total width indicated, on a path which is as long as the duration enables, extending 66 feet each BT. In addition to the incidental damage caused by the wind's force, and the effect it has on movement, its dweomer is one of *Terror.*

The shadows which are everywhere in the Area will appear to be terrible creatures and monstrous things to all who are caught in the wind's path. Such visions require all subjects with an S TRAIT to roll against their SMPow at DR "Hard," with a bonus of –10 for *Priestcræft* K/S ability, –10 additionally for being under Vow. Those individuals failing the roll are stricken with confusion, panic, and terror. They flee at maximum movement in the opposite direction, flying with the wind which drives them onward thus, and incurring 1D3 points of Spiritual damage per CT until they escape the Area, the Casting's duration or Time expires, or they die of fright! Note that some slight variation from a course directly down wind is permissible. The GM can allow about 1° variation per point of SMPow.

Casting Grade IX

Haze of the Benighted Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When this Casting is activated, a pall seems to appear despite bright sun or darkness. This faintly luminous, thick, shadowy haze causes those possessing a Spiritual TRAIT who are within its fixed Area of Effect to become unstable, anguished, torn with doubt, their ids snarling at their superegos as their egos cringe. Such creatures and personas will suffer 9D3 points of Spiritual damage per Critical Turn for the duration of the Casting, or until they exit the haze Effect. Note that unlike the Grade VII Casting *Haze of Agony,* all SD thus sustained is permanent until healed.

Savage-Faced Messengers Ritual:

Time: 1 CT-AT/10 STEEP special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: A Ritual of 13 ATs length, *Savage-Faced Messengers* evokes from the Shadowrealms and Negative gloom of an Underworld such lesser Fiends or Monsters or other denizens as are appropriate to the Pantheon of the practitioner and that persona's specific deity.

One such being will be called forth for each 10 STEEP points of the practitioner. Their TRAITS will be approximately equal in combined total to those of the caster, with an addition of the caster's STEEP in TRAIT points in whatever TRAIT or TRAITS are appropriate to the being. Of course, each such being will have commensurate Average Armor, possess a powerful attack mode, and use some Heka Casting-like ability or Power or Powers.

The *Messengers* will assail any foes of the practitioner who are within view upon arrival, within a one chain radius of the practitioner. In all circumstance involving combat, they remain only 1 CT/10 STEEP points of the caster in this K/S Sub-Area after initiating attack. Otherwise they will seek out a named opponent who is of another ethos and deity than that of the practitioner for as long a period as the caster's STEEP total in ATs time, bringing that one a message of assault and destruction.

Shades of Probability Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 past event — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: *Shades of Probability* has the Power to alter a single occurrence in the past, and by this changing of probability actually alter the present. The event must have occurred within 1 BT per STEEP point of the practitioner in this K/S Sub-Area in the past, or it is beyond alteration. The practitioner activating the Formula must be in the same general location as that in which the past event desired to be altered occurred. The practitioner must specify a single event which is alterable and demonstrably affecting the sort of present desired. For example, if a comrade was slain in combat, and the caster can both state the nexial time point within the limit of his or her STEEP and the occurrence which made the difference between the persona's dying and still being alive, the dweomer's Effect has a chance of success.

Each full AT of time in the past in which the event occurred incurs a penalty of +1 to the roll for success. The alteration of probability in the singular event determines the Difficulty Rating of Casting success. For example, if something as seemingly simple as not going in a direction or entering an area is involved, the general behavior and tendencies of the group involved, as well as all that transpired thereafter, must be considered. From "Easy," modify by one step worse for groups always probing every avenue or always going in the direction concerned when conducting like activities in the past. Also, having interacted considerably with the area will make DR one step worse, and the same is doubly or trebly true with areas beyond, which could be accessed only via the area now wished to be avoided by this Casting. All that could move "Easy" to "Extreme." In general, "Hard" will always be the best DR, and most other situations will call for penalties to the dice roll and/or worse DRs.

Even changing a combat situation so that the subject struck the foe, did more possible damage, took less damage, or parried an attack which succeeded is no simple matter. Consider the amount of Joss Factors needed to accomplish the change desired, counting each as one step off the "Easy" DR modifier. Then consider what the situation would be like and the likely actions of all concerned, friend and foe alike. Adjust the DR and give penalty points to rolls accordingly, but the gamemaster should base the whole on the practitioner's player's views, and the general willingness of the group to sacrifice anything subsequently gained for the *Shade of Probability* Effect to transpire.

PRIESTCRÆFT–ETHOS OF SUNLIGHT

The Ethos of Sunlight

49 Total Castings

Grade I Castings

6 Total

Base Heka Cost: 20

Alleviation Ritual	Discover Bane Cantrip
Lightstaff Formula	Remove Pain Spell
Shelter Spell	Warmbreeze Charm

Grade II Castings

6 Total

Base Heka Cost: 35

Circle of Entital Protection Spell	Clear Direction Cantrip
Cure Phobia Formula	Positive Corona Spell
Protection from Netherforces Charm	Ripecrop Ritual

Grade III Castings

6 Total

Base Heka Cost: 50

Combust Cantrip	Antidote Charm
Divine Light Charm	Featherstee Spell
Magick Pane Formula	Shield of Belief Spell

Grade IV Castings

6 Total

Base Heka Cost: 75

Aerial Chariot Charm	Cure Disease Cantrip
Hauberk of Dedication Spell	Know K/S Formula
Light of Peace Spell	Restore Purpose Formula

Grade V Castings

6 Total

Base Heka Cost: 100

Auspice Spell	Cure Insanity Spell
Hawkeyes Charm	Helm of Conviction Formula
Pillar of Faith Ritual	Remove Blindness Cantrip

Grade VI Castings

6 Total

Base Heka Cost: 125

Atone Ritual	Clearskies Formula
Light of Understanding Spell	Rainbow Spectrum Charm
Sundog Charm	Sunray Cantrip

Grade VII Castings

6 Total

Base Heka Cost: 150

Faygrace Cantrip	Netherslay Charm
Psychic Balm Spell	Regeneration Formula
Summon Good Ritual	Wyrd Formula

Grade VIII Castings

4 Total

Base Heka Cost: 200

Remove Madness Ritual	Stillalive Spell
Sunstroke Formula	Wind of Hope Cantrip

Grade IX Castings

3 Total

Base Heka Cost: 250

Astral Journeying Spell	Light of the Avatar Spell

Restoration Ritual

Casting Grade I

Alleviation Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual requires 1 AT time to complete, but its Effect can be laid on a subject as long as its Time has not expired. The dweomer stops the affects of Continuing Physical damage from any normal source and/or disease and/or poison for the (remainder of the) Time duration indicated. The subject must receive other attention to permanently remove the cause of the Continuing PD, disease or poison prior to the end of this dweomer, or else the checked effects will be present upon expiration of the dweomer.

Discover Bane Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer enables the ecclesiastic to both see Heka of malign, negative sort and to detect auras of malign kind. Thus he is empowered to notice baneful dweomers laid upon the individual, and identify these by Effect. The chance of success in this is based upon the comparative Grade of the caster using Discover Bane and that of the practitioner who placed the malign dweomer on the subject:

Evil/Malign Caster's Grade is	*Difficulty Rating*
Same as or lower than *Discover Bane* caster's	Easy
1 or 2 higher than *Discover Bane* caster's	Moderate
3 or more higher than *Discover Bane* caster's	Hard

Other Conditions	*Modifier*
2 or more Castings/Powers concerned	1 DR worse
2 or more practitioners involved in laying the malign dweomer(s)	1 DR worse

Note that this Effect allows identification of curses, hexes, etc., not their negation, removal, dispelling, etc.

Lightstaff Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 staff — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The subject of the Casting can be any sort of normal staff typically employed by the ecclesiastic—a walking staff, quarterstaff, bo stick, etc. The subject staff can have one other dweomer existing or subsequently placed upon it without harming it or negating/dispelling the other, unless the other is specified as exclusive. When this dweomer is laid upon it, the staff becomes an enchanted weapon of Unsurpassed quality, regardless of what its quality had been previously. The *Lightstaff* Effect then allows the practitioner to command from the staff illumination, or its termination, of the following sorts:

Beam: The staff will send forth a bright ray of coherent light in the normal human vision spectrum, either of all hues mixed (white) or a single color (red, orange, yellow, green, blue, indigo, violet). The beam of light will have a one-yard diameter of full effect, which when "white" light is used will be very bright illumination, drawing the visual organs of any target looking at it, with a one-yard radius "halo" surrounding it which provides dim illumination (enough to see shadowy forms, detect colors, note movement, etc.). The length of the ray will be one foot per STEEP point of the caster in this Sub-Area.

Flare: The staff will send forth a streaking force which leaves a trail from its tip to the Distance specified for the Effect to occur, up to the caster's STEEP in yards.

The force travels at the rate of 100 yards in a CT. At its terminus, the range at which the Effect is to occur, there will a bright. scintillating light sphere whose illumination is brighter than full, direct sunlight but without ultraviolet rays included. The diameter of the sphere will equal the caster's STEEP in feet. It will have a "halo" of dim illumination equal to its radius—i.e., the entire area illuminated brightly or dimly equals the caster's STEEP in feet radius. The *Flare* illumination persists for 1 CT per 10 STEEP of the practitioner.

Globe: The staff will cause the whole area surrounding it to be softly illuminated with a radiance equal to that given off from flaming torches. The diameter of the globe of illumination will be one foot per STEEP point of the caster.

Ray: The staff will send forth a very thin ray of fierce ultraviolet light. This Effect will instantly dissipate the *Lightstaff* dweomer, however. It moves instantly to as great a Distance in feet as the ecclesiastic has STEEP points. Its intense radiation inflicts 1D6+1 points of Physical damage on the target subject, and if that subject is susceptible to ultraviolet radiation/sunlight, then whatever additional damage is applicable will occur, as augmented by a 1D3 "Exposure Roll" to determine the actual point of impact of the *Ray* energy.

Remove Pain Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell counters physical suffering from irritations, pangs, swellings, sprains, pains—of Mundane or Heka-induced nature—suffered by one subject, human (or humanoid) or animal. Physical damage caused by the suffering is likewise removed, at the rate of 1D3 for every 10 STEEP points of the caster.

Shelter Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: The Effect of this Ritual of 1 ATs time of casting creates an Area of protection against the elements for all within its hemisphere. Casters can center this dweomer on themselves, another persona, or a fixed point. The climate inside the Area will be considerably modified from any weather and conditions outside. Bright sunlight will be reduced to a shady effect, so that it will not be falling direct on sheltered subjects. Precipitation will be kept outside the Area by this dweomer, whether hail, sleet, snow, rain, or any other form of natural condensation or falling liquid or frozen liquid. Air will move through the Effect Area without difficulty, of course, but wind velocity above 10 mph will be reduced to that velocity by up to as many mph as the ecclesiastic has STEEP points in this K/S area. Smoke will move normally in the Area of Effect, considering wind, and pass beyond its bounds unhindered. Moisture-laden clouds, fogs, mists, etc., will be prevented from entering the hemisphere, even if wind-driven. Temperatures are subject to adjustment by as many degrees F as the practitioner has points of STEEP, upwards or downwards, as desired. Thus, for example, a caster with 30 STEEP could turn a 30° F temperature to one of 0° or 60° as desired, or one of 120° F to either 90° or 150° heat.

Warmbreeze Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Charm enables its casters to send a zephyr of up to 15 mph velocity from their location to sweep over the Area commensurate with their STEEP and the length of Time duration in the direction they will at the time of activation. The Effect is always one of air temperature 72° F, so it is "warm" if the surrounding conditions are cooler, or actually cooling if the temperature is above 72°. Note that the velocity of the *Warmbreeze* Effect as determined by the caster at activation, and the number of ATs of Time, dictate the length of the Area over which it will pass. Initially, of course it will affect the place immediately before the direction it has been sent in, and it will continue to sweep over this place for the duration of Effect. The zephyr progresses, however, at its velocity over time carries it farther afield.

Clouds, fogs, hazes, mists, and smokes will probably be moved and/or broken up and dissipated by the ongoing Effect. Frozen places and ice will begin to melt immediately upon the *Warmbreeze* Effect touching them, but this thawing and melting will be slow. A thin sheen of melt occurs on the initial CT, but then only one-tenth of an inch of solid ice (or other frozen liquid of similar sort) per AT of Effect will melt.

Casting Grade II

Circle of Entital Protection Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This protective warding Circle repels animals, creatures and beings of malign nature according to their kind. The Effect's radius can be centered on the casting ecclesiastic or else laid on a fixed point.

Animals whose Physical TRAIT score is of 100 or less points are excluded from the Area. In order to increase this, the practitioner must invest extra Heka in the Casting at the moment of activation. For each one Heka point so expended, two P TRAIT points are added to the exclusivity Power of the Effect. No more additional Heka than the caster has S TRAIT (SM CATEGORY if a Partial Practitioner) plus STEEP points in this K/S Sub-Area can be added to the Effect of this Spell.

Animated dead such as skeletons and zombies, undead, unliving, and any similar things, and intelligent creatures with malign intent, must suffer 1D3 points of Physical damage for each 10 points of exclusive Effect shielding the Area, a basic 10D3 points of PD inflicted when they step across the line of demarcation, with such additional damage as might have been added by the practitioner as indicated above. When damage occurs there is a sharp popping and crackling sound as the positive Heka energy inflicts the harm upon the entrant.

Evil spirits, Netherbeings creatures of shadow, and all other sorts of dark beings of a sort inimical to the ethos and/or Pantheon and/or deity of the ecclesiastic see the repelling and damaging dweomer's aura, and if they elect to cross the line they suffer the infliction of Spiritual damage at the rate of 1 point per 10 points of exclusive Effect! This damage occurs silently, of course. Furthermore, for each 100 points of exclusive Effect they suffer Initiative penalty of +1 and K/S and like dice rolls penalty of +5 per 100 points.

Clear Direction Cantrip:

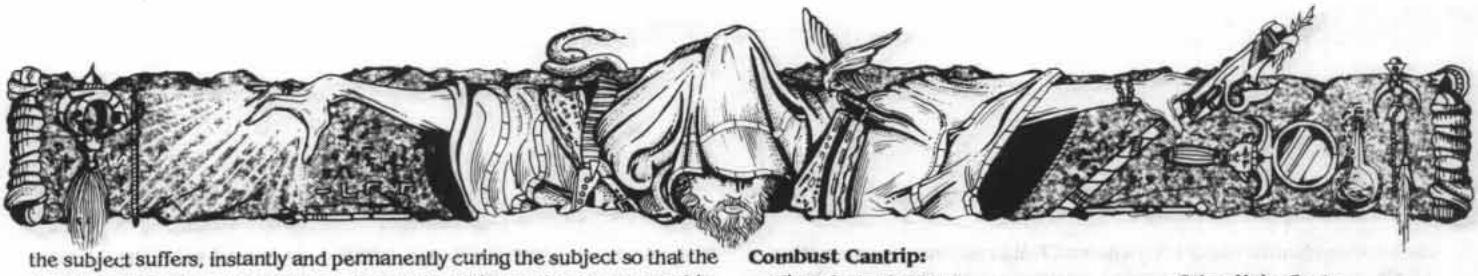
Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Casting counters illusionary misdirection or otherwise simply enables its casters to know the direction they are traveling. When employed as a counter to a direction-confusing dweomer, it will enable the caster to correctly select a desired direction, but it will not otherwise negate or dispel the Effect of the Casting laid in the area to confuse directional bearings and senses, such as the Dweomercræft, Gray School, Casting *Miranda's Magick Maze* (q.v.).

Cure Phobia Formula:

Time: Instantaneous and permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This magickal operation removes the effects of a phobia from which



the subject suffers, instantly and permanently curing the subject so that the phobia will never trouble him or her again. This applies to any phobia, magickally caused, resulting from a Counter-Quirk, or otherwise. The caster need only expend as much additional Heka as equals the subject's Spiritual TRAIT score, the Effect will operate, and the subject will be cured.

Positive Corona Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer sets up a field of Positive Heka of hemispherical form which will negate Negative Heka on a one-point-for-one-point basis. However, the Effect has no Casting-imbued energy, so practitioners must expend whatever amount of additional Heka they elect to invest in the *Positive Corona* Spell at the time of its activation to form the corona. Full Practitioners may add up to their S TRAIT plus STEEP total in this K/S Sub-Area, Partial Practitioners SM CATEGORY plus STEEP total, to energize the corona Effect. It will then operate to negate negative energy until all of its Power has been dissipated thus. No more than one Casting of this type can be in place in the same Area at the same time, or else one will negate the other.

Protection From Netherforces Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer gives the subject an aura of positive sort which affects others of or using negative Power. The protection afforded operates against Netherbeings, shadow, undead, unliving, malign dweomers of Negative Heka Power, etc. All Physical attacks by such creatures or beings suffer a +5 penalty to success, and the Charm's Effect serves to add 5 points of *continuing* Heka armor protection to the subject when assailed by Heka-based Castings or Powers of such Dark/Evil nature. However, if other Heka armor is active, this protection will *not* function.

Ripecrop Ritual:

Time: 1 day/10 STEEP special — *Other Heka Costs:*
Area: 1 square furlong/10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: Performance of this Ritual requires 10 Action Turns time. Its dweomer speeds the natural maturation and ripening of any one species of flora so that the crop it produces will be both full, large, and early. The Ritual is potent in regards cereals and grains, roots and tubers, nuts, seeds, fruits, berries, and leaf crops, including those harvested for oils or essences. For each 10 points of the practitioner's STEEP in this K/S Sub-Area, the maturation and ripening of the selected flora species is accelerated by one full day, that time equal to the most favorable sort of temperature, sunshine, and moisture for the particular plant growth concerned. Note that herbs affected by this dweomer are 10% per day of Effect more potent.

Casting Grade III

Antidote Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer serves to counter poison—natural or Heka-engendered—wiping out such toxic substances in the subject's body. The Effect negates 1D10 STR points of any one kind of poison or toxin in the subject's body for every 10 points of STEEP possessed by the caster. Note that remaining poison Strength, or other poisons, will still affect the subject, however, unless also negated somehow.

Combust Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 inflammable subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Cantrip causes a single combustible substance or object to catch fire. The substance can be as volatile and inflammable as hydrogen-oxygen or methane gas, alcohol, turpentine, coal oil (kerosene), or no more so than is an oil-filled or wax-coated wick or material as inflammable, loose, and dry as tinder or fine sawdust. The Effect causes the ignition of a small flame, and the fire resulting therefrom will be commensurate with the substance which is exposed thereby to the *Combust* dweomer. Those of great volatility will explode; alcohol and like fuels will quickly become a mass of flames; while others will burn/flames spread and grow, according to their composition, quantity of fuel provided, extent, moisture present, wind velocity, etc.

Divine Light Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The bright, white light with a full ultraviolet spectrum spread generated by this Casting's Effect causes an immediate 3D6 points of Physical damage to all undead creatures and all other sorts of creatures and beings with Susceptibility to full sunlight/ultraviolet spectrum radiance. For each further CT of exposure time spent in the Area, the subjects suffer another 3D6 PD. Those with intelligence and volition will possibly forge on to escape the Effect in order to gain their goal, but less-intelligent subjects will generally back away/retreat and stay at bay outside the range of the Casting's Effect Area. Note that casters can center the Effect on themselves or on some point of their choosing within the Distance possible.

Feathersteel Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject-object special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer causes a reduction in the weight of ferrous-based metals such as iron and steel. The object of the Casting's Effect must be contiguous, whole or complete, and with a volume not exceeding the practitioner's STEEP in cubic feet. The Effect is to alter the object's actual weight by one-half per 10 STEEP points of the practitioner in the *Priestcraeft, Ethos of Sunlight,* K/S Sub-Area. For example, a suit of armor weighing 40 pounds would be reduced in weight successively thus to 20, 10, 5, 2.5, 1.25, 0.625, 0.3125, 0.15625 (say one ounce), half an ounce, and finally one-quarter ounce weight at 100 STEEP. (Of course, further reduction possibility remains!). That is truly feather weight. The true mass of the object is not affected, however, so when velocity is considered, it will still have a lot of energy (to impart, possibly, and be careful of Impact PD when moving something thus). Thus weapons subjected to the dweomer do not lose damage potential, but they do move to a better Speed Factor, losing +1 point per 10 STEEP of the caster, thus possibly moving into negative SFs!

Very heavy subject objects will still be heavy, but possibly portable or movable.

Magick Pane Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 6 cubic inches/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer creates a "one-way" window in a substance which is otherwise opaque. Note that the Area considers volume, so thickness is as important as surface area. Range is that of the vision of the viewer, but degree of field might be a sharp modifier, especially when thick substances are under the dweomer. Subjects of observation with a sixth sense will be uneasy, even

though they can't detect the Area of Effect. The Area will radiate Heka, of course, so this Casting isn't difficult to detect for able personas who are suspicious....

Shield of Belief Spell:

Time: 1 AT/STEEP
Area: 1 subject and special
Distance: 1 foot/STEEP

Other Heka Costs:
R&D: Nil
Other: 1:1 PD negation

E/F/M: The Spell's Effect is a rapidly moving, interposing Area of Heka-Force of one-yard diameter. This dweomer will absorb Physical damage from normal attacks and from Heka-based ones (Castings, Powers, etc.), as well. Area-effect damage is not protected from by this Spell. The negation provided is on a one-for-one basis with the Heka invested by the practitioner at the time of Casting activation. Casters can add up to their S TRAIT (SM CATEGORY if a Partial Practitioner) plus STEEP points in this K/S Sub-Area in Heka to provide negation Effect. No more than one such dweomer may shield the same subject at the same time. When all Heka invested is used in negation of PD, the Casting is negated, and a new one can be laid on the subject if so desired.

Casting Grade IV

Aerial Chariot Charm:

Time: 1 AT/STEEP
Area: Special
Distance: 1 chain

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Aerial Chariot* Charm creates an Area which is transparent, solid, floating, adjustable in altitude, and movable at and by the will of the practitioner. The "floor" of the Area can be as large as 10-feet long by 7-feet wide or as small as 5-feet wide by 3-feet long. The "front" and two "sides" can be as high as 4 feet or as low as 3 feet, while the "rear" can be open or have a wall up to 2-feet high. The *Chariot* can bear only as much weight as the caster's STEEP in stones. It moves at any velocity desired, up to a maximum of 5 mph per 10 STEEP points of the practitioner. Its ceiling is one rod per STEEP point, so mountains thwart progress.... Although the caster need not be aboard the *Chariot*, she or he must remain within one chain Distance to control it. When controlling the Effect, the practitioner can do nothing else requiring STEEP use (other than perhaps roll to Avoid or the like). There is no warning of the moment when Time duration expires, and so a careful reckoning is advised.

Cure Disease Cantrip:

Time: Instantaneous and permanent
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: 1:1 CON R

E/F/M: When this curative dweomer is activated, it heals 1D6 STR points of disease for every 10 STEEP points possessed by the caster. If after being under this Casting there is still disease STR remaining, the disease will regenerate Strength at 1D6 points per AT until at its previous total, so multiple applications of the dweomer might be needed. Note also that casters are themselves subject to the CON-R (Contagiousness Rating) of the disease, and unless they expend additional Heka to combat this effect they have twice the normal chance of contracting the illness. However, if the extra Heka invested exceeds the CON-R of the disease, then they are safe and each point over the CON-R is added to the total reducing the STR.

Hauberk of Dedication Spell:

Time: 1 /10 STEEP
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: 1:1 S armor

E/F/M: This dweomer surrounds the subject in Heka Force which absorbs Spiritual damage on a one-for-one basis. Only as much SD can be negated as the practitioner has expended Heka expressly for this purpose at activation

of the Casting. Casters can add up to their S TRAIT (SM CATEGORY if a Partial Practitioner) plus STEEP points in this K/S Sub-Area in Heka to provide Spiritual armor thus.

No other form of Heka-based armor against Spiritual damage can be in effect at the same time as this dweomer, or else the two will cancel each other. When all Heka invested has been used in countering of SD, the Casting is negated, and a new one can be laid on the subject if so desired.

Know K/S Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula provides the subject with moderate ability in one new Knowledge/Skill Area, or a previously unknown Sub-Area, or else increases existing ability by 20% of actual STEEP, 10% if of a Heka-generating, Casting-enabling K/S Area or Sub-Area. The effective STEEP of a new K/S Area or Sub-Area will be equal to one-half or one-fourth the caster's *Priestcræft* STEEP in this Sub-Area, respectively.

Note that although such subjects may (at the gamemaster's option) gain some temporary knowledge in a new Heka-generating, Casting-enabling K/S Area, they will not be able to use the Castings of that K/S, nor will any Heka be gained.

Light of Peace Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The soft and comforting glow of cheerful illumination produced by this Spell counters Heka-engendered mistrust, fear, terror, anguish, anger, etc. For instance, it fully counters the Effect caused by a Castings such as *Webs of Fear* or *Violence* (qq.v.). When the Time duration expires, however, the countered dweomer or dweomers will return in their Area, for this Casting does not negate or dispel Effects.

Restore Purpose Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 square rod — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Restore Purpose* Casting removes any and all feelings of uncertainty, doubt, confusion, hopelessness, and/or despair in as many subjects in the Effect Area as the practitioner has tens of STEEP. The dweomer returns the subjects' will to continue and renews their desire. For every 10 STEEP points of the caster, this Formula's Effect will also heal 1D3 points of Spiritual damage for the subject who has sustained the greatest loss to S TRAIT ,but only insofar as the subject or subjects healed thus are at or below Spiritual Effective Level prior to healing.

Casting Grade V

Auspice Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Spell allows its casters to bring a favorable auspice to some action they, and any associates, are about to undertake. Casters can call for the *Auspice* Effect to prevail at any juncture during the Time duration indicated. It will function as a sixth sense, a "hunch," or a Joss Factor (or two) in regard to knowledge regarding one action or the performance of one action.

Cure Insanity Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 S TRAIT

E/F/M: This Spell cures one minor Insanity in a single subject, provided the caster expends an amount of Heka equal to the subject's Spiritual TRAIT in order to restore the subject's capacity to deal with the period of imbalance.

Hawkeyes Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting confers enhanced distance vision upon the subject. Creatures or personas so affected can discern clearly details at great distances, because they can, at will, use the *Hawkeyes* dweomer to increase visual Power by an amount equal to one power of magnification for each point of STEEP possessed by the practitioner in this K/S Sub-Area. Note that the area of magnification is the same field as the subject's eyes have.

Helm of Conviction Formula:

Time: 1 /10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 M armor

E/F/M: This dweomer surrounds the subject in Heka Force which absorbs Mental damage on a one-for-one basis. Only as much MD can be negated as the practitioner has expended Heka expressly for this purpose at activation of the Casting. Casters can add up to their STRAIT (SM CATEGORY if a Partial Practitioner) plus STEEP points in this K/S Sub-Area in Heka to provide Mental armor thus.

No other form of Heka-based armor against Mental damage can be in effect at the same time as this dweomer, or else the two will cancel each other. When all Heka invested has been used in the countering of MD, the Casting is negated, and a new one can be laid on the subject if so desired.

Pillar of Faith Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 foot diameter/SMPow of caster — *R&D:* Nil
Distance: Point determined by caster — *Other:* 1:1 Heka special

E/F/M: This Ritual of varying duration of casting creates one of the various forms of Exclusive or Inclusive Pentacles in the indicated Area, surrounding the point determined by the practitioner. The Exclusive Pentacle serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a "door" for such is provided for by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection (or the Pentacle itself, if temporary) is negated. Inclusive Pentacles keep whatever is inside the radius locked therein. The types of Pentacles which may be used, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	4 Action Turns	Permanent	Hard
Complex, Mental	4 Action Turns	Temporary	Hard
Simple, Runic	6 Action Turns	Permanent	Difficult
Complex, Physical	8 Action Turns	Permanent	Difficult
Complex, Runic	9 Action Turns	Temporary	Difficult
Complex, Runic	12 Action Turns	Permanent	V. Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance Strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus two times STEEP (in this Sub-Area) in points. For details of how a Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting duration Time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (less favorable) modification.

Remove Blindness Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip returns full normal sight to an individual who was blinded as a result of physical or Heka-engendered wounding. Note that the Effect does not regenerate lost/destroyed eyes, nor will it cure the affliction of those who have been blinded by disease or have been blind since birth.

Casting Grade VI

Atone Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of as many ATs casting duration as the ecclesiastic practitioner has Casting Grades is employable where *Penitence* is insufficient and *Guidance* and/or *Enter Sanctum* dangerous or altogether impossible, such as in the case of *Excommunication* or *Anathema* Effect being upon the individual. The Casting first establishes the terms of an agreement that will restore grace in a persona who has failed his or her Ethos, Pantheon and deity in some considerable manner. Then the subject must sacrifice some treasured possession, which sacrifice will be permanent with regard to the thing given up. Finally, the individual will have to perform some difficult task to prove repentance. There will be a set time table for sacrifice of the thing determined (by the GM and player in consultation, GM's decision being final!), and for the performance of the task. During the time allotted, the subject may be in some temporary state of acceptability to others specifically agreeing to take part in the task accomplishment plan set forth, or the subject might have to act alone and without aid to complete the task. After the conditions are met, including accomplishing successfully the designated task, such personas will be truly re-established in their former state, having atoned in full.

Clearskies Formula:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 mile radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this dweomer causes the weather in the Area to be clear and remain that way for the Time duration. If there is a storm presently in the Area, it will require 10 hours of the Time duration to clear it, the clearing occurring by 10% increments. If clouds are present, each 1,000-feet altitude of cloud cover will require 1 AT to clear (on average 1 to 15 ATs should remove all clouds). Prevailing climate will then reassert itself, clear sky considered. Heat will tend to intensify in summer, as will cold in winter. Of course, the sun will be visible, as will the night luminaries.

Light of Understanding Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The bright, warm light which springs from the practitioner's palm to strike the subject brings an increase in Knowledge/Skill. The Effect of this Casting increases temporarily the subject's comprehension of and ability to use a single Spiritual K/S Area. A bonus of 1 STEEP point per 3 STEEP possessed by the caster in this K/S Sub-Area is conferred upon the subject. A STEEP total increased in this manner can surpass 100, but cannot be greater than the total of the subject's STRAIT. Note that this increase in STEEP can bolster personal Heka and affect DR for Casting success. New Sub-Areas gained through acquisition of greater STEEP can likewise be added to the subject's abilities for the Time duration of the Casting's Effect.

Rainbow Spectrum Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square rod/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: To utilize this Charm, the ecclesiastic must be in the presence of a refraction of light from the (human) visible spectrum such as that generated from a prism or seen in a rainbow as sunlight is refracted by the droplets of water in the air. This dweomer has six possible forms of Effect, one of which the practitioner selects at the moment of Casting activation. The six forms, their variables in Time, Area, and/or Distance, Additional Heka Costs, as well as Effects/Force/Material details are found below:

Arc of Archery:

Time: Discharge of seven missiles — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* 250 for Energy

E/F/M: Seven great shafts of colored energy appear before the caster, who must select one by touch each CT, or the dweomer is negated. At his or her touch, the shaft springs to the rainbow arc and flies faster than an arrow to the Distance of the target mentally selected by the caster, but no more than the Distance possible, to inflict such special Effect as is appropriate to its hue:

Red: Empyreal Fire inflicts 7D3 Spiritual damage on one target.

Orange: Panic in a 7-yard radius to all failing a roll versus SM CATEGORY at DR "Hard"; panicked run away from locale at fastest speed for 7 BTs time.

Yellow: Sunray inflicts 7D6 Physical damage to one target Susceptible to ultraviolet/full sunlight.

Green: Concordelysian Positive Heka energy inflicts 1D6+1 M, P, and S damage, with target having Exposure of 1D6; all within 7 yard radius an Exposure of 1D3.

Blue: Moonbeam inflicts 7D6 Physical damage to one target Susceptible to silver metal.

Indigo: Confusion in a 7-yard radius to all failing a roll versus SM CATEGORY at DR "Hard"; confused remain that way for 7 CTs time doing nothing useful.

Violet: Celestial Cold inflicts 7D3 Mental damage on one target.

Bifrost's Twin:

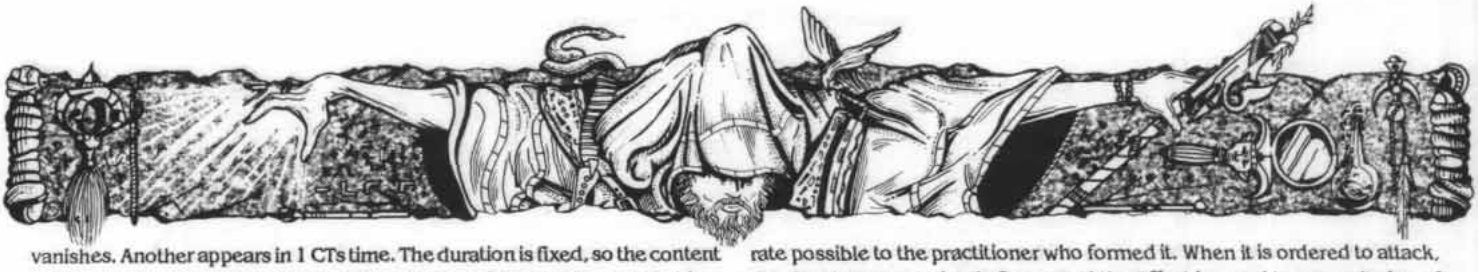
Time: 1 BT/STEEP and special — *Other Heka Costs:*
Area: 1 bridge — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* 100 per plane/sphere of travel

E/F/M: The dweomer creates an arcing span of prismatic hue so as to bridge a chasm or any gap, one rod wide and reaching a length of up to one rod/STEEP of the caster. The span is solid to only those whom the practitioner permits to step upon it; otherwise it is insubstantial light. If extra Heka spent, caster may connect the span to another plane or sphere; the span retains the same properties as above, but leads to the desired location, and once the last person allowed to utilize it has stepped from it, the arc vanishes, and the Casting has expired. Note that the 100 Heka point cost is per "ring" the plane/sphere is removed from the current one.

Chalice of Clarity:

Time: 7 BTs — *Other Heka Costs:*
Area: 1 chalice — *R&D:* Nil
Distance: Touch — *Other:* 175 points for Effects gained

E/F/M: Seven different Effects are granted through the seven radiances of this Casting. Each, in turn, lasts for up to 9 CTs time maximum, then is gone. The hue which shines upon the face of the one peering into the scintillating bowl of the rainbow-hued container imbues its designated Effect (see below). As a subject does so, the radiance bestows its Effect upon that one, then



vanishes. Another appears in 1 CTs time. The duration is fixed, so the content Effects of the *Chalice of Clarity* must be used without delay. Any subject receiving two successive radiances will suffer the opposite Effect stated from the second one so imbued! The radiances shine in the spectrum order listed:

Violet: Bestows 7D6+7 Mental armor.
Indigo: Heals 7D6+7 MD, or cures any Phobias or an Insanity.
Blue: Poison Immunity for 7D6+7 hours.
Green: Restores 7D6 × 7 points of personal Heka.
Yellow: Disease Immunity for 7D6+7 hours.
Orange: Heals 7D6+7 SD or removes all curses, control, etc.
Red: Bestows 7D6+7 Spiritual armor.

Direction Designator:

Time: 1 CT/STEEP	*Other Heka Costs:*
Area: Special	*R&D:* Nil
Distance: Special	*Other:* Nil

E/F/M: The dweomer evokes a full rainbow in the sky (or space overhead) if not already existing. This appears, or then so reforms, with its far end indicating the location or direction of a desired goal. The goal can be a person, place, or thing. The goal stated by the caster can be a means of entrance or egress, the best route, where something is located, the whereabouts of someone, or just about anything else of this nature. The Effect has only a brief Time duration, so the caster must move with alacrity.

Ender of Storms:

Time: Instantaneously and special	*Other Heka Costs:*
Area: 1 league diameter/10 STEEP	*R&D:* Nil
Distance: Centered on caster	*Other:* Nil

E/F/M: The appearance of the arcing color spectrum designates the end to any natural or Heka-engendered storm in the Area of Effect. The dweomer will immediately curtail tornadoes, hurricanes, and the like, dropping wind velocity by half, then further reducing the speed by 1 mph per CT until calm prevails. Clouds are instantly torn open to reveal the sky, and all will be dissipated in 1D6 ATs time. Precipitation ceases upon activation of Effect. The prevailing temperatures for the season and region (altitude, etc.), reassert themselves, but will be the most favorable possible.

Floating Firmament:

Time: 1 AT	*Other Heka Costs:*
Area: 1 yard radius/10 STEEP	*R&D:* Nil
Distance: 1 rod/STEEP	*Other:* 1:100 lbs additional weight

E/F/M: The spectrum of color forms itself into a disc of up to the radius indicated, as the caster desires. This many-hued platform is solid to the practitioner and all those she or he permits to step upon it. It will sustain as much weight as equals the caster's own per STEEP point possesses. For each extra point of Heka the practitioner expends at activation of this form of the Casting, an additional 100 pounds weight can be borne by the *Floating Firmament's* Effect. By mental command, the disc will rise up or sink down, move sideways too, or remain motionless. Its maximum rate of travel is one rod per CT. The practitioner need not be upon the disc to command it, and his or her command extends to a Distance as great as one rod for each STEEP point possessed in this Sub-Area.

Sundog Charm:

Time: 1 BT/STEEP	*Other Heka Costs:*
Area: 1 yard radius/10 STEEP	*R&D:* Nil
Distance: 1 yard/STEEP	*Other:* Nil

E/F/M: This dweomer evokes an energy form of Positive Heka. This quasi-sentient form will accompany the caster as if it were a trained hound, and it can and will obey commands accordingly. It moves at the same movement rate possible to the practitioner who formed it. When it is ordered to attack, the *Sundog* energy simply flares, and the Effect is equal to an explosion of 6D3 times a 1D3 Exposure die roll points of Impact Physical damage to all things within the Area. The flare also generates an equal amount of ultra-violet light, so any creatures or beings susceptible to this Effect will sustain damage accordingly.

Sunray Cantrip:

Time: Instantaneous	*Other Heka Costs:*
Area: 1 target subject	*R&D:* Nil
Distance: 1 rod/STEEP	*Other:* Nil

E/F/M: When this Casting is activated, a blinding ray of light springs from the caster's fingertips instantly, unerringly striking the target selected. The thin ray will pierce even the thickest magickal darkness, and does 6D6+1 points of Fire (non-Continuing) Physical damage (but doesn't start a fire) to the target subject. Additionally, it does a like amount of PD to any target that is subject to full sunlight/ultraviolet light, as adjusted by the subject's particular Susceptibility.

Casting Grade VII

Faygrace Cantrip:

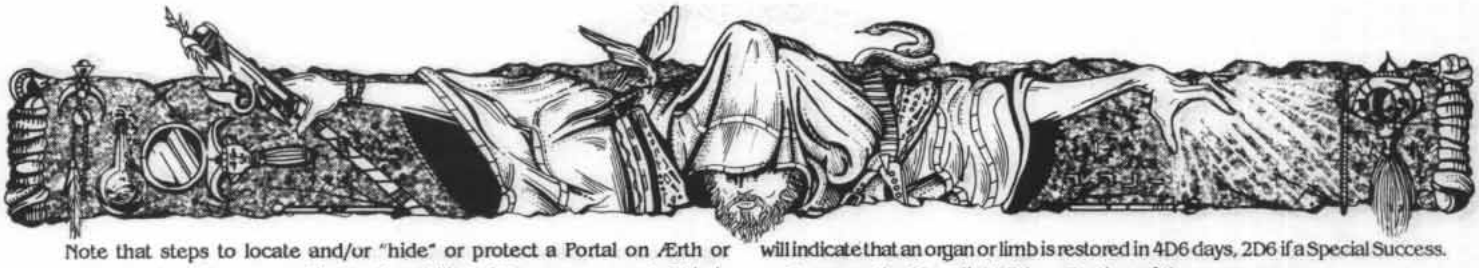
Time: 1 hour/STEEP special	*Other Heka Costs:*
Area: 1 "Door" special	*R&D:* Nil
Distance: 1 chain	*Other:* 1:1 T increase

E/F/M: The *Faygrace* Casting creates a "Door" of large, interdimensional sort leading to and from that portion of the world Sphere of Phæree inhabited by one of the races of its most powerful and benign sort, such as are the Fays. The Area is six-feet wide and 12-feet high, and needs to be located in a special place which is free of ferrous metals and of such nature as to be generally pleasing to those of the high and noble Færic ilk. Typical settings are idyllic rustic ones: a sylvan glade with a pond or brook, for instance, or else a lovely garden, a marble terrace with a reflecting pool, etc. This Cantrip will function during a time of sunlight only when the sky is mostly unclouded. The Portal created through the dweomer is virtually invisible, although personas with exceptional visual ability might note a faint distortion in the place where a Door exists. Heka-sighting ability will note such a thing with ease.

Upon activation of the Casting, 1D6 of one kind of Færic Folk will come through the Portal to see who has cast the dweomer. These individuals will not prevent the use of the Door, but if the practitioner and any associates, are particularly courteous of demeanor (offering ease, refreshments, honors, gifts, etc.), and noble of mien and purpose (determined bring justice to Goblinkind particularly) they will accompany the group to their realm on Phæree, where a fête held in their honor will be held within one day. The lords of these folk will personally speak with the personas, question them, and thereafter they will bestow upon the party gifts (petty or possibly great ones, objects of abilities). There is also some chance that they will otherwise aid and send escorts with the party if it goes to confront foes of the folk concerned.

The caster and all who permitted to accompany him or her, along with all they wear and carry, and the Færic Folk too, are transported in one Critical Turn to their destination in the appropriate Phæree realm, wherever that may be. They are permitted to remain in that realm or go elsewhere on or in Phæree for as long as they desire (or must stay), but the Time duration runs as noted, and at its expiration the Door vanishes, the dweomer being negated.

In any event, any other party on Ærth can and may utilize the Portal as possible considering its location. Similarly, those of Færic may, choosing to utilize it or passing through its Area inadvertently, leave Phæree and arrive on Ærth during the active period of Casting Effect. There is no theoretical limit to the number who can be transported via such a Portal while the Effect is active. However, the *Faygrace* Portal is active only during daylight hours in its location on Ærth.



Note that steps to locate and/or "hide" or protect a Portal on Ærth or Phæree can be taken, according to the ability of those concerned. This is difficult on the latter world, however, considering the Powers of many inhabiting it. Also note that the Time duration of this Casting can be lengthened through adding Heka on a one-for-one basis, Heka point for hour Time duration extension.

Netherslay Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* 12:1D6+1 D
Distance: Sight* to 1 yard/STEEP — *Other:* Nil

E/F/M: This Casting inflicts Physical damage to Netherbeings (including beasts, demons, fiends, monsters, etc.) and such other Evil and Negative Plane/Sphere dwelling, Negative-energy-based beings who possess a Full Physical Manifestation, whether of Mundane sort or of the nature appropriate to their own Plane or Sphere or other place. It will otherwise inflict Spiritual damage to such beings and to any Non- or Partial Physical Manifestation spirits native to, originating from, confined to, or dwelling on the Lower Planes and Spheres. Resistance (including Heka armor possessed) is overcome automatically by this dweomer, but the damage component must be paid for through investment of extra Heka at the moment of Casting activation. The cost for damage is 12 points of Heka for each 1D6+1. Casters can expend no more extra Heka thus than twice their STEEP point total in this K/S Sub-Area in damage Effect.

Compare the Exorcism and Sorcery Castings of the same name.

*Perception by Heka-enabled means or Power of one otherwise invisible is the same as sight.

Psychic Balm Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch or sight to 1 chain — *Other:* 1:1 foot Distance

E/F/M: By means of this Spell, practitioners are able to heal both Mental and Spiritual damage. The maximum amount they are able to restore thus is 1 point of either sort for each point of STEEP they possess in this K/S Sub-Area. If an ecclesiastic is not actually touching the subject to be healed, that caster must expend extra Heka in order to channel the healing Effect of the *Psychic Balm* dweomer to the recipient. The cost is 1 Heka point per foot of Distance to the subject, and the additional Heka must be invested at activation time.

Regeneration Formula:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula must be performed daily during the course of the process of restoring a lost organ or limb to the subject. By the Effect of this Casting the subject will regenerate a lost organ (such as an eye, eardrum, etc.), or a limb or appendage (leg, arm, foot, hand, toes, fingers, ear, nose, etc.). Note that this dweomer can be applied only to humans or humanoid creatures. Each time the Ritual's Effect is activated, the subject will be strengthened and fortified, his or her body prepared for the creation of the new organ or limb. After one day, at the laying on of the second Casting of the Ritual, the Effect has a chance of succeeding, the percentage equalling the caster's STEEP, plus the subject's P TRAIT, at DR "Extreme." A roll must be made. Failure means that another roll must be made accordingly on the third day. (If it is a Special Failure, the *Regeneration* dweomer will never work to restore the lost portion of the subject's body. This applies to all successive attempts made on subsequent days.) Success indicates that the lost portion will be restored. Each successive day, the Difficulty Rating becomes one step easier, until the seventh day when the DR is "Easy." (If failure of any sort is indicated on this last attempt, the result is the same as a Special Failure.) Success will indicate that an organ or limb is restored in 4D6 days, 2D6 if a Special Success.

Compare the Moonlight Ethos Casting of the same name.

Summon Good Ritual:

Time: 7 ATs and special — *Other Heka Costs:*
Area: Up to seven subjects special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual requires 7 ATs to complete, and upon its activation summons the Supernatural Force of Good to assist the practitioner and those that persona bestows favor upon in non-material ways. There are seven *Benisons* bestowed and deliverable through this Casting, and ecclesiastics may opt to retain one or more of the Effects or give them as Benisons, by touching another, but must announce which are retained to themselves (activated or for bestowal later) and which are *Benisons* for others (again, activated or for bestowal later). All must be activated or bestowed within 7 ATs time after Casting completion, or else those remaining are lost. Each can be used but once, and the order of bestowal and/or use is not important. The Effects/*Benisons* are:

Ability Success: The next seven uses of K/S will succeed without a roll against K/S STEEP if DR "Hard" or easier; otherwise each will gain a +1 step easier DR for the attempt and a bonus of –7 on the dice roll, during the next 7 ATs. If a roll is to find some result other than success or failure, the roll will be adjusted by application of +/–7 to gain the more favorable probability curve.

Deliverance: The Effect of a Casting or Power employed successfully upon/against the individual, or some occurrence befalling the individual, will not succeed, nor befall, as determined by that individual at the moment of awareness (not when Effects/damage are determined) of the matter happening. Awareness will come through the offices of Good (the GM advising the recipient of the matter and asking for a decision as to reversal, such as, "You have just been successfully targeted by a *Disintegrate* Power," or "You have just stepped into a pit of some kind.").

Faith: Reduce any Spiritual damage inflicted upon the individual by 7 points per incident for 7 CTs time.

Justice: Damage inflicted to one Evil opponent (Lower Realms, Nether Plane, Black School dweomercræfter, Gloomy Darkness Ethos priestcræfter, nethercræfter, necromancer or sorcerer under Pact, witch or warlock or any other under Pact, etc.) will be maximal, including dice and Hit Location variables, if applicable, with this Effect holding for 7 BTs time after bestowal.

Motivation: Reduce any Mental damage inflicted upon the individual by 7 points per incident for 7 CTs time.

Righteous Anger: A –7 bonus to Initiative and any Physical combat STEEP rolls for the next 7 CTs, and a +7 on Physical damage scored by hitting during those 7 CTs.

Surprise: The individual will Surprise an Evil opponent once, if possible (player's choice if opportunity presents, as this may be held for a possible later chance), but never be Surprised during the next 7 ATs time.

Wyrd Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 identical subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The High Ones will allow the altering of destiny to some extent. The *Wyrd* Formula is one which enables the practitioner to affect things greatly when it seems that all might be lost or great aid is needed. This dweomer's Effect summons from the Plane of Probability an identical twin of any one subject, be the subject the practitioner or an associate selected by the caster as the base subject from which to "clone" another. This twin will have a complete rapport of Mental and Spiritual sort with his or her fellow, so immediately upon arriving at the location of the ecclesiastic the summoned

one will understand the situation and act accordingly—i.e., in the same manner the alter-persona is acting or would perform were that persona two—as she or he now is! (Thus, the player of the HP who has a twin now determines the actions for both personas during the Time duration of the Casting.) The identical persona brought to the caster's Plane through probability will have such differences as are found through random variations according to the information appearing in Appendix I of the **Mythus** book, *Parallel Heroic Personas*. In fact, the *Wyrd* Casting summons the closest one. (The gamemaster is urged to have each player prepare at least one such alternate HP, doing a Profile Sheet under supervision, for use when this dweomer is called upon and for the obvious reason too.) The twin will arrive without any damage and with whatever maximum personal Heka he or she would normally have. The twin will share in whatever occurs with the HP party and thus become very able to "step into his or her fellow's shoes" should the worst occur. While in the company of, and in assisting, the Parallel HP can gain whatever things (STEEP, Joss, etc.), circumstances dictate. However, should a twin be slain during the Time duration it is assisting, then the HP concerned has lost that Parallel Heroic Persona forever. (Obviously, the duplicate HP is a great benefit, but there are risks too.) At expiration of Effect twins must and will return to their own Plane and Sphere.

Casting Grade VIII

Remove Madness Ritual:

Time: Instantaneous and permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 M TRAIT

E/F/M: This Ritual of 1 AT time of casting removes the effects of and cures all Phobias or Minor Insanities or a single Major Insanity or Madness in one subject. It can be laid on any subject, permanently curing that persona of whatever Phobias and/or Insanity(s) afflict him or her. To complete this Casting, the caster must expend Heka equal to or greater than the subject's full Mental TRAIT total, even though the current level might be less than that due to damage.

Stillalive Spell:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The laying of this dweomer must occur within 1 AT of the time a subject is otherwise slain. Beyond that time it is ineffective. The Spell brings those TRAIT totals of the subject which are at negative number up to zero and places the subject into a form of *hibernation*. However, negative points greater than the caster's STEEP in this K/S Sub-Area cannot be managed, so if the subject has a combined negative total of TRAITS exceeding the ecclesiastic's STEEP, then the Casting is ineffective. The stasis Effect remains active for as long as Time duration allows, but the practitioner can negate it at whatever moment desired. This suspension of all TRAIT functions allows the subject persona to survive until proper healing and other treatment applicable can be administered.

Sunstroke Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard diameter/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When an ecclesiastical practitioner activates this Formula, it must be decided at what Distance the center of the Effect Area is to be. This dweomer causes a brilliant light to burn down upon the Area of Effect for 1 Critical Turn of time. All within this Area will suffer 8D6+8 points of Physical damage from the intense heat and radiation. (Consider it the same as Impact Fire and Poison (one time only) damage combined for purposes of determining protection against it or for Invulnerability.)

All subjects incurring actual PD thus will feel weak and nauseated, and will have a penalty of +8 to Initiative and all K/S rolls, a +/–8 Physical action/use penalty, including that deduction from PMPow, PMSpd, PNPow, and PNSpd. If any subjected to this Effect have Susceptibility to Full Sunlight/ultraviolet light, they must each multiply PD by a 1D3 Exposure roll or otherwise take such additional damage as their weakness calls for.

Finally, PPS and NPS subjects will suffer Spiritual damage in the same amount they would have sustained had they has a Full Physical Manifestation at the time the *Sunstroke* Casting was activated.

Wind of Hope Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Wind of Hope* Cantrip generates a fresh, flower-scented, warm and comforting breeze which plays over the Effect Area only. The greater Effect of this Casting clears the senses of all it touches, even if clouded by dweomer, and removes any and all Evil or malign influences placed, cast or otherwise laid upon them, including curses, hexes, and the like, as long as their Effects linger—not the *results* of such Effects, however, which cannot be removed thus. (Damage, Insanity, etc., are Effect results, not Effects, remember.) Evil spirits with PPM or NPM of Spiritual TRAIT point total less than the caster's STEEP point total in this K/S Sub-Area will be driven away (for as many days as the practitioner has STEEP points), provided they are not in *possession* of a creature or object.

Casting Grade IX

Astral Journeying Spell:

Time: 1 day/STEEP special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: Astral Journeying enables its casters, plus as many associates as they have tens of STEEP in this K/S Sub-Area, with all the entire party wears and carries, to travel virtually anywhere in non-material form through the particular universe of the home Material Plane of the caster. Whenever desired, however, material form, whether as Partial Physical or Full Physical Manifestation, can be assumed by the traveling group. All personas concerned must be within one rod of the practitioner at the time of Casting activation to gain the Effect. Note that Physical forms dematerialize under Effect of the *Astral Journeying* Spell and are *not* left behind!

The Non-Physical Manifestation (spirit) form of the individuals cannot influence Physical objects. However, they are able to roam anywhere without an attachment to the material body by a cord-like energy flow of silvery color, the "silver cord" oft spoken of by mystics.

All Astral Journeying must be performed in NPM form. K/S rolls are necessary whenever the NPM form of the practitioner *et al.*, seeks to transfer from one Plane/Sphere to another. The caster's ability is conferred to the group, if any, and what befalls that persona occurs to all in this regard. Rolls are necessary as follows:

*Travel Situation**	*Base DR*
Remaining on the Mundane while traveling in the Æthereal.	Easy
Another plane or sphere of the same type, such as from one Preternatural Sphere to another (Air to Positive or Air to Mundane for example). Also from one tier or Sphere of a Supernatural Plane to another (such as from the 6th to 7th Netherhell). From any non-Preternatural Plane to the Æthereal.	Moderate

One Plane removed. To a Preternatural Plane from the Material (Sphere of Ærth to the Sphere of Air, for example), or from the Preternatural Plane to the Supernatural, etc.	Hard
To a Plane two "rings" removed. To a Supernatural Plane from the Material, or to an Entital Plane from the Preternatural.	Difficult
Subject to a "storm" on the Astral Plane or the Æthereal sphere.**	Very Difficult

*See page 21, for a map and description of the multiversal layout.

***"Storm" refers to being subject to the Astral Storm or Æthereal Wind, or some similar hazard. The listed roll must be made immediately; failure means such travellers are either cast from the Æthereal Plane to their point of origination, taking 4D6 points of Mental damage and remaining in a coma for 1D6 days after returning to Physical form; or they are blown randomly to another place, taking 2D6 Mental damage, and when they arrive there will be in Full Physical Manifestation (as appropriate to the place) and unable to utilize any Heka for 1 hour/point of Mental damage sustained. (The GM may determine destination by a 1D20 roll, 1 being Astral, 20 Abyssal (shudder!), and the 18 in between the 2 = Concordelysian, 3 = Temporal, 4 = Pan-Probable, 5 = Empyreal, 6 = Celestial, 7 = Positive, 8 = Air, 9 = Fire, 10-12 = Æthereal, 13 = Water, 14 = Ærth (earth), 15 = Shadow, 16 = Negative, 17 = Entropical, 18, = Nether, and 19 = Pandemonian.

Once Astrally Projected, the rates of travel per hour are as follows:

Within the Material Plane	1,200 mph
In the Preternatural/Supernatural Planes/Spheres.	12,000 mph
In space between between worlds or Spheres on any Plane; Anywhere on the Entital Planes.	1,200,000,000 mph

*See page 21, for a map and description of the multiversal layout.

Naturally, one can move at any slower speed than the maximums given, moving or remaining still as desired.

Note that this is a highly perilous state to be in if enemies are prepared for an Astrally Projected visit—i.e., if there are Evil spirits or creatures or beings with NPM form nearby, and/or magickal traps are laid for spirits in that area. The persona's NPM (or PPM) form is subject to Mental and/or Spiritual attack and damage. Any Evil creature or being met while in Astral (NPM) state will certainly attack!

The practitioner and associates, if any, can try to flee, battle the foe, or accept Special Failure automatically as if a K/S roll for transfer has occurred, thus "popping" back to the Material Plane. If the practitioner flees and the foe chooses to pursue (which it usually will) escape can be accomplished only by beating the pursuing enemy in a contest of SM CATEGORIES (good luck). NPM enemies can be Mentally and/or Spiritually attacked, and will retreat immediately if they suffer damage which equals or exceeds their EL. Returning to the Mundane, however, is the most sure means of escape—the process is an instantaneous and transportation thus similar to Teleportation, but location is uncertain and PD occurs (as defined in the notes to the table above).

Furthermore, if in a Plane or Sphere where there are natural hazards such as the Æthereal Wind, the Astral Storm, etc., to the NPM form, then the individual also risks damage or death from these perils. The gamemaster will determine where such hazards are located and the likelihood of fatality (usually 2D10%) if undergone fully. Even if such personas survive these hazards, however, it is likely that they will have been blown far off course and forced back to their Physical bodies (see above).

Navigating in Astral form is, for the most part, done instinctively. By concentrating on a particular individual or place, the persona will naturally tend to glide toward it. As with other Non-Physical Manifestation spirits, those in an Astrally Projected state are invisible to all but other non-corporeal spirits or creatures or beings able to assume such form, as well as those personas with certain Powers or Heka Castings—totally insubstantial in mundane terms. A persona with the Casting or Power of Hyperæsthesia (q.v.) though, might be able to sense the presence of an Astral body, and various forms of Magick can enable sighting, sensing of, or trapping of such spirits. Otherwise the Astral body can walk through walls, sink into rock, etc. Partial Physical Manifestations are similar but visible to all. If PPM is assumed, such subjects simply have their normal Physical limits in whatever environment they are in. That could be fatal if that environment is hostile to their Physical bodies!

Note that it is possible to cross very large distances in a Plane by traveling through the Astral or Æthereal for a ways and then flipping back. One mile in the Æthereal plane is equivalent to 10 in the Material, Preternatural, or Supernatural (in space or on Spheres), and one mile in the Astral Plane is equivalent to 10 in the Æthereal or 100 elsewhere. For example, a practitioner who wished to go from point A to point B, some 820 miles away could project into the Æthereal plane, travel 82 miles, then flip back and be there. However, it can be very difficult to navigate while so doing (such casters might discover that they wound up in point C or point D far removed from the desired Point B!), and so this technique is mainly reserved for getting most of the way there on long journeys and circumventing hazards of travel in other Planes.

Light of the Avatar Spell:

Time: 1 CT/10 STEEP
Area: 1 chain diameter/10 STEEP
Distance: 1 rod/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/P/M: At activation of the dweomer, casters can determine at what point they wish to center the Effect. It can be on themselves or at some place as far removed from them as Distance allows. This Spell heals those of benign Ethos, while wounding those who are baneful. Healing—or wounding—occurs in all three TRAITS, Mental, Physical, and Spiritual! The amount of healing is equal to 1D6+1 points per TRAIT for each Critical Turn spent within the *Light* Effect Area. Likewise, the damage done to evil creatures, personas and beings equals 1D6+1 points per TRAIT per CT of such exposure. No Casting creating any lessening of light or darkness negates or dispels this Effect.

Restoration Ritual:

Time: Instantaneous and special
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: 1:1 TRAIT special

E/P/M: This powerful Ritual of seven Action Turns duration of casting calls upon the Power of the Astral Plane to restore lost Mental or Spiritual TRAIT to the subject, whether or not that one is undead, a zombie, or otherwise actually dead and/or under the control of another, willing or unwilling. Note that the time in which the subject has been dead in mind or spirit is a factor. The practitioner cannot restore Mental or Spiritual TRAIT to one who has been without them for a period of time in excess to the caster's STEEP in this K/S Sub-Area in weeks. Additional Heka equal to the TRAIT to be restored must be paid at time of activation of Effect. The subject of the *Restoration* Ritual will then be at normal Mental or Spiritual EL. Additional healing to regain a full total will not be useful. One day of complete rest is required for each week or fraction thereof of time without the TRAIT. Thereafter, the total of the TRAIT will be full normal. Compare the Exorcism Casting, *Soul Restoration.*

This Ritual can be attempted once only for a TRAIT, and if the result is a failure, the individual is lost forever.

To restore Physical TRAIT one must seek a practitioner of another sort. (See Astrology, *Influence of Pisces* Ritual)

Other Practitioners' Archetypical Castings

Alchemist Archetypical Castings

48 Total

Grade I Castings

6 Total
Base Heka Cost: 20

Alter Complexion Spell	Decipher Writing Charm
Know Chemical Spell	Question Elemental Formula
Reveal Invisible Writing Cantrip	Rope Homunculus Formula

Grade II Castings

6 Total
Base Heka Cost: 35

Acid Jet Cantrip	Alter Hair Properties Spell
Charnok's Corpse Golem Formula	Decryption Spell
Know Chemical Compound Spell	Summon Elementary Ritual

Grade III Castings

6 Total
Base Heka Cost: 50

Alkaline Shower Cantrip	Alter Skin Spell
Heka Reading Cantrip	Homunculus Ritual
Identify Potion Spell	Lightning Rod Charm

Grade IV Castings

6 Total
Base Heka Cost: 75

Alter Eyes Charm	Fludd's Fire Spell
Know Alchemical Work Spell	Non-Conductivity Cantrip
Wateracid Spell	Wood Golem Ritual

Grade V Castings

6 Total
Base Heka Cost: 100

Alter Facial Features Formula	Braccesco's Artificial Elemental Ritual
Conductivity Spell	Invisibility Cantrip
Leather Golem Ritual	Metalgrow Formula

Grade VI Castings

5 Total
Base Heka Cost: 125

Clay Golem Ritual	Control Elementary Formula
Heka Binding Ritual	Ironwood Spell
Reduce Heka Flow Cantrip	

Grade VII Castings

5 Total
Base Heka Cost: 150

Alfabri's Eldritch Fire Cantrip	Change Heka Energy Charm
Control Elemental Formula	Increase Lifespan Ritual
Stone Golem Ritual	

Grade VIII Castings

4 Total
Base Heka Cost: 200

Da Vinci's Reverse Motion Charm	Metal Golem Ritual
Reverse Result Cantrip	Work Tau Ritual

Grade IX Castings

4 Total
Base Heka Cost: 250

Alcahest Formula	Enchantment Ritual
Remove Years Ritual	Simulacrum of Parcelus Ritual

While Full Practitioner mages and priests perform some of the most powerful magicks on Ærth, they are limited in numbers. This leaves much room for Partial Practitioners of various types to ply their trades and become important Heka casters in their own right. Besides Partial Practitioner mages and priests, there are 15 other commonly identified types of such Heka casters, as treated in this chapter. The types of Castings they employ are as follows: Alchemy, Apotropaism, Astrology, Conjuration, Divination, Exorcism, Fortune Telling, Heka-forging, Herbalism, Mediumship, Mysticism, Necromancy, Sorcery, Spellsongs, and Witchcræft.

Archetypical Castings for each of those 15 types of Heka use are listed alphabetically below, by Grade, with Base Heka Cost for each indicated. Those Castings with Resistance & Damage Component addition or "Other" Heka costs associated with their use have appropriate indicators in the right hand "Other Costs column."

ALCHEMY

As mentioned in the description of this K/S Area, Alchemical Castings for the most part concern longevity and rejuvenation or else deal with the refinement or conversion of substances, and the five Elements of Ærth, Air, Fire, Water, and Heka, as well as that which is without any of these Elements, *Tau*. Naturally, a number of the more prosaic, workaday sorts have been omitted from this list.

Note that additional cost (in BUCs) for special Materia required for a Casting appears before the Effect/Force/Material section of each Casting.

Casting Grade I

Alter Complexion Spell:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 100 BUCs

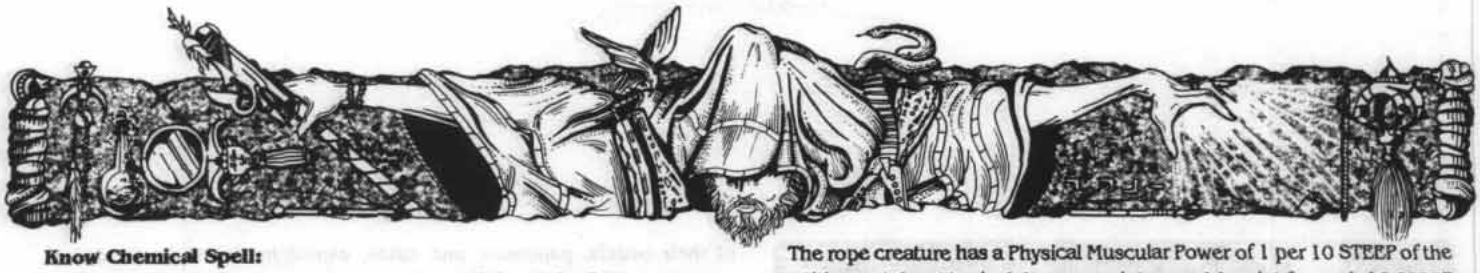
E/F/M: This Casting affects one creature or persona, changing the skin complexion from the palest of fair to swarthiest or ruddiest, or vice versa, with any shading possible in between, as the practitioner determines prior to activation. The Casting will also, at the caster's option, add or remove freckles, warts, moles, and other normal skin markings. Tattoos and other artificial markings may or may not be affected, depending on the desired complexion, and those of magickal nature will always remain unchanged.

Decipher Writing Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 page/MRCap — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 100 BUCs

E/F/M: This dweomer enables its casters to read and comprehend written material which is in other languages normally unknown to them. A "page" can be no more than one-square foot of writing, printing, script, etc. Note that although the information contained within the writing will be understandable to the casters, the language itself will not otherwise be comprehensible. Thus, this Casting does not confer ability other than reading of a temporary sort.

Works of magickal nature can likewise be understood if they are inscribed in some normal language. Encrypted or arcane writings require prior laying of a *Decryption* dweomer to be affected by this Casting. Again, this comprehension will last only as long as indicated, whether or not this Time is sufficient for casters to activate or record the instructions for the written Casting deciphered by this Effect. This Charm is otherwise the same as the Divination Casting *Chartomancy* (q.v.).



Know Chemical Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chemical substance — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: Nil

E/F/M: This Casting allows the operator to identify simple chemicals, including mixtures of these materials, and know what is their basic use. Those chemicals which are basic reagents will also be identified easily, but any compounds of Mundane kind or Heka-imbued chemicals, such as magickal potions, oils, etc., will not be subject to the Effect of this Casting, so the practitioner might not be able to identify such substances.

Question Elemental Formula:

Time: 1 AT + 1 CT/STEEP — *Other Heka Costs:*
Area: 1 Elemental — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil
Special Materia Cost: 100 BUCs

E/F/M: This Formula allows the caster to question creatures and beings of the Elemental Planes/Spheres, by translating between the subject and the operator, and compelling the Elemental to answer questions directed by the caster. Note however, that this Casting does not protect the persona from an angry Elemental, nor does it summon the creature to the practitioner's presence.

Questioning can relate to anything, of course, but queries are usually of the sort aimed at gaining information on items forged using the element of the sort native to the Elemental.

Reveal Invisible Writing Cantrip:

Time: Instantaneous and special — *Other Heka Costs:*
Area: 1 page — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 100 BUCs

E/F/M: The dweomer of this Casting Effect causes magickally changed, hidden, or invisible writing to be made clearly visible to the caster. The actual writing will remain thus visible for as many BTs Time as the practitioner has points of STEEP in this K/S Area. The revealed material will not necessarily be understandable to the caster. While a Special Success both doubles the Time duration and allows all present to see the writing, a Special Failure will actually erase the content of the page! There will be a lingering aura of unusual Heka remaining on the subject page for as many BTs after Casting expiration as the material remained visible.

Rope Homunculus Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: up to 1 cubic foot of "rope" — *R&D:* Nil
Distance: Touch and special — *Other:* Nil
Special Materia Cost: 100 BUCs

E/F/M: This dweomer allows the caster to animate and direct a small being of string, yarn, rope, twine, cord, etc. Size can be as small as 6 inches or as large as 2 feet in height. The *Rope Homunculus* will otherwise resemble a human figure, of course. It will be quick of movement, having –5 Initiative and speed equal to the caster's running movement rate. Such a creature has no intelligence, or self-motivation, and acts only at the direction of the practitioner who cast the Formula. The operator has a visual link with the rope creature, and can see normally through it, using this ability to cause the animated rope to bind small objects if so desired. The visual link could be potentially dangerous, however, because it makes the caster susceptible to any gaze attacks or Mental/Spiritual Links directed at the homunculus. The creature can range as far distant from its operator as the caster has STEEP points in chains.

The rope creature has a Physical Muscular Power of 1 per 10 STEEP of the practitioner. It has Physical damage points equal 1 point for each 10 STEEP points of the alchemist in this Area, plus an additional 1D6 points lent to it by the operator. Should it be destroyed while under the direction of the caster, the practitioner will suffer 1D6 Physical damage him or herself.

Casting Grade II

Acid Jet Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 target — *R&D:* 10:1D3 additional D
Distance: 1 rod — *Other:* Nil
Special Materia Cost: 200 BUCs

E/F/M: This dweomer causes a thin spout of acid to shoot forth from the caster's extended finger. It spurts forth as quickly as might a thrown dagger, hitting its target with unerring accuracy. The *Acid Jet* Effect inflicts 2D3 Chemcial Physical damage upon the target. For each 10 points of *Alchemy* STEEP possessed, the practitioner is able to add an extra 1D3 to this Effect. The cost is 10 additional Heka points per 1D3, the expenditure being made at activation of the Cantrip.

Alter Hair Properties Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 200 BUCs

E/F/M: This Spell allows the operator to change the subject's hair color, texture, straightness, and/or length (up to one foot). The hair affected thus can include all body hair, not just that on the head. If body hair is generally induced by this Effect, it will not exceed one inch length and will remain for no longer than one week's time. The Casting Effect also enables the alchemist to induce normal, healthy hair growth on a bald head, but if this is the case, nothing else can be changed, and the hair has a chance of falling out after one week. This chance of falling out is equal to 100 minus the caster's STEEP, with the roll being made at DR "Difficult," and if the hair falls out, it will not grow back (unless, of course, the caster tries again).

Charnok's Corpse Golem Formula:

Time: Special — *Other Heka Costs:*
Area: 1 Corpse Golem special — *R&D:* Nil
Distance: Touch and special — *Other:* Nil
Special Materia Cost: 200 BUCs

E/F/M: Through the use of this Casting, the alchemist can animate one corpse or human or animal sort whose P TRAIT is equal to or less than human normal. The corpse will be under the command of the caster, and will have no thought of its own. The caster may provide the *Corpse Golem* with simple commands to follow, with the base chance of the golem's success equal to the caster's STEEP at DR "Easy." Each directive beyond the first increases the Difficulty Rating of the golem's chance of successfully carrying out all commands. Note that the golem can be ordered to "guard," "attack," and so on, but to have it employ a weapon counts as one instructional command. The Corpse Golem cannot function beyond a one furlong radius of the place it was activated. If it goes beyond such radius, the dweomer will be negated, and the golem will become a normal corpse.

The corpse will not decay while under this dweomer, and it will function for one month for every 10 points of the caster's *Alchemy* STEEP. Thereafter, unless a supplemental Casting is performed, the *Corpse Golem* will become immobile and resume its natural state (including decomposition). This problem can be avoided if the corpse is initially the subject of a preparatory Casting such as *Enchantment*, which will allow it to function indefinitely.

The golem's Initiative is +10, and it moves at a rate of four feet per CT when in motion. There is no slower or faster speed possible. It attacks at a BAC of 20, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 2D3 Blunt, with one attack per CT possible.

A *Corpse Golem* possesses a P TRAIT for damage points, but no WL or CL. It has the following scores:

Corpse Golem

Base Scheme:

P: 40

PM: 25 PN: 15

PMCap: 10 PNCap: 5

PMPow: 10 PNPow: 5

PMSpd: 5 PNSpd: 5

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	40	16	40	40	60	40
Super	30	30	12	30	30	45	30
Vital	20	20	8	20	20	30	20
Non	10	10	4	10	10	15	10
Avg.	25	25	10	25	25	37	25

Note that as with zombies, a *Corpse Golem* has Susceptibility to salt. An ounce of salt thrown or otherwise in contact with such a golem inflicts 1D6 damage, Natural armor notwithstanding.

Employment of this dweomer is antithetical to many individuals because of their beliefs, pantheon, and ethos, especially the White School of Dweomercræft and the Sunlight Ethos of Priestcræft. Any persona under a Vow is most unlikely to employ this Casting.

Decryption Spell:

Time: 2 BTs + 1 CT/STEEP — *Other Heka Costs:*
Area: 1 page — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 200 BUCs

E/F/M: Through use of this Casting, the alchemist is able to read and understand information recorded in arcane and/or coded format, such as lost scripts, cryptograms, magickally altered documents, etc. Note that though the comprehension of the information contained is enabled by the Spell, the caster will not otherwise have broken the code. Thus, the Casting is effective for the stated time, and with respect to a one page document only. This dweomer can be utilized in conjunction with the *Decipher* Casting, above.

It is possible to use this Casting to increase one's chance of breaking a code using the *Cryptography* K/S Area. In such cases, the practitioner rolls to see if the Casting is successful, and if such is the case, the persona can immediately make a *Cryptography* roll adding 20% of Casting STEEP in *Alchemy* to the roll.

If the second roll is successful, then the code is broken, and any other use of the same cipher or code can be read.

Know Chemical Compound Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 compound — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: Nil

E/F/M: This Casting allows the alchemist to identify chemical compounds and have a general idea of their effects. All manner of alchemical, Heka-induced, and herbal mixtures, as well as magickal reagents and all other sorts of compounds can be identified easily.

Summon Elementary Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard radius — *Other:* Nil
Special Materia Cost: 200 BUCs

E/F/M: This Ritual of but 1 AT casting length enables a caster to Summon one Elementary creature to his or her presence. As Elementaries are basically Evil, it is usual for the alchemist to have adequate protection from the one summoned by this dweomer. The protection might be in the form of an Inclusive Pentacle (to contain the Elementary), an Exclusive Pentacle (to protect the practitioner), or both; or the alchemist might have other means of protection and/or control.

The Elementary will recognize the caster to be an alchemist and will require something to control and/or contain it, for it knows that the caster cannot generally manage it otherwise. The Elementary will answer questions, or the alchemist can attempt to induce or force the creature to perform one simple command, fulfill its requirement(s), and then depart. Inducement is typically a "feeding" of M or S points, or something it values bestowed upon the subject. Force is typically of Heka-based sort. The command can be to fetch something, investigate something, or to attack something.

For information on Elementaries see the Dweomercræft, Elemental School, Casting, *Summon Elementary* on page 63 of this book.

Casting Grade III

Alkaline Shower Cantrip:

Time: Instantaneous and special
Area: 1 foot radius/STEEP
Distance: 1 foot/STEEP
Special Materia Cost: 300 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The Effect of this dweomer produces a rain of alkaline material in either powder or liquid form falling onto the Area indicated. The Distance range of the center point of the Area of Effect can be anywhere up to the maximum indicated, from such casters themselves to the farthest range possible.

In the case of a powder material, the stuff will negate/prevent 1D6 of Chemcial Physical damage from any acid released in the Area previously or for as many CTs time thereafter as the alchemist activating this Casting has tens of STEEP in this K/S Area. If falling as liquid, the *Alkaline Shower* inflicts 1D6 Chemcial PD (modified by Hit Location, of course) to all subjects within the Effect Area not protected from or invulnerable to the chemical.

Alter Skin Spell:

Time: 1 hour/STEEP
Area: 1 subject
Distance: Touch
Special Materia Cost: 300 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting affects one creature or persona, changing skin color, texture, and markings/flaws (such as freckles, moles, warts, wens, scars, tattoos, etc.). The Casting will also change the subject's complexion and add/remove markings as the Casting *Alter Complexion*. All natural and artificial markings save those of Heka-induced nature can be removed by this Spell, and even most magickal markings can be concealed by its Effect. The Spell's Effect isn't permanent in itself, although if an *Enchantment* Ritual is performed first, it will make it so.

Heka Reading Cantrip:

Time: 1 BT/STEEP
Area: Caster
Distance: 1 foot/STEEP
Special Materia Cost: 50 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: With this Cantrip, the alchemist gains the ability to see and analyze the ebb and flow of magickal energy. This capability is useful in determining the location of a continuing radiation, direction of a burst, kind (Preternatural, Supernatural, Entital), type (Negative, Positive, mixed), and relative strength of the Heka observed.

Homunculus Ritual:

Time: 1 hour/STEEP
Area: Up to 1 cubic foot
Distance: Touch and special
Special Materia Cost: 300 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Ritual of three Action Turns casting Time, the alchemist forms, animates and directs a small Mandrake-like creature of tough and rubbery flesh-like substance. Its size can be as small as six inches or as large as two feet in height. The *Homunculus* will otherwise resemble a human figure, of course. It will be quick of movement, having -5 Initiative and speed equal to the caster's running movement rate.

Such a creature has a very low intelligence and acts primarily at the direction of the persona who created it—although the caster can give the homunculus detailed instructions to follow which it can perform with relative ability equal to about half the caster's own in most cases. The operator has a visual and Mental Link with the *Homunculus*, and can see normally through its eyes, as well as give it simple mental commands, as noted. This is dangerous, because it makes the operator susceptible to any gaze attacks or Mental/Spiritual Links directed at the *Homunculus*. The creature can range as far distant in furlongs from its operator as the caster has STEEP points.

The creature has an M TRAIT of 18, each ATTRIBUTE being 3. Its PMPow is 3, plus 1 per 10 STEEP of the practitioner. It has a Physical damage points equal 1 point for each 10 STEEP points of the alchemist in this Area, plus an additional 4D6 points lent to it by the operator. Should it be destroyed while under the direction of the caster, the practitioner will suffer 4D6 Physical damage him or herself.

Identify Potion Spell:

Time: Instantaneous
Area: 1 potion
Distance: Touch
Special Materia Cost: 100 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through use of this Casting, the alchemist seeks to divine the contents and exact function of a magickal potion or other liquid substance which is Heka-formed or powered. The procedure for doing this directs the Effect at the container, and as the Spell is completed, the container will temporarily display one or more Runes, Glyphs, etc., which the caster uses to determine the properties of the substance (and thus the type of potion) held within.

A Special Success will require no interpretation on the caster's part, indicating exactly what the potion is. Should the attempt at identification fail, the Runes will appear blurred and indistinct. If a Special Failure is indicated, the Symbols upon the container will be wrong, and will display the opposite or different properties than those of the potion.

Lightning Rod Charm:

Time: 1 CT + 1 CT/10 STEEP
Area: 1 rod diameter/10 STEEP
Distance: Touch + special
Special Materia Cost: 300 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer enables the alchemist to create a ground for electrical discharge of the sort generated by Casting or natural phenomenon. The practitioner selects any large object (including a living one) as the central point of the Area of Effect. If the central point is a living subject unwilling to be touched, and able to attempt avoiding such, the caster must score a successful hit using *Combat, Hand-to-Hand* (either kind) to touch that individual. The *Lightning Rod* Effect redirects the sending or occurrence of the electrical charge from its intended target or random strike point to its central point, and by so doing dissipates its Effect and is negated. This Effect is negated/negates *Non-Conductivity*'s Effect.

Casting Grade IV

Alter Eyes Charm:

Time: 1 Day/10 STEEP
Area: 1 rod diameter/10 STEEP
Distance: Touch
Special Materia Cost: 400 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting allows the persona to change a single subject's eye color. It will alter by 1% of the caster's STEEP in this Area the size of the eyeball, cornea, and/or retina, if desired. The Effect will also change the setting (from deep-set to protruding, anything between those two extremes) and lid shape (slanted, folded,

heavily lidded, etc.). The Charm's Effect is not permanent in itself, although if an *Enchantment* Ritual (q.v.) is performed first, it will make it so.

Fludd's Fire Spell:

Time: Instantaneous and special
Area: 10 feet diameter
Distance: 1 foot/STEEP
Special Materia Cost: 400 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting creates a splattering, adhesive, incendiary missile which is hurled forth from the palm of the caster at the speed of a thrown axe for up to the Distance in feet indicated. (Think of pitch, sulphur, potassium perchloride, wax, and a touch of denatured alcohol to get an idea of the combustibleness and intensity of the material.) When sent forth, the missile explodes on contact for 1D3 points of Continuing Fire Physical damage, with an Exposure roll of 1D6 for the target subject, a 1D3 Exposure for all others in the 10' diameter Effect Area. The fire will continue to burn for 1D3 CTs after striking a target, igniting anything inflammable upon which it burns.

Know Alchemical Work Spell:

Time: Special
Area: 1 Operation special
Distance: Centered on caster
Special Materia Cost: 200 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell is designed to aid alchemists in performing magickal Operations of alchemical sort, and thus it confers what is effectively a greater skill upon them for purposes of performing a single part of or one Operation, by lowering the difficulty of the Difficulty Rating by one step (easier). Thus, a persona under this Effect can perform a "Difficult" operation at one DR easier than normal—i.e., "Moderate." The dweomer affects only one such K/S modification before expiration. In no event will two Castings of this sort ever function at the same time for the same individual or Operation. One cancels the Effect of the other in such case.

Non-Conductivity Cantrip:

Time: 1 CT/STEEP
Area: 1 subject or object
Distance: Touch
Special Materia Cost: 400 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When this Cantrip is laid on a subject or an object, its dweomer causes that one thing to have a non-conductivity of electrical current, whether of naturally occurring or Heka-generated sort. A living subject will effectively have a Resistance to "Electrical" Physical damage equal to 1 point per STEEP point of the alchemist. No object or subject can have more than one such dweomer in active Effect at the same time, but each distinct, discreet subject and object is unique. Thus, for example, armor of ferrous metal can be made non-conductive, or the wearer of that armor can be made resistant, or both. This Effect negates and is negated by *Lightning Rod*'s Effect.

Wateracid Spell:

Time: 1 CT/10 STEEP
Area: 1 pint/10 STEEP special
Distance: Touch
Special Materia Cost: 400 BUCs per pint created

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell is used to create a powerful acid liquid from an equal volume of normal water. The liquid must be created and stored in ceramic containers specially made and fired for this purpose. Otherwise, as the water is transformed, the acid thus formed will eat the container, losing its potency in the process. This liquid, known as *Wateracid*, will destroy metal of any normal type (Hekalite alloys included, but not metal armor of enchanted sort). It will even eat through stone. A pint of the stuff will destroy about 10% of the total protection of any metal armor, 50% of metal and leather armor, or all of leather/cloth armor's protective value. It will eat a hole of about one cubic foot size in stone. If *Wateracid* is delivered to a subject's exposed and unprotected body, it inflicts 4D3 Continuing damage for the duration of Time the Effect is active. Compare *Alkaline Shower*, on page 163.

Wood Golem Ritual:

Time: 1 month/10 STEEP
Area: 1 Wood Golem special
Distance: Touch
Special Materia Cost: 400 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Ritual of 4 ATs casting Time, the practitioner is able to animate and control by verbal or mental command a creature of wood. The golem must have been built and shaped of hard wood by the caster, and its wood must be of the finest quality. (Lumber cost is not included in Special Materia Cost.) It can be human-shaped or so formed as to resemble an animal, but it performs in the same manner in either case.

The golem has a low intelligence, and acts primarily at the direction of the persona who created it. The alchemist can give it detailed oral instructions to follow, and the golem will perform with relative ability equal to about half the caster's own in most cases. The operator has a Mental Link with the golem, and can give it simple mental commands, thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in furlongs. The duration of Time of Effect can be altered from months to years through prior laying of an *Enchantment* Casting.

The golem's Initiative is +5, and it moves at a rate of six feet per CT when in motion. This can be modified to 2 at slow or 12 at fastest rate of speed possible, 18 feet if the golem is four-legged. It attacks at a BAC of 25, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 4D3 Blunt, with one attack per CT possible.

A *Wood Golem* possesses 80 Physical damage points, plus 10 % of the alchemist's STEEP in *Agriculture*, *Construction*, and *Sculpture* as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

Wood Golem

Base Scheme:

M: 30, EL: 24		**P:** 80, CL: 72	
MR: 15	MM: 15	PM: 45	PN: 35
MRCap: 5	MMCap: 5	PMCap: 20	PNCap: 15
MRPow: 5	MMPow: 5	PMPow: 20	PNPow: 15
MRSpd: 5	MMSpd: 5	PMSpd: 5	PNSpd: 5

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	20	60	–	20	80	80
Super	30	15	45	–	15	60	60
Vital	20	10	30	–	10	40	40
Non	10	5	15	–	5	20	20
Avg.	25	12	37	–	12	50	50

Casting Grade V

Alter Facial Features Formula:

Time: 1 day/10 STEEP
Area: 1 subject
Distance: Touch
Special Materia Cost: 500 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting enables the alchemist to alter as radically as desired the facial features of one subject. In addition to changing the form of the subject's face (chin, mouth, lips, cheeks, cheekbones, brow, and forehead), head and ears too are subject to the Effect. This makes for a very effective disguise, and it is detected as such only through the use of *True Sight*, for Castings which detect disguise or illusion will not indicate either, for neither exists here. Use of the *Enchantment* Ritual prior to this one will make changes permanent.

Braccesco's Artificial Elemental Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 cubic yard/10 STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil
Special Materia Cost: 500 BUCs

E/F/M: This Ritual of but one Action Turn of casting allows the caster to create a motive force of pure Elemental constitution from Air, Fire, Water, or Ærth (not Heka). The Force can be structured in any shape within the area allowed, even appearing humanoid in form. However, an *Artificial Elemental* has no intelligence whatsoever and must be specifically controlled by the caster. This manipulation requires full concentration, and the caster can perform no other activity while the *Artificial Elemental* remains, or else the dweomer is negated.

The *Artificial Elemental* has the percentage of P TRAIT points equal to a Major Elemental's total times the alchemist's STEEP as a percentage multiplier. It can otherwise perform all that a normal Elemental of the same Element could—as controlled by the practitioner. (See Dweomercræft, Elemental School, Casting *Summon Elemental Aid.*)

Conductivity Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject/object — *R&D:* Nil
Distance: 1 rod — *Other:* Nil
Special Materia Cost: 500 BUCs

E/F/M: This dweomer causes the subject/object to become an electrical conductor. If the material of the object is normally non-conductive, it will become a good conductor of electrical current and have no protective quality against Electrical PD. If already a conductive substance, it will be doubly so under this Effect, and Electrical PD will be increased accordingly.

This Effect doubles the Time duration and conduction ability Effect of the *Lightning Rod* Casting, and it negates and is negated by the *Non-Conductivity* Casting.

Invisibility Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 500 BUCs

E/F/M: Through use of this Casting, the alchemist is able to make one object or subject(s)/subject group invisible for the Time duration indicated. A subject group is a number of similar things within an Area of no larger than a rod diameter. No more material than about one cubic foot per STEEP point of the practitioner in this K/S Area can be affected. A portion of a whole object *can* be affected by this Casting. Note that for a creature to remain invisible, no quick movement (including any form of combat) is possible, although slow, controlled movement will not negate the Effect. Odor and sound are not affected by this dweomer. In any case, those capable of detecting invisible things will be able to see the subject clearly.

Leather Golem Ritual:

Time: 3 days/STEEP — *Other Heka Costs:*
Area: 1 Leather Golem special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 500 BUCs

E/F/M: Through this Ritual of 5 ATs casting Time, the practitioner is able to animate and control by verbal or mental command a creature of leather. The golem must have been sewn and shaped of fine, thick leather by the caster. The leather must be of the finest quality tanning and supple in places necessary for movement. (Leather cost is not included in Special Materia Cost.) It can be human-shaped or so formed as to resemble an animal, but it performs in the same manner in either case.

The golem has a low intelligence and acts primarily at the direction of the persona who created it. A *Leather Golem* can be used as a minor servant, a guard, or as an assistant. The alchemist can give it detailed oral instructions to follow, and the golem will perform with relative ability equal to about half the caster's own in most cases. The operator has a Mental Link with the golem and can give it simple mental commands, thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in furlongs.

The duration of Time of Effect can be altered from months to years through prior laying of an *Enchantment* Casting.

The golem's Initiative is normal, and it moves at a rate of 10 feet per CT when in motion. This can be modified to 2 at slow or 20 at fastest rate of speed possible, 30 feet if the golem is four-legged. It attacks at a BAC of 30, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 5D3 Blunt, with one attack per CT possible.

A *Leather Golem* possesses 100 Physical damage points, plus 10% of the alchemist's STEEP in *Leatherwork* as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

Leather Golem

Base Scheme:

M: 32, EL: 26		P: 100, CL: 90	
MR: 16,	MM: 16	PM: 55	PN: 45
MRCap: 6	MMCap: 6	PMCap: 25	PNCap: 20
MRPow: 5	MMPow: 5	PMPow: 20	PNPow: 15
MRSpd: 5	MMSpd: 5	PMSpd: 10	PNSpd: 10

Natural Armor:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	8	60	20	8	80	20
Super	30	6	45	15	6	60	15
Vital	20	4	30	10	4	40	10
Non	10	2	15	5	2	25	5
Avg.	25	5	37	12	5	50	12

Metalgrow Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 object/object group special — *R&D:* Nil
Distance: 1 rod — *Other:* 1:1% growth
Special Materia Cost: 500 BUCs

E/F/M: This magickal Operation causes one or more pieces of metallic substance to grow and enlarge. The affected metal will gain a percentage of mass equal to one-half the amount of Heka applied during the casting process—i.e., a metal dagger blade can be enlarged to double its original size (100% growth) by the channelling of an additional 200 points of Heka to so do. No more objects than the alchemist has tens of STEEP can be subjected to this dweomer. All subject objects must be of like sort in kind and composition (alloy). Each object must be whole and not an attached portion of some larger thing. Note that while the metal or metal alloy will be the same, and quality constant, no Heka-engendered effects or enchantments will be increased thus; what is laid on the object remains unchanged in all aspects. Objects under this Effect will radiate Heka accordingly.

The Effect can be held so that initial activation will be upon command, whatever audial trigger the alchemist desires. However, the Time duration of the Casting runs even while the Effect is being held. If this Effect delay is triggered on a metal weapon object when that object is piercing a target, damage inflicted will be increased by the percentage of growth of the metal object.

Casting Grade VI

Clay Golem Ritual:

Time: 3 days/STEEP — *Other Heka Costs:*
Area: 1 Clay Golem special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 1,200 BUCs

E/F/M: Through this Ritual of 6 ATs casting Time, the practitioner is able to animate and control by verbal or mental command a creature of clay. The golem must have been formed and sculpted of pure, fine clay by the alchemist's own hands. The clay must be of the highest quality such as that suitable for pottery. (Clay cost is not included in Special Materia Cost.) It can be human-shaped or so formed as to resemble an animal, but it performs in the same manner in either case.

The golem has a low intelligence and acts primarily at the direction of the persona who created it. A *Clay Golem* can be used as a minor servant, a guard, or as an assistant. The alchemist can give it detailed oral instructions to follow, and the golem will perform with relative ability equal to about half the caster's own in most cases. The operator has a Mental Link with the golem and can give it simple mental commands thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in furlongs.

The duration of Time of Effect can be altered from months to years through prior laying of an *Enchantment* Casting.

The golem's Initiative is normal, and it moves at a rate of 12 feet per CT when in motion. This can be modified to 2 at slow or 24 at fastest rate of speed possible, 36 feet if the golem is four-legged. It attacks at a BAC of 35, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 6D6 Blunt, with one attack per CT possible.

A *Clay Golem* possesses 120 Physical damage points, plus 10% of the alchemist's STEEP in *Geology/Mineralogy* and *Sculpture* as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

Clay Golem

Base Scheme:

M: 40, EL: 32		P: 120, CL: 108	
MR: 20	MM: 20	PM: 65	PN: 55
MRCap: 8	MMCap: 8	PMCap: 35	PNCap: 30
MRPow: 7	MMPow: 7	PMPow: 25	PNPow: 15
MRSpd: 5	MMSpd: 5	PMSpd: 5	PNSpd: 10

Natural Armor:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	80	20	80	20	80	80	40
Super	60	15	60	15	60	60	30
Vital	40	10	40	10	40	40	20
Non	20	5	20	5	20	20	10
Avg.	50	12	50	12	50	50	25

Control Elementary Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Elementary/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP special — *Other:* Nil
Special Materia Cost: 600 BUCs

E/F/M: This Formula is for use in conjunction with the Grade II Casting *Summon Elementary*. When activated, this Casting enables its casters to control up to as many Elementaries as they have tens of STEEP in *Alchemy*, to the Distance indicated. Or, if there is but a single Elementary subject, such casters can command 1D3 services from it, with a Distance range measured in furlongs. Note that Nature Spirits of the Mundane/Material Planes/Spheres are subject to this dweomer as if they were ordinary Elementaries. A Special Success allows a caster to command double the number Elementaries or gain double the services from the single Elementary or Nature Spirit. An Elementary will usually attack the caster if it has the opportunity, so protections need to be in place to prevent this while the Casting is being performed, but once activated, and with no more subjects than are commandable, the practitioner need not fear attack while this Effect persists. For information on Elementaries see the Dweomercræft, Elemental School, Casting, *Summon Elementary* on page 63 of this book.

Heka Binding Ritual:

Time: Special or 6 ATs — *Other Heka Costs:*
Area: 1 subject or object — *R&D:* Nil
Distance: Touch + special — *Other:* Special
Special Materia Cost: 600 BUCs/100 Heka points bound

E/F/M: Through this Ritual of 6 ATs Time of casting, the practitioner enables the binding of Heka to an object or creature/being upon which or whom the caster has laid a dweomer needing Heka to power its activation of Effect. The practitioner must expend whatever additional amount of Heka as required for the result desired. Note that this Casting can be utilized to provide a persona with a Heka Reservoir, but in such case the Time duration, rather than being indefinite as usage demands, extends to only a six Action Turns.

Compare the Dweomercræft and Heka-Forging Castings of this same name.

Ironwood Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: Touch + special — *Other:* Nil
Special Materia Cost: 1,200 BUCs

E/F/M: Through this magickal Operation, the caster is able to confer temporarily the strength and hardness of iron into a quantity of wood. Such material is then the equivalent of tempered iron with respect to tensile strength, hardness, resistance to fire, physical attacks, etc. However, the weight of the wood is not affected, and it is not ferrous metal with respect to conductivity. This makes the *Ironwood* dweomer quite effective for shields, as they are not subject to adjustments from Electrical attack Physical damage, yet provide superior protection otherwise. Also, the Effect provides a good weapon against creatures and beings subject to iron Susceptibility, for the wood so dweomered affects all such ones as if it were actual iron. On average, two small, one medium, or one-half a large shield equals one cubic foot with respect to Casting Area.

Reduce Heka Flow Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter or special — *R&D:* Nil
Distance: Special — *Other:* Special
Special Materia Cost: 600 BUCs

E/F/M: This dweomer simply cuts down the flow of energy into or out of an area. The alchemist laying the Cantrip must decide what aspect of a Casting is to be affected thus. As a general-purpose protective measure, the Effect operates first on Time, then Area, and lastly on Effect/Force/Material. If two or all three are to be reduced, then double or triple the Base Heka Cost amount for this Casting must be expended accordingly at activation. If laid on an Area in which a dweomer is already active, the Effect will, again, operate first on Time duration. If that is not applicable, then it will abridge the flow of Heka so as to diminish Area. If this is not applicable, the dweomer will then reduce the Heka so as to diminish the Effect/Force/Material, unless extra Heka is spent to affect two or three aspects. Note also that if laid on an area with a held-activation Effect or on an individual able to use

Castings or Powers, it will operate in exactly the same manner with respect to the activation of Effect in the area or next Heka use by the subject. However, the steps are Time, Area, Distance, and only thereafter is the E/F/M diminished; so a quadruple expenditure of Heka is required to affect all four aspects of a Casting as it is activated.

Time duration of this Casting is "Instantaneous" if laid on an active Effect. If held activation until Heka flow operates in its Area, then it lasts for as many ATs as the alchemist has tens of STEEP. If laid on a held activation Effect or another individual, the Effect has a Time duration of but 1 CT per 10 STEEP points of the practitioner casting it.

Area isn't actually applicable with respect to this dweomer if it's sent and laid on a held activation or Casting/Power-employing individual, as the *Reduce Heka Flow* Effect then affects only the next Heka flow from the subject.

Distance to which the dweomer can range is either "centered on caster" or else 1 foot/STEEP point of the alchemist.

The *Reduce Heka Flow* dweomer causes the aspect affected to be diminished by that percentage equal to the tens of STEEP of its caster—i.e., 10%, 20%, 30%, etc. However, if the dweomer to be affected is of origination at greater than 70 STEEP, then the diminishment by this Casting's Effect is reduced by 1% per point of STEEP greater than 70. Thus, a reduction of 90% by an alchemist with 90+ STEEP, would itself be diminished if the dweomer it affected had been cast as above 70 STEEP ability—say 90 for this example, so the subtraction from 90% would be 20 in this case, and the net *Reduce Heka Flow* Effect would then be 70%—of Time, and Area, Distance, etc., as paid for and applicable.

Casting Grade VII

Alfabri's Eldritch Fire Cantrip:

Time: 1 CT/10 STEEP
Area: 7 inch diameter sphere
Distance: Touch + special
Special Materia Cost: 700 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Cantrip creates a palm-sized ball of magickal flame, which can be held and manipulated by the alchemist without harm. Its fire and heat are such that inflammable objects (including the caster's clothes) or subjects, will catch fire instantly if exposed to the *Eldritch Fire*'s Effect, so care must be taken when handling the stuff. Contact with exposed flesh (other than that of its activator) inflicts 7D3 Fire FD per CT of such contact. Metal so heated will begin transferring this damage after but 1 CT.

Though *Eldritch Fire* is normally used for magickal Operations, it can be employed as a powerful weapon, for it will retain its shape and coherence if thrown as a missile. It can be hurled as fast as a thrown axe, travelling with unerring accuracy to a Distance in feet equal to the alchemist's STEEP. Note also that it will remain "stuck" fast to its target when it strikes, and that it is not extinguishable through normal means. This dweomered flame will burn for the Casting's Time duration, or until it is negated or dispelled by some means.

Change Heka Energy Charm:

Time: 1 BT/STEEP special
Area: 1 rod diameter
Distance: Centered special
Special Materia Cost: 700 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer has the Effect of altering radically the Heka energy of the first Casting or Power which enters its Area. The Area must be centered on the alchemist of some object that persona elects to use for the purpose. The subject energy upon entering the *Change Heka Energy's* Casting Area will then do exactly the opposite of the Casting's or Power's intended, usual Effect. The dweomer functions once thus, and its Time duration then expires.

Control Elemental Ritual:

Time: 1 BT/STEEP
Area: 1 Elemental
Distance: 1 chain
Special Materia Cost: 700 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Ritual of three Action Turns performance time allows the alchemist to command a single service from any Elemental creature or being from one of the Preternatural Planes of air, fire, water, or earth. If an Elemental is present when the Casting is begun, it cannot and will not attack the practitioner as the Ritual is performed, but it is wise to attempt control of such beings only if they are properly contained in a Pentacle of some sort, in case the Casting fails or is disrupted for some reason. For information regarding Elementals, see the Dweomercraft, Elemental School, Casting, *Summon Elemental Aid* on page 65 of this book.

Increase Lifespan Ritual:

Time: Instantaneous
Area: 1 subject
Distance: Touch
Special Materia Cost: 14,000 BUCs

Other Heka Costs:
R&D: Nil
Other: 1:1 P TRAIT

E/F/M: This Ritual requires 10 ATs time to complete. Through the Effect of its Ritual the alchemist is able to add one year to the lifespan of the subject. The Casting doesn't affect the chronological age, condition, or health of the subject, but it adds to the longevity of the individual. The alchemist must both expend 14,000 BUCs for special Materia to perform the Ritual and expend additional Heka points equal to the subject's Physical TRAIT total. A Special Failure shortens the subject's lifespan by 1D3 years!

Stone Golem Ritual:

Time: 3 days/STEEP
Area: 1 Stone Golem special
Distance: Touch
Special Materia Cost: 2,100 BUCs and special

Other Heka Costs:
R&D: Nil
Other: Special

E/F/M: Through this Ritual of 7 ATs casting time, the practitioner is able to animate and control by verbal or mental command a creature of stone. The Golem must have been formed and sculpted of pure, fine-grained stone by the alchemist's own hands. The mineral used must be of the highest quality of its sort, such as that suitable for sculpting statuary. (Stone cost is not included in Special Materia Cost.) It must be human-shaped and so formed as to resemble an actual human as closely as possible, according to the alchemist's *Sculpture* K/S Area ability. The *Stone Golem* must be no less than 5 feet tall and can be no taler that 10 feet tall (at which size it gains a combat advantage due to height, if applicable).

The golem has a low-medial intelligence, and acts primarily at the direction of the persona who created it. However, it resents its creation and thus hates all life and its creator's in particular. A *Stone Golem* can be used as a minor servant, a guard, or as an assistant. The alchemist can give it detailed oral instructions to follow, and the golem will perform with relative ability equal to about two-thirds the caster's own in most cases (for example, the instructions, "Guard this chamber from anyone who enters, except me, and kill those intruders who do gain access and touch or attempt to take anything"). If the golem is ever freed from this Mental Link (via any dweomer which negates or dispels such) it will seek out and attempt to kill its creator, attacking any and all other living things on its direct route as it so does.

The operator has a Mental Link with the golem and can give it simple mental commands thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in Miles. At a cost

in BUCs of 1D10 × 1,000 per "eye," the alchemist can set two gemstones into the eye sockets of the golem, and these become its "eyes." If double Base Heka is expended, these "eyes" will function for the caster. The alchemist can see through the golem's "eyes" as if they were the caster's own.

The duration of Time of Effect can be altered from months to years through prior laying of an *Enchantment* Casting. The golem's Initiative is –5, and it moves at a rate of 14 feet per CT when in motion. This can be modified to 2 at slow or 28 at fastest rate of speed possible. It attacks at a BAC of 40, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 7D6 Blunt, with one attack per CT possible. A *Stone Golem* possesses 140 Physical damage points, plus 10% of the alchemist's STEEP in *Geology/Mineralogy, Masonry,* and *Sculpture* as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

Stone Golem

Base Scheme:

M: 50, EL: 40		**P:** 140, CL: 126	
MR: 25	MM: 25	PM: 75	PN: 65
MRCap: 10	MMCap: 10	PMCap: 35	PNCap: 30
MRPow: 8	MMPow: 8	PMPow: 30	PNPow: 25
MRSpd: 7	MMSpd: 7	PMSpd: 10	PNSpd: 10

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	80	80	20	80	80	80	40
Super	60	60	15	60	60	60	30
Vital	40	40	10	40	40	40	20
Non	20	20	5	20	20	20	10
Avg.	50	50	12	50	50	50	25

Casting Grade VIII

Da Vinci's Reverse Motion Charm:

Time: Instantaneous
Area: 1 cubic yard/10 STEEP
Distance: 1 chain/10 STEEP
Special Materia Cost: 1,600 BUCs

Other Heka Costs:
R&D: Nil
Other: Special

E/F/M: Through this Charm, the alchemist is able to change physical motion in one or more subject creature(s) or object(s) whose total area, including any volume or space (or material) contained by it or them, is equal to or less than the Area indicated and which are in the contiguous space of the Area. However, the weight of the subject creature(s) or object(s) cannot exceed the caster's STEEP in hundredweights. When motion is reversed, the subject(s) will retrace its (their) exact path of movement prior to the dweomer's Effect acting upon it, doing so to the Distance covered over the last 7 CTs.

Metal Golem Ritual:

Time: 3 days/STEEP
Area: 1 Metal Golem special
Distance: Touch
Special Materia Cost: 3,200 BUCs and special

Other Heka Costs:
R&D: Nil
Other: Special

E/F/M: Through this Ritual of 8 ATs casting Time, the practitioner is able to animate and control by oral or mental command a creature of metal. The golem must have been formed and sculpted and molded of the purest, finest alloy of bronze by the alchemist's own hands. The metal used must be of the highest quality of its sort, such as that suitable for sculpting cast metal statuary. (Metal cost is not included in Special Materia Cost.) It must be human-shaped and so formed as to resemble an actual human as closely as possible, according to the alchemist's *Sculpture* K/S Area ability. The *Metal Golem* must be no less than 6-feet tall and can be no taller that 12-feet tall (at which size it gains a combat advantage due to height, if applicable).

The golem has a lower-medial intelligence and acts primarily at the direction of the persona who created it. However, it resents its creation and thus hates all life and its creator's in particular. A *Metal Golem* can be used as a servant, a guard, or as an assistant. The alchemist can give it detailed oral instructions to follow, and the golem will perform with relative ability equal to about three-quarters the caster's own in most cases (or example, the instructions," Guard this chamber from anyone who enters, except me, get the name of any attempting to come in, and kill those intruders who do gain access and touch or attempt to take anything"). If the golem is ever freed from this Mental Link (via any dweomer which negates or dispels such) it will seek out and attempt to kill its creator, attacking any and all other living things on its direct route as it so does.

The operator has a Mental Link with the golem and can give it mental commands thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in Leagues. At a cost in BUCs of 5D6 × 1,000 per "eye," the alchemist can set two gemstones into the eye sockets of the golem, and these become its "eyes." If double Base Heka is expended, these "eyes" will function for the caster. The alchemist can see through the golem's "eyes" as if they were the caster's own.

The duration of Time of Effect can be altered from months to years through prior laying of an *Enchantment* Casting.

The golem's Initiative is –10, and it moves at a rate of 16 feet per CT when in motion. This can be modified to 2 at slow or 32 at fastest rate of speed possible. It attacks at a BAC of 45, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 8D6 Blunt, with one attack per CT possible.

A *Metal Golem* possesses 160 Physical damage points, plus 10% of the alchemist's STEEP in *Geology/Mineralogy, Mechanics, Smithing/Welding,* and *Sculpture* as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

Metal Golem

Base Scheme:

M: 60, EL: 48		**P:** 160, CL: 144	
MR: 30	MM: 30	PM: 80	PN: 80
MRCap: 13	MMCap: 13	PMCap: 40	PNCap: 40
MRPow: 8	MMPow: 8	PMPow: 35	PNPow: 35
MRSpd: 7	MMSpd: 7	PMSpd: 5	PNSpd: 5

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	100	100	80	40	40	120	20
Super	75	75	60	30	30	90	15
Vital	50	50	40	20	20	60	10
Non	25	25	20	10	10	30	5
Avg.	67	67	50	25	25	75	12

Reverse Result Cantrip:

Time: 1 BT/STEEP special
Area: 1 foot diameter/10 STEEP
Distance: Centered special
Special Materia Cost: 800 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer returns a Heka Casting or Power's Effect to its source of origination, causing that Effect to impact that source, rather than the target subject protected by the *Reverse Result* Casting. Its Area is centered upon the alchemist or some point of the practitioner's choosing. When its Effect operates, the Time duration expires.

Work Tau Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 1,600 BUCs/cubic foot

E/F/M: Through the use of this potent magickal Operation, the caster is enabled to shape and mold the intrinsic stuff of all things within the multiverse. Thus, one or more physical properties of a non-living substance or item can be changed—color, shape, size, weight, base material, properties, etc. A subject can also be made to be totally exclusive of and invulnerable to one Element thus, Heka included. For example, a suit of plate armor could be made invulnerable to the effects of air, fire, water, earth, or Heka—though not two or more of these Elements. If Heka were selected, the armor would never be subject to any other Casting, Power, or Heka of any sort, including damage from their energy. It would not translate effects of the element to which it was invulnerable. However, the metal would be otherwise completely normal. Note that any increase or decrease in size or weight balances proportionally against the other, as mass remains constant. For example, if the size of an object is increased, its weight will decrease.

If tau alone is to be retained *sans* any Elemental material composition included in its matter, then the alchemist must expend both double normal Heka for this Ritual, and the Material cost changes from 1,600 per cubic foot to the same cost per cubic ounce!

Casting Grade IX

Alcahest Formula:

Time: Permanent — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 4,500 BUCs

E/F/M: This special Casting requires the alchemist to have as its subject 100 pints of *Wateracid* (q.v.). From this liquid the *Alcahest* is distilled through the Effect of this operative dweomer. The end result is one pint of *Alcahest*...the universal solvent. The stuff is sovereign with regard to any of the four Mundane Elements (air, fire, water, earth) but not *tau*. It is not so potent against Heka, in that the *Alcahest* is neutralized by Heka at a one ounce to 10 Heka-point basis when interacting with some basic element as well. Thus, the *Alcahest*, in dissolving a suit of enchanted armor, will lose one ounce of its effective Power for each point of Heka that the armor could have withstood, up to 160 points. Otherwise, the *Alcahest* dissolves one cubic rod of any sort of non-Heka bearing matter of solid or liquid sort, turning it into a vapor in the process, per one ounce of its substance. For example, if the *Alcahest* were so poured as to begin its dissolution over a one square yard area, one ounce would dissolve 272.25 cubic feet of matter before being exhausted. Working straight down, the stuff would leave a generally square shaft 30.25 feet deep by one yard square in approximately 9 CTs time. The ounce of *Alcahest* would then be neutralized.

As noted, the *Alcahest* will not dissolve or react with *tau*, so the alchemist must have a vessel of pure *tau* matter to contain the stuff. This can be fashioned only through the *Work Tau* Casting.

Enchantment Ritual:

Time: Permanent — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 900 BUCs

E/F/M: This Ritual Casting of varying length enables the operator to place Heka Castings and their Effects upon one object or creature by readying the subject—making it able to accept, retain, and utilize a dweomer. Note that this Ritual is different from a *Heka Binding* in that it is a preparatory Casting, and it must be used when a subject has the potential to resist or reject or not otherwise be properly a receptacle for/receive the Heka. (Any non-Heka-able persona classifies thus.) A Special Failure indicates that the creature or item will never be capable of retaining Heka-engendered Powers. Otherwise, the Ritual requires five Action Turns plus one per Grade of Heka Casting to be contained, held, or otherwise laid upon the subject.

Once this Casting successfully laid on the subject or object, the alchemist can employ such Casting or Power as to enable it via some subsequent dweomer. The object will be able to perform likewise. Note that in either case, Heka to power the Casting or Power must be available—from personal sources, a Reservoir, the *Heka Binding* Casting's Effect, etc.

Remove Years Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Special Materia Cost: 18,000 plus 1,800/year removed BUCs

E/F/M: The *Remove Years* Ritual requires one Action Turn of casting time for each year of physical age to be taken from the subject by the dweomer's Effect. alchemists can remove no more total years of age than they has tens of STEEP. No subjects can withstand this Effect more times than they have Physical Muscular and Neural Capacity ATTRIBUTES average. A Special Failure adds as many years age to the subject as were attempted to be removed, and unless the individual succeeds in a roll against P TRAIT (as adjusted for dweomered age!) at "Difficult," the shock of this aging will result in instant death.

Simulacrum of Parcelus Ritual:

Time: Permanent special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch special — *Other:* Nil
Special Materia Cost: 90,000 BUCs

E/F/M: The Ritual requires 9 ATs performance to complete. A simulacrum is a magickally created duplicate of a creature or persona. The "picturing" of the subject to be duplicated must be done prior to the casting of the Ritual. That is, the alchemist must either be the subject of the Casting, have the subject in sight, know that subject well, or have a likeness of the subject in sight, and many details of the subject's persona and life must be in the alchemist's mind at commencement of the dweomer's casting. This "copy" of the subject is under the absolute control of the alchemist, and although its pure physical appearance is exactly the same as the subject, it initially lacks a vital force upon creation, and its Physical scores are only 50% of the subject which it duplicates. The simulacrum functions as would a near-mindless zombie, heeding little save the commands of the caster, until a Casting such as *Ritual of the Heart* (q.v.) is used to Link a spirit within the physical shell. (This can be a tricky business....) Until so vitalized, the simulacrum appears much as might a manikin fashioned in the likeness of the subject.

When it is created, the simulacrum acquires some of the *capabilities* of the original subject, but until the alchemist can get assistance—one who can find an appropriate spirit being to inhabit the body—the Mental and Spiritual TRAIT scores of the creature are equal to 25% of those of the subject. Oddly enough, when a spirit is found and joined with the simulacrum, it will begin to acquire many of the original subject's personality traits and K/S Areas. As much as 75% of the subject's skills, abilities, and knowledge will be regained by the duplicate. (To determine the similarity, roll 5D3 and multiply the result by 5 to arrive at a range of 25-75%. The GM will decide all questions regarding the matter.) The simulacrum's STEEP in each K/S Area will depend on the Mental and Spiritual TRAIT scores of the inhabiting spirit. Its ethos will likewise be a matter to be determined....

The simulacrum can increase its STEEP in those K/S Areas gained from the subject only if the one it duplicates is no longer alive. However, it otherwise operates as would the individual it duplicates.

Apotropaist Archetypical Castings

50 Total

Grade I Castings

6 Total
Base Heka Cost: 20

Abram's Safekeep Formula	Iron Nails Charm
No Surprise Spell	Protection From Blindness Spell
Protection From Fire Cantrip	Safe Passage Ritual

Grade II Castings

6 Total
Base Heka Cost: 35

Ham's Hidden Passage Spell	Minor Consecration Formula
Protection From Animal Attack Spell	Protection From Deception Cantrip
Protection From Paralysis Charm	Warning Alert Formula

Grade III Castings

6 Total
Base Heka Cost: 50

Alchindus' Sigil Formula	Evilitrack Agony Charm
Full Consecration Ritual	Protection From Poison Spell
Protection from Venomous Creatures Spell	Unseen Sentinel Spell

Grade IV Castings

6 Total
Base Heka Cost: 75

Backbiting Cantrip	Disrupt Casting Effect Cantrip
Invisibility To Undead Cantrip	Protection From Disease Spell
Protection From Drowning Charm	Protection From Fear Spell

Grade V Castings

6 Total
Base Heka Cost: 100

Abjure Spell	Chant of Guarding Cantrip
Invisibility To Werethings Cantrip	Protection From Curses Spell
Protection From Petrifaction Spell	Protection From Storms Spell

Grade VI Castings

6 Total
Base Heka Cost: 125

Abjure Cantrip	Airuy's Spiritguard Ritual
Doublesalt Charm	Protection From Natural Accidents Spell
Protection From Subversion Spell	Undead Bane Formula

Grade VII Castings

5 Total
Base Heka Cost: 150

Invisibility to Heka Spell	Ironspikes Charm
Protection From Madness Spell	Protection From Theft Charm

Unseen Guardian Cantrip

Grade VIII Castings

5 Total
Base Heka Cost: 200

Hallowing Ritual	Prevent Formula
Protection From Evil Spirits Spell	Protection from Impact Charm

Silveriron Cantrip

Grade IX Castings

4 Total
Base Heka Cost: 250

Invisibility To Netherbeings Cantrip	Netherbottle Spell
Protection From Ill-Luck Charm	Spirit Trap Cantrip

APOTROPAISM

apotropaistic Castings are aimed at preventing Evil before it occurs. Thus, the dweomers of this K/S Area deal with prevention, exclusion, repulsion, aversion, and warding off of various natural personal disasters, various Evil, malign, and/or baneful animals, creatures, personas, and beings and their influences, and bestowing personal and area-based protection dweomers.

Casting Grade I

Abram's Safekeep Formula:

Time: 1 week/10 STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: An object protected by this Casting is safe from usual hazards; i.e., it will not normally catch fire, be eaten by animal pests, rot, or decay, etc. The item also will be so guarded as to be passed over by thieves or vandals under normal circumstances, unless it is the specific object they are seeking. Even if the latter case is so, such an object will still be somewhat protected, requiring a successful roll against the searchers' Spiritual Metaphysical CATEGORY at DR "Hard" for them to find the dweomered item. As indicated by this description, the object which is the subject of this Casting must be relatively small, and anything larger than the apotropaist's STEEP in cubic inches is too large for this dweomer to be laid upon.

Iron Nails Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 nail/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer causes ordinary iron nails to take on special protective properties against those of the Netherrealms, malign nature, and Evil. A pair placed together on the ground, the floor, or upon a door (or similar vertical surface) in "X" fashion create a 10-foot diameter circle which requires a S TRAIT roll at DR "Hard" to cross and inflicts 1D6+1 Physical damage (Spiritual if the subject is of Partial Physical Manifestation or Non-Physical Manifestation in nature) to any Evil or malign nature beings who cross its boundary. Anything fastened down or shut by such a nail can only be opened by a successful roll against Spiritual TRAIT at DR "Hard," with each additional such nail making the DR one step harder, all the way to "Extreme." If one of these nails contacts the flesh of a Physical subject of the sort warded against, the nail inflicts 1D6+1 PD to that individual. Contact with an unwilling and active subject requires a combat (any sort) hit to succeed, and the success must be such that no armor interposes between target and nail. Finally, if used in conjunction with an *Evilitracks Agony* Casting (q.v.), the effectiveness of these dweomered iron nails is increased.

No Surprise Spell:

Time: 1 AT — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This warding Spell prevents the subject from being surprised while it is active. The subject need not even concentrate on such matters after the Casting has been activated, for the dweomer will alert the persona moments before an event capable of causing Surprise occurs. When such is the case, the subject will feel uneasy and get a vague sense that something is about to happen, alerted perhaps by a slight tingling of the skin, or the rising hair on the nape of the neck.

Protection From Blindness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell prevents disease or infection of the eyes during the Time

duration of its Effect. Any normal attack (including poisonous ones, gasses, flame, etc.) or injury to the subject which would otherwise cause blindness in one or both eyes will be averted if the subject is able to succeed at a test of the apotropaist's STEEP in this K/S Area with a Difficulty Rating of "Moderate" for one eye, "Hard" for both. The protection engendered by this Casting is also sufficient to resist any Heka-based attacks aimed at blinding the subject, negating all such assaults for the duration of the Spell. It follows, then, that any dweomers which have an Effect of directly reducing visual effectiveness, such as by blurring that sense, are likewise negated.

Protection From Fire Cantrip:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell protects the subject individual from being caught unawares by any fire which occurs during the duration of the Time of Effect. But once activated, the dweomer is expended and ends. If any uncontrolled or baneful fire occurs within one chain of the subject, that persona will be alerted immediately, even if asleep, and will be thus able to escape from possible harm. If fire of any kind is directed at the subject, this dweomer will enable an Avoidance roll at a 10 point bonus.

Safe Passage Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1+1 additional subject/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of but one Action Turn performance allows the caster and associates numbering up to one per 10 STEEP the caster possesses in this K/S Area to pass natural dangers in safety by skewing probability in the caster's favor. Thus, precarious pathways are made more easily passable, aggressive animals less likely to attack, and so forth. In fact, all rolls necessitated by physical actions taken by the subjects, save those relating to combat, are made at one DR easier for the duration of the Casting.

Casting Grade II

Harn's Hidden Passage Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter and moving — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: While its Effect is active, this Spell allows the apotropaist, and possibly a few associates as well, to pass through the immediate locale silently and invisibly. Unless the caster speaks, makes noise, attacks, or otherwise acts in a fashion to attract attention, that persona will be undetectable to normal vision. Note however, that the caster may be detected through various means such as through a *True Sight* Casting, an ability to detect unseen presences, other dweomers, or simply through the olfactory powers of guard animals such as dogs. However Netherrealm, malign nature, and Evil creatures and beings have a penalty of one DR step harder whenever they attempt to locate, see, or direct Castings or Powers at an apotropaist who is protected by this dweomer.

Minor Consecration Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/object/area — *R&D:* Nil
Distance: Touch and 1 rod radius — *Other:* Nil

E/F/M: When this Casting is laid, the apotropaist sets up a circle of aversion which least spirits of Netherrealm origination, malign nature, or Evil will shun if their S TRAIT total is under 40 points. The Casting is centered on a subject, object, or natural feature which is of beneficent or of a clean, natural sort. The *Minor Consecration* Formula also places a special dweomer which will inflict 1D6+1 points of Spiritual damage, once, to all wicked creatures or beings who touch the object or enter the Area with intent to harm, pilfer, damage, destroy, or trespass. No more than one such Casting can be active in or on the same area at the same time. This dweomer is generally utilized as a stop-gap until a priest or other dedicated ecclesiastic can be called upon to set in place greater measures of protection.

Protection From Animal Attack Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: A subject under the protection of this Casting is able to avoid the attacks of any sort of warm-blooded, normal animal for the Time duration of the dweomer's Effect. Any such animal will simply ignore the individual, as long as the subject does not provoke or attack the animal(s) in question. An angry bull buffalo, rogue elephant, or charging rhino will not assault the individual upon whom this Casting is laid. Even hungry tigers will not so much as sniff at such individuals, and they can walk through a pride of ravenous lions without fear.

Protection From Deception Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Subjects under the protection of this Casting are able to avoid being duped or tricked by another dealing and speaking to them directly as individuals. The Cantrip's Effect enables such subjects to know when another persona is, for purposes of trickery or deception or prevarication (though not otherwise), utilizing the *Criminal Activities, Mental* and/or *Deception* K/S Area abilities—or else is downright lying without benefit of any K/S whatsoever. The actions involved will be plain and obvious: The lying words have a harsh, grating tone in the ears of the protected individual. Note that slight-of-hand deceptions, such as switching objects or manipulating cards or dice are not detected by this Effect.

Protection From Paralysis Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting confers a Resistance upon the persona to all forms of paralysis, whether such is caused by Castings, Powers, Beasts, or natural substances such as toxins and poison. The dweomer's protection affords the subject a base Resistance of 20% plus 10% of the caster's STEEP, and for each additional point of Heka invested by the apotropaist at the time of Charm activation, this Resistance will be increased by 1%. Most rolls to resist paralysis are made at DR "Moderate," but the gamemaster will decide each particular situation—very potent paralytic agents might require a "Hard" DR, for instance. For example, a practitioner with 35 STEEP confers a 23% Resistance to paralysis to the subject. If another 27 points of Heka is added to the Casting by the apotropaist upon activation, then the subject has a 50% chance of not being affected by any form of paralysis for the Time duration indicated. At "Moderate" DR, only Automatic and Special Failure can then indicate paralysis.

Warning Alert Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered Special — *Other:* Nil

E/F/M: The Effect of this Casting is a silvery tinkling sound in the ears, or a pale glow seen by the eyes of all within the Area, as determined by the apotropaist at the time of laying this Formula. Casters may center the Effect

on themselves or any other point, subject, object, or feature they choose. The warning is triggered when any Netherrealm, malign nature, or Evil being(s) or creature(s) pose imminent danger by contacting the sphere of the Effect Area or are present within it. Note that this dweomer will only detect the presence of Full Physical Manifestations, so there will be no warning of encroaching spirits and other non-corporeal entrants. Compare the Casting, *No Surprise*.

Casting Grade III

Alchindus' Sigil Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 foot diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting creates a permanent warding symbol fixed to a place or object. The warding mark can be so inscribed as to protect a single object—from a door to a little item—or be done on a point (such as the center of a floor in a room) so as to form a circle of protection. The Sigil created will cause 2D6+2 points of Spiritual damage to any Netherrealm, malign nature, or Evil being(s) who attempts to enter the Area with wicked intent or to harm, or to touch the warded object with intent to damage, destroy, pervert, poison, desecrate, steal, purloin or remove it. Once activated, however, the Sigil vanishes, and the Effect is negated thereafter.

Evilitrack Agony Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer enables the apotropaist to deliver Physical damage to any Netherrealm, malign nature, or Evil being(s) or creature(s) who has left its footprints, handprints, or similar mark from its presence. The surface upon which the impression is made must be such that a small blade or a nail can be sunk into it (i.e., it must be dirt, sand, mud, etc.). The apotropaist is then able to jab a silver or iron blade into the track mark, or else drive an iron nail into that place, and by so doing inflict 2D6+2 points of Physical damage (no Strike Location roll, but no armor protects against this harm either) upon the one who left the track. Each separate track impression can be used thus but once. Note that if nails dweomered by the *Iron Nails* (q.v.) Casting are used, each adds 1D6+1 to the Effect. If a spike enchanted by the *Ironspike* (q.v.) dweomer is employed, the subject suffers 4D6+4 points of PD and is held fast to whatever place it happens to be for as many CTs time as the apotropaist has STEEP points, unless that one is willing to accept double damage and thus be freed. If a blade dweomered by the *Silveriron* (q.v.) Casting is used in a thrust, it delivers a total of 3D6+3 PD points each time, with added Effect if the subject has Susceptibility to iron, silver, or both.

Full Consecration Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/object/area — *R&D:* Nil
Distance: Touch and 1 rod radius — *Other:* Nil

E/F/M: When this Casting is laid, the apotropaist sets up a circle of aversion which spirits of Netherrealm origination, malign nature, or Evil whose S TRAIT is less than the practitioner's STEEP in this K/S Area will shun. The Casting is centered on a subject, object, or natural feature which is of beneficent or clean, natural sort. The *Full Consecration* Formula also places a special dweomer which will inflict 2D6+2 points of Spiritual damage, once, to all wicked creatures or beings who touch the object or enter the Area with intent to harm, pilfer, damage, or destroy, or trespass. No more than one such Casting can be active in or on the same area at the same time. This dweomer is generally utilized to protect until a priest or other dedicated ecclesiastic can be called upon to set in place greater and longer lasting measures of protection.

Protection From Poison Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This protection is aimed at poisons used against the subject by some intelligent foe. All forms of toxic substances are included, including gases. When cast upon a subject, this Spell provides immunity to poisons to the degree equal to 30 plus the apotropaist's power. That is, the amount of Invulnerability conferred is equal to the caster's STEEP in poison STR points. Where poison Strength exceeds this dweomer, the *Protection from Poison* Casting reduces the STR of the toxin by its conferred resistance. For instance if the caster has STEEP of 25, and the subject was inflicted with a STR 85 poison, damage would be based on a 30 STR (85-55 [30 base plus 25 STEEP] = 30).

Protection From Venomous Creatures Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: A subject under the protection of this Casting is able to avoid the attacks of any sort of normal creatures armed with venom, including insects, arachnids, fish, and reptiles, for the Time duration of the dweomer's Effect. Any such animal will simply ignore the individual, as long as the subject does not purposely provoke or attack the animal or animals in question—although accidental contact, even that resulting in harm or death will not result in a venomous counter. An asp will not strike the subject; a scorpion will not sting; a spider will not bite. Even angry hornets will not sting protected individuals, and they can walk through a swarm of them without fear.

Unseen Sentinel Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This Casting enlists the aid of a minor spirit creature of benign nature to serve as a guardian for the caster, another persona, or an object. The dweomer evokes the spirit, and it will then serve as a sentinel in the Area indicated. If someone or something with Full Physical Manifestation enters the warded Area, the spirit will give warning but will not attack or defend. The apotropaist receives a mental alarm signal from the spirit guarding the Area, upon violation of the place warded.

Casting Grade IV

Backbiting Cantrip

Time: 1 BT/STEEP Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This protective Cantrip serves as a great defense against all forms of Eyebite Castings from witches and warlocks. If, while under the protection of the warding, the subject is the target of such an attack, the Effect of the Eyebite will be turned back upon its originator at the rate of 10% per 10 STEEP of the apotropaist who laid the *Backbite* dweomer. Furthermore, the balance of the power of the Eyebite Casting not turned on its sender will be dissipated harmlessly. After functioning once in this manner, however, this protection's Effect is negated.

Disrupt Casting Effect Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 active Effect — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The purpose of this Casting is to negate the continuation of any single Heka-engendered Power or Casting Effect within the Distance range of this Cantrip's Effect. All manner of ongoing dweomers will be negated or dissipated thus, one Critical Turn after the activation of this Casting. However, only one can be disrupted by this Effect, and if there are several Castings active in the Distance range, the nearest and weakest will be disrupted. Note that this Cantrip does not affect damaging or combat related Castings or Powers, or any others whose Effect is "Instantaneous" and not ongoing. Results (which are ongoing or otherwise) of any Effects are not Effects in themselves, so they are not negated. Light, darkness, silence, protection, etc., are examples of Effects which persist for a Time duration.

Invisibility To Undead Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip causes the subject to become totally invisible and undetectable to all forms of Undead for the Time duration of the Casting. The subject so affected may literally walk among a group of such things without notice, as long as the persona does not in any way physically attack them. Unliving creatures and beings are affected to a lesser extent, being able to detect the subject at 100% probability, less the STEEP of the apotropaist, at DR "Hard."

Protection From Disease Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: A subject aided by the Effect of this Casting gains an Invulnerability to all but the most virulent forms of disease. The resistance so conferred is equal to the caster's STEEP in STR points. If a disease has a Strength in excess of the apotropaist's STEEP point total, both its STR and CON-R are reduced by the amount of the practitioner's STEEP, so as to be less destructive to the subject.

Protection From Drowning Charm:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm protects the subject individual from being drowned by any liquid, including mire, mud, or quicksand during the Time of Effect. The protected individual will float as might a cork as long as the Effect is active. Even if held under the liquid by some means, thus normally causing the subject's lungs to fill with liquid, this dweomer will enable the individual to survive the ordeal by causing the cessation of breathing and the onset of a state of stasis until a breath of air can be drawn.

Protection From Fear Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell negates the Effect any and all Castings and Powers directed at the subject or laid upon an Area the subject is in with respect to that individual only. No dweomered unease, mistrust, suspicion, apprehension, nervousness, anxiety, fear, terror, panic, or horror-reaction will affect the protected individual. Even viewing some monstrous Beast from the Netherrealms will not engender adverse reaction in the mind or heart of the subject of this Casting's bolstering Effect.

Casting Grade V

Abjure Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: All creatures and beings within the Area of this Spell are warned to pledge themselves to be of beneficent and non-Evil nature. With this forewarning, the the apotropaist activates the dweomer, and if any creature or being within the Effect Area has not announced its malign nature, then it suffers 5D3 each of Mental, Physical, and Spiritual damage, this occurring to the accompaniment of flashing golden light surrounding the malign subject(s) and inflicting the damage indicated.

Chant of Guarding Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting serves to protect the apotropaist and any others within the Effect Area against Control or Influence and similar assaults stemming from Casting or Power use. While it is still possible to influence the actions of the protected subject(s) by deception or through use of the *Influence* K/S Area, all forms of Heka-based Control (Domination, Suggestion, etc.) are negated. Note that the dweomer is activated as a Cantrip, the apotropaist chanting the brief litany prescribed for that period only, and the Effect then remains for the Time duration indicated, with no further chanting required.

Invisibility To Werethings Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting confers the power of total invisibility upon a single subject with respect to any and all werecreatures, loup-garou, lycanthropes, therimorphs, therianthropes, etc. While under its influence, the subject cannot be sensed by such things, unless actively engaging such a creature or being in Physical combat. Once this has been done, however, the Effect of the Casting is totally negated at that instant, and the subject may be detected normally by any and all shape-changing creatures or beings present.

Protection From Curses Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: While warded by the Effect of this Spell, the subject is graced with a protective aura that negates any and all curses directed at him or her by another creature or being who is of Netherrealm origination, malign nature, or Evil. All Evil and malign nature hexes, maledictions, and pronouncements are considered to be curses with respect to this dweomer. For every 10 points of STEEP possessed by the caster, the subject is immune to any curse from the corresponding Casting Grades. Thus, a caster with a STEEP of 61 will engender protection versus any single curse of Casting Grade VI or lower. Note that the protection Effect is active for the neutralization of but one curse, and any subsequent curses directed at the subject have normal operation.

Protection From Petrification Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting provides the subject with a complete but temporary Heka-empowered immunity from all Castings or Heka-engendered Powers or abilities which cause petrifaction or otherwise calcify to turn a victim to stone.

Protection From Storms Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell protects the subject individual from being Physically harmed as the result of any storm, whether naturally occurrence or otherwise. Thus while the dweomer's Time of Effect is active, the individual will not be injured by wind, rain, hail, sleet, snow, lightning, or any similar occurring incident to the single storm protected against. A tree uprooted by such a storm will not fall upon such subjects, or a stampede of animals driven by some storm occurrence will not trample them. If shipwrecked or thrown overboard by a storm they will not be injured or drowned in the process, but will float as might a cork until on land or aboard some floating object large enough to sustain their weight above water, etc. Once active in regard to a storm, however, the dweomer is dispelled, and it will not otherwise have any power to assist the subject in case of a second, separate storm.

Casting Grade VI

Abjure Cantrip:

Time: 1 day/10 STEEP Special — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By means of this Cantrip, the apotropaist is able to lay a dweomer on a point as the center of the Area indicated. The Effect is to disjoin automatically any subsequent Casting in that Area which summons or calls up any creatures or beings of Netherrealm origination, malign nature, or of or bearing Evil to the protected place. The *Abjure*'s dweomer is negated once its Effect operates.

Alruy's Spiritguard Ritual:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The Ritual requires one AT of casting Time for each day the Effect is to remain active. Its Effect is to defend the resting, basically inactive body of the subject. Once completed, this Ritual serves to protect the physical body of the subject from possession or Physical harm, allowing the subject to travel Astrally, or simply to heal wounds inflicted without risk from predators, human, animal, or otherwise. The Physical protection includes attacks from missiles or hand weapons, as well as directed Heka-based attacks. Attacks of this sort will be deflected by an invisible barrier that completely surrounds the subject in a one-foot radius.

The *Spiritguard* shield will be visible to those with the ability to see auras (such as those with the *Mysticism* K/S Area) as a thin band of steely blue. This Casting also protects the subject's body from Mental and Spiritual attack. Note that magickal attacks which produce motive effects (levitation, teleportation, etc.) are not hindered by this Casting—although any damage effectively caused through their use will be prevented.

Doublesalt Charm:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 pound salt/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer increases the damaging power of normal salt with respect to all creatures and beings of Netherrealm origination, malign nature, or Evil who have Susceptibility to this substance. Ordinary salt under this Effect causes twice the reaction and/or Physical damage to such subjects. Furthermore, all creatures and beings of Netherrealm origination, malign nature, or Evil not susceptible to salt will still suffer 1D6+1 Physical (or Spiritual if in PPM or NPM form) damage if they touch it (or pass over it). Thus, the salt so affected is typically used to encompass an area which is to be protected. If more than one dweomer of this kind is laid upon the same salt, the second Casting negates the first.

Protection From Natural Accidents Spell:

Time: 1 day/STEEP Special — *Other Heka Costs:*
Area: 1 subject. — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell provides for the protection of the subject from naturally occurring perils ranging from a minor accidental stumbling precipitating a fall, through being thrown by a mount, to being buried by a landslide or avalanche. When the subject is so protected, such natural accidents "almost" happen, but the individual manages to barely avoid any harm from the occurrences. The shielding operates for the Time duration indicated, but no more times total then the apotropaist laying this dweomer on the subject has tens of STEEP.

Protection From Subversion Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: While this Spell is similar to others which provide shielding versus Spiritual attacks to Subvert, it differs in that Links are not blocked. This Casting instead negates the Heka channelled after the Link is established, or if a non-Linking assault is launched, if such channel or attack has the specific purpose of subversion. It is important to note that this Spell does not negate other forms of Spiritual attack, but it unfailingly blocks all attempts aimed at subversion.

Undead Bane Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer absolutely bars the entry of any Undead or Unliving creature with a Spiritual TRAIT of less than the apotropaist's STEEP in this K/S Area. Those able to advance into the Area of Effect of this Casting will suffer 1D3 points of Physical (or Spiritual if in PPM or NPM form) damage each Critical Turn they remain therein. Also, their Initiative and K/S success chances will be at a +1/10 STEEP of the practitioner penalty. For example, a caster with 70 STEEP would place an Effect whose penalty for Undead/Unliving who entered its Area would be +7.

Casting Grade VII

Invisibility To Heka Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: As with other Castings of this type, this Spell confers a form of magickal invisibility upon the subject. All subjects so dweomered, while otherwise remaining completely detectable to non-Heka-enabled senses, cannot be detected or located by any Heka-engendered means. Thus Powers, Castings, and all similar abilities utilizing Heka to enable them to any extent will be ineffective in sensing or detecting the protected subject(s).

Ironspikes Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 spike/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer causes ordinary iron spikes to take on special protective properties against those of the Netherrealms, malign nature, and Evil. A pair placed together upon the ground, the floor, or a door (or similar vertical surface) in "X" fashion create a 10-foot diameter circle which requires a S TRAIT roll at DR "Difficult" to cross and inflicts 7D3+7 Physical (Spiritual if the subject is PPM or NPM in nature) damage to any Evil or malign nature creatures or beings who cross its boundary. Anything fastened down or shut by such a spike requires a roll against Spiritual TRAIT at DR "Difficult," with each additional such spike making the DR one step harder, to "Extreme" at three of them. If one contacts the flesh of a Physical subject of the sort warded against, the spike inflicts 7D3+7 PD to that individual. Contact with an unwilling and active subject requires a combat (any sort) hit to succeed, and the success must be such that no armor interposes between target and spike. Finally, if used in conjunction with an *Evilitracks Agony* Casting (q.v.), the effectiveness of these dweomered iron spikes is increased.

Protection From Madness Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting wards the subject versus all attacks designed to inflict Insanity or Madness, including Mental attacks to Derange and area Castings that can affect multiple victims. Note that such protected individuals need not make any rolls to retain their sanity, whether from Mental of Spiritual assault while under this dweomer's Effect

Protection From Theft Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject. — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell provides for protection of the subject against all pickpockets, cut-purses, muggers, robbers, and such others as would use coercion and threat or actual force, armed or otherwise, to take from the subject property, money, valuables, or any other things, whether the subject's own or given to the persona for care, transportation, and/or safekeeping. Any such attempt will fail automatically, or else the criminal or individual seeking to perpetrate the act will somehow overlook the subject of this dweomer. The Effect will be potent during the Time duration indicated, but it will not operate more times total than the apotropaist laying the dweomer on the subject has tens of STEEP in this K/S Area.

Unseen Guardian Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: A more powerful form of the *Unseen Sentinel* (q.v.) Casting, this dweomer summons the aid of a friendly and beneficent spirit creature who will warn the caster by mental contact of hostile intruders in the Area indicated. The spirit will then defend those Good individuals or that object within the defined Area, whether or not they are themselves, or the object is, also active in attacking and/or defending against the Evil, malign nature, and/or Netherrealm creature(s) and/or being(s) so threatening them. Note that all types of Manifestations (Full Physical or otherwise) can be sensed by the being, and it will attack with an appropriate form of Mental or Spiritual attack.

The spirit guardian has Mental and Spiritual TRAIT Effective Level scores of 77 each, and possesses 777 points of Heka. The Guardian has access to all attacks from both the Mental and Spiritual combat forms, with an effective STEEP of 77 points in both the *Dweomercraft* and *Priestcraft* K/S Areas. It has total Heka armor protection of 77 points. If it is reduced below an EL it is dismissed, returning to its own plane/sphere, and the protective Effect is at an end.

Casting Grade VIII

Hallowing Ritual:

Time: 1 year and Special — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* 100:1 year Effect

E/F/M: This Ritual Casting of eight Action Turns performance serves to sanctify a place with respect to the Good, beneficent, and honest, and prevent it from harm by those of opposing sort. The Casting prevents encroachment by those with the intent to desecrate or profane a place of special import to the caster. Any being or creature, spirit or otherwise, of Netherrealm origination, malign nature, or Evil whose S TRAIT is less than the practitioner's STEEP in this K/S Area will be unable to enter the Effect Area. The Casting must be centered on an object or natural feature which is of beneficent or of a clean, natural sort. The *Hallowing* Ritual also places a special dweomer which will inflict 8D3+8 points each of Physical and Spiritual damage, once, to all wicked creatures or beings who manage enter the Area with intent to harm, pilfer, damage, destroy, or trespass. However, this then dispels the Effect. No more than one such Casting can be active in or on the same area at the same time.

The Time duration is established by expenditure of additional Heka at the moment of activation of Effect. For each year beyond the first that the Casting Effect is to remain active, the apotropaist must expend 100 Heka points.

It is not tied to an ethos *per se* (for there are Good *et al.* folks found in many of the ethoi), but rather serves to repel beings of radically different sort than the apotropaistic Good. Compare the *Minor* and *Full Consecration* Castings described above.

Prevent Formula:

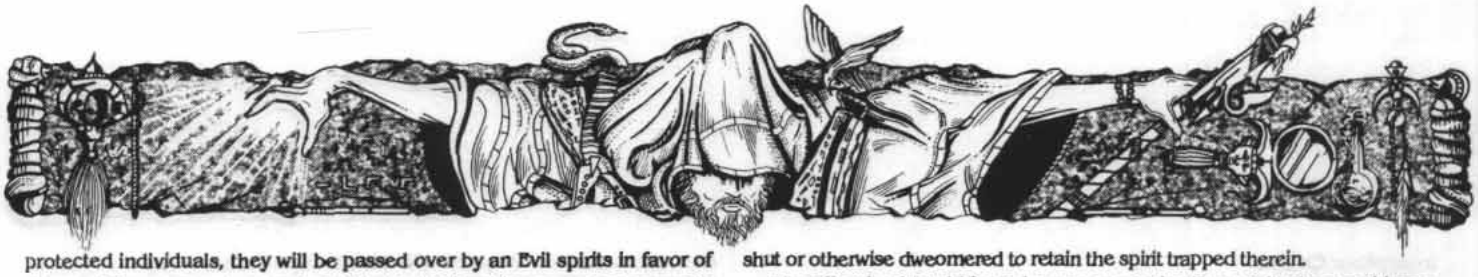
Time: 1 day/STEEP Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod diameter — *Other:* Nil

E/F/M: Through the use of this powerful Casting, the apotropaist seeks to prevent a single predetermined type or class of event from occurring with respect to the subject group. While this Formula is useful in avoiding situations such as a Special Failure in any single, predetermined K/S Area or Sub-Area, other things are beyond the power of its Effect, and in any case an event can be avoided only the *first* time such a thing happens to each individual protected by the *Prevent* Effect. For example, a group of subject personas travelling through a dangerous part of a city could use this Casting to avoid being attacked and killed by thieves. If they actually encounter a band of such thugs, the dweomer works to save all from being victims of the homicidal outlaws. If, however, a second such group subsequently encounters the subjects, there will be no protection, for the dweomer has been used up, for all were protected. On the other hand, each is entitled to the benefit of its Effect if the event is singular and applicable to one, so that each then receives the benefit, as in the case of K/S Special Failure noted previously.

Protection From Evil Spirits Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod diameter — *Other:* Nil

E/F/M: The usefulness of this Spell is obvious. It allows the subjects to avoid attacks by Evil spirits. If the subjects are with a group containing non-



protected individuals, they will be passed over by an Evil spirits in favor of others of the group not so warded. Note that Evil spirits can see or sense the protected subjects and might even harass these individuals, but the dweomer's Effect prevents malign creatures and beings of spirit form from inflicting harm of any sort upon warded individuals.

Protection From Impact Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The dweomer of this most useful Charm provides the subject with Physical protection from damage incurred by falling, being struck by falling objects, being impacted by very large, rapidly moving objects, or any other like harm of the Impact type. It allows the subject to absorb as many points of Impact Physical damage as the apotropaist laying the dweomer has points of STEEP. Thereafter, however, all such damage accuse normally to the person of the subject.

Note that for each additional 2 Heka points expended at time of Casting activation the apotropaist is able to engender 1 additional point of protection, but no more than twice the caster's STEEP total can be bestowed by this dweomer. No more than one Effect of this kind can be active on the same subject at the same time, for one negates the other.

Silveriron Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 bladed object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer affects the ferrous metal of any bladed utensil or weapon—knife, dagger, spear, sword, etc. When laid upon such an item its Effect causes the metal to be enchanted in nature. The item will then have a –5 Speed Factor *adjustment*, yield a +5 Weapon Factor addition, and add +1 to each die of Physical damage normally inflicted. Note that with respect to Iron and/or silver metal Susceptibility, this dweomer causes double normal damage and/or effect on the subject. A blade under this Effect can be used in conjunction with the *Nethertrack Agony* (q.v.) Casting.

Casting Grade IX

Invisibility To Netherbeings Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Among the most powerful of Apotropaism Castings, this dweomer allows the subject to be completely undetectable (by any normal, special, or magickal sense) to creatures or beings from the Nether Planes, as well as to all of malign nature or Evil, for the duration of the Cantrip's Effect. The dweomer extends to include all animals as well as Beasts, Brutes, and Monsters of any nature. As with most other enabled forms of invisibility, this Casting is negated automatically by any actions directed at any creature or being normally unable to detect the subject because of the Effect's operation.

Netherbottle Spell:

Time: 1 AT and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Special

E/F/M: This Casting imprisons an Evil or malign-natured spirit being (whether or not at the time of such entrapment it has assumed a material body), trapping it by forcing the spirit into a previously prepared (Heka-Forged or specially enchanted) bottle or container of similar sort, including glass, porcelain, pottery, brass, copper, iron, etc., composition containers. Regardless of the kind and shape, the container must have an opening which can be stoppered and sealed shut or otherwise dweomered to retain the spirit trapped therein.

The Effect is withheld for as long as one Action Turn while the practitioner seeks the subject of this dweomer. When the Casting is to be brought into Effect with regard to the subject and imprisonment is attempted, the caster must expend an amount of Heka equal to or exceeding the subject's combined Mental and Spiritual TRAIT scores. A subject can resist the imprisonment by succeeding in a contest which pits its Spiritual Metaphysical CATEGORY total versus the caster's SM CATEGORY score in a K/S versus K/S contest. Either or both parties, if so able, can reinforce their scores by expending Heka to so do. Victory by the subject means that the casting has failed. Note that a subject controlled or below Mental EL, or otherwise impaired (drugged, drunk, hypnotized, etc.), in similar manner, is unable to offer resistance.

If the subject is imprisoned by this dweomer, the spirit will be trapped there for eternity or until freed somehow. If the subject had a material body, that physical form will disappear, all of its energy held in limbo awaiting the freeing of the spirit to which it belongs, unchanging, not aging. The spirit trapped is alive and well but unable to utilize any Heka or Power beyond the confines of its prison. It can do nothing to enable its escape.

An object imprisoning a spirit can be carefully examined through Heka sight and aura reading and discovered as such unless dweomered not to reveal the spirit therein.

If the imprisoning *Netherbottle* object is broken, the trapped spirit is freed. Note that this is radically different from what happens if a *Soul Object* is so broken, for no damage of any sort thereby accrues to the trapped spirit. If the now-freed had a material physical body, that form will immediately reassemble for occupancy by the spirit. What the physical body wore and carried returns as well. If a powerful negating or dispelling dweomer is properly laid upon the imprisoning object the Casting's Effect will be terminated and the spirit freed. Because of these possibilities, practitioners generally take extreme precautions to strengthen such objects against breakage, as well as disguising and hiding them by all manner of means and methods!

Compare the Dweomercræft, Black School, Casting *Soulstone*, and the Priestcræft, Moonlight Ethos, Casting *Spiritprism*.

Protection From Ill-Luck Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm creates an aura which prevents the operation of Anti-Joss upon the subject individual, or the use of Joss against the subject in such a way as to cause harm to his or her person (Physically, Mentally, or Spiritually) or that which she or he wears or carries. Its Effect has the duration of Time indicated, but it will operate only once for each 20 points of STEEP of the apotropaist casting this dweomer.

Spirit Trap Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip creates an inescapable *Spirit Trap* which draws any entering and/or attacking spirit creature or being (or creature or being in Partial or Non-Physical Manifestation) into an object and confines it for the length of the Time duration of Effect indicated. Of course, the invading spirit (or PPM/NPM creature/being) must enter the Area of the dweomer to be drawn into the imprisoning dweomer. While so trapped, the subject can be assailed by other dweomers, including *Netherbottle*, above.

The physical form of the object upon which the *Spirit Trap* is laid varies, and is discussed in the section on magickal wards and traps in Chapter 12.

ASTROLOGY

Astrology is principally of Mideastern origination and of the West and Æropan influence. However, over the centuries, many other lands and cultures, save those of the East, have contributed to its body of lore. Compare Mysticism, hereafter. The Astrological Castings deal with foretelling, gaining knowledge and insight, as well as tapping into the influences of the heavenly bodies to cause or enhance desired effects or existing abilities.

GMs will find this Area a most useful one in setting up and developing campaign events. It's often difficult, sometimes downright hokey, to introduce a new strand or a twist to an old one into the skene of plot threads. Astrology enables this nicely. The players themselves inquire, as it were, through their Heroic Personas' use of the ability, whether from one of their own number or through consultation of an outside (OP) agency. The information is then revealed in a realistic manner...

Note that in general the dweomer conferred by an Astrology Casting is exclusive of all other kinds, often including other's of its own sort. However, two special ones allow the intermixture of other Heka. See *Decan* and *Ascendant* below.

Casting Grade I

Astromancy Spell:

Time: Special
Area: 1 subject
Distance: N/A

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Astromancy* Spell seeks to divine the wisdom of the astrologer's or another subject's intended course of action by drawing on the present and projected orientation of the heavenly bodies which relate to the field of endeavor. Thus, for example, if a subject were planning to seek a specific Monster and do *battle* with it, the Spell would observe the position of Mars, and its relation to the others which may affect the outcome. In short, a plan must be stated. All of the components of the plan need be known (to the gamemaster).

The more complex the planned actions, the more useful this Spell will be in providing an accurate divination with respect to some single part of the plan; otherwise, the Casting will be less helpful, because the number of variables will be too great to gain more than a general idea of the outcome. It is recommended that this dweomer provide a general answer from the GM (who knows the "unknown" half of the equation) as follows: "Very Favorable" = a probable success; "Favorable" = likely to succeed in whole or part after some opposition; "Uncertain" = too many variables and some strong opposition likely; "Unfavorable" = moderate success potential with losses likely in the process; and "Very Unfavorable" = opposition too strong and possibly ready for the subject's actions too.

Time relates to the Distance in the future the Casting seeks to penetrate. A K/S roll for success must be made. If the Time is one or less hour in the future, DR is "Easy"; if 2-6 hours, "Moderate"; 7-24 hours = "Hard"; 1-7 days = "Difficult"; 2-4 weeks = "Very Difficult"; and 1 month + = "Extreme." If the query pertains to a single, salient action/course with few variables, then adjust the DR upwards by a step or two to favor success.

Heka Sense Spell:

Time: 1 AT
Area: 1 rod diameter/10 STEEP
Distance: Centered on caster

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell allows the caster to sense the presence (general type and approximate strength) of Heka in the vicinity. This ability to detect by sensing Heka emanation is rather vague, and the persona cannot pinpoint the exact source, although by moving around, or moving objects, the caster can get a pretty good idea of the exact location of the energy. Note that this ability is very limited in definition of the purpose of the Heka—i.e., the Casting sensed and its reason aren't known via this Spell. Compare the Dweomercræft, General Casting, *Detect Heka*.

Astrologist Archetypical Castings

44 Total

Grade I Castings

6 Total
Base Heka Cost: 20

Astromancy Spell	Heka Sense Spell
Influence of Scorpio Spell	Know Disposition Cantrip
Minor Horoscope Formula	Star Chart Place Formula

Grade II Castings

6 Total
Base Heka Cost: 35

Best Time Formula	Chart Alchemical Operation Spell
Elementscan Spell	Influence of Venus Cantrip
Influence of Virgo Ritual	Star Chart Item Spell

Grade III Castings

6 Total
Base Heka Cost: 50

Ascendant Cantrip	Chart Heka-Forging Formula
Influence of Cancer Formula	Influence of Mars Spell
Know Truth Charm	Major Horoscope Formula

Grade IV Castings

6 Total
Base Heka Cost: 75

Heka Sight Spell	Influence of Aquarius Cantrip
Influence of Libra Spell	Influence of Mercury Spell
Influence of the Moon Cantrip	Kayyam's Wisdom Ritual

Grade V Castings

5 Total
Base Heka Cost: 100

Ætherscan Cantrip	Arago's Influence of the Sun Cantrip
Influence of Aries Cantrip	Influence of Gemini Spell
Influence of Sagittarius Cantrip	

Grade VI Castings

5 Total
Base Heka Cost: 125

Decan Cantrip	Detect Evil Influence Formula
Influence of Jupiter Spell	Nostradamus' Circle of the Zodiac Ritual
Trevyn's Star Portents Ritual	

Grade VII Castings

4 Total
Base Heka Cost: 150

Discover Gate Spell	Incantation of Saturn Ritual
Influence of Capricorn Formula	Influence of Taurus Spell

Grade VIII Castings

3 Total
Base Heka Cost: 200

Discover Portal Ritual	Influence of Leo Ritual
Nostradomal's Forewarning Ritual	

Grade IX Castings

3 Total
Base Heka Cost: 250

Astralscan Spell	Influence of Pisces Formula
Shadzur's Foredooming Ritual	

Influence of Scorpio Spell

Time: 1 AT — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Spell enables the astrologer to locate hidden treasure by divining its general distance (very close, nearby, removed, distant) and direction (up, down left, right, ahead, behind) within the Distance range of the Casting's Effect. Note that this Casting is based upon the position of the persona, and will move with the caster. Various dweomers can conceal precious things, of course, and this Casting is not discriminatory in that it does not operate on mass or value, but only on precious material. Thus, in a room where there were 100 bronze coins scattered about out of sight, and a chest filled with gold ingots and jewels, the coins would be as attractive as the treasure chest, with whichever was the nearest drawing the caster's attention first.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Know Disposition Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Cantrip gives the caster knowledge of a single creature's or being's ethos, as well as its current disposition toward the caster and his or her associates. Counter-Castings or Powers may effectively mask or alter the subject's ethos, but unless the creature or persona is able to block mental probes (cf. *Mindmask*), its basic disposition as of the moment of the Effect will be subject to detection.

Minor Horoscope Formula:

Time: 1 week Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The astrologer employs this Casting to provide guidance for a single persona. Through the Formula's Effect, the caster gains information regarding general influences surrounding the persona. These influences will be manifested as vague impressions of things such as activities, creatures, and types of places which may be of significance to the subject. The plans of the subject must be known, or else gamemasters will base the response on *their own* plans for the persona! Unlike many of the divinatory dweomers, GMs should enjoy this one, for it is great for setting the stage for "things to come"!

Note that a *Minor Horoscope* is castable but once per game week for any subject—possibly for all individuals in an associated group.

Star Chart Place Formula:

Time: 1 AT — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Through this divinatory Casting, the astrologer is able to detect various things influencing a particular place or locale. It usually pertains to a singular construction or defined place, or else to an open locale with mysterious constructions surrounding it. The information gained from the dweomer is in the form of general impressions. These feelings and vague mental pictures may be of the prior dwellers, or current ones, their activities, and the purpose the location was or is used for, if applicable. If the practitioner is not actually in the place when this Formula is laid, much data will be needed by the astrologer in order to be able to cast the Star Chart. The caster will need the longitude and latitude of the desired location. Some depiction of the place is also necessary—a painting, sketch, model, etc. Additional information, such as the approximate date of construction for any significant edifices, who owned them, will help to obtain a clearer divination. Details of any current usage, ownership, ones frequenting the locale, etc., will also be of considerable benefit.

Casting Grade II

Best Time Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Formula empowers the astrologer to determine the optimal time of day to begin an undertaking. Questions such as when to enter a place, when to start a battle, when to search for an item, etc., are generally answered thus. The specifics of the action must be known, of course, for the gamemaster to be able to provide the data of this "dweomer." Note that when this Casting is used with respect to some specific test of ability, such as use of a K/S, the information provided, if followed, could result in a bonus of from –1 on the dice roll to the raising of the Difficulty Rating to a step easier because the action occurred at the best time.

Chart Alchemical Operation Spell:

Time: 1 month Special — *Other Heka Costs:*
Area: 1 Operation — *R&D:* Nil
Distance: 1 rod diameter — *Other:* Nil

E/F/M: This Casting's Effect determines the optimal time and date up to one month in the future for performing an Alchemical Operation. In addition, if the astrologer sees that the material components and tools for the Operation are placed within the Spell's Distance range, it will indicate whether or not sufficient Materia and the proper apparatus are gathered together. Note that when this Casting is used with respect to performing the Operation on the date specified, a bonus of from –1 on the dice roll for success to the raising of the Difficulty Rating to a step easier will absolutely result, although the exact benefit will be determined by the GM.

Elementscan Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight range — *Other:* Nil

E/F/M: This Spell enables the astrologer or another subject to employ normal sight but be able to see into the Preternatural (base) Elemental Planes/Spheres interfacing with the Mundane. This extending of visual perception into any selected Elemental Plane's/Sphere's interaction with the material gives the individual at least two unique abilities. First, the subject individual is able to see the relative proportion of element in an object, be it air, fire, water, or earth. This perception also allows the individual to divine the origination and/or influences surrounding (and the relative power of) any creatures or beings of Preternatural Elemental origin.

Influence of Venus Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The target subject of this Casting becomes temporarily enamored of the astrologer or of another of the opposite sex the practitioner has preciously touched as the Cantrip is activated. Thus, the subject will come to the other individual's side, attend, be receptive to suggestions; but all the while the target subject will also be trying to make a liaison, get the other one alone, etc. The Effect of this dweomer is in most ways the same as the *Magnetism* K/S Area, only the duration differs. Once the Time duration of the Casting has expired, the Effects will be gone, whether the subject of the former amorous interest is there or not. However, the target subject will only vaguely recall the *Influence of Venus* Effect, and what transpired while it was active.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Virgo Ritual:

Time: 2 hours +1 hour/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Ritual of one AT casting performance increases on a temporary basis the STEEP of the subject in a single, previously selected Mental Knowledge/Skill Area or Sub-Area that persona possesses, other than *Astrology* itself. The STEEP is boosted by 20 points through the magickal absorption Effect. While the Ritual is being performed by the astrologer, the subject must be in contact with informative material related to the K/S Area, or another persona possessing at least 20 more STEEP points than that of the subject's own point total in the Area/Sub-Area must be present. If a Special Success is scored, then the Time duration of the Effect will be doubled, and the subject individual will actually retain 1D3 points of the magickally added STEEP at expiration of the Casting.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Star Chart Item Spell:

Time: Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Star Chart Item* Spell empowers the astrologer to discover influences surrounding a specific item. Things such as the creator's ethos, the Quality of its construction, by whom the object was used (in a general and vague sensing only, unless specifics are demanded and a harder DR used), and if the item caused harm or was beneficial, are some of the facts that may be known. For every 10 points of *Astrology* STEEP possessed by the persona, one fact of this nature can be determined, although each fact requires a STEEP roll at a base DR of "Moderate" to determine if it can be gained. A Special Success gives greater detail and enables another, extra, influence discovery.

Note that a failure indicates that no further information can be learned for that object—although the Casting may be attempted anytime after a 24-hour period has elapsed. A Special Failure means that no further information about the item will *ever* be divined through this dweomer.

Casting Grade III

Ascendant Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Ascendant* Cantrip enables the recipient subject to have two of the *Influence of* Castings Effects operative at the same time. This is not otherwise possible, as the dweomer of the second, upon activation, would dispel the first and be negated in the process. The single drawback to this Casting is that when its Effect acts to conjoin the two others, the Time duration of both is then that of the one which is shortest.

Chart Heka-Forging Formula:

Time: 1 week/10 STEEP — *Other Heka Costs:*
Area: 1 Heka-Forging work area — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The dweomer of this Casting enables the astrologer to divine the influences relating to a planned Heka-Forging Operation. Thus, the Formula will tell whether or not an item is properly prepared and if a disruption is likely to occur. Note that if the Operation is subsequently performed on the date specified, a bonus of from –1 on the dice roll for success to the raising of the Difficulty Rating to a step easier will absolutely result, although the exact benefit will be determined by the GM.

Influence of Cancer Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula's dweomer creates a peaceful aura which surrounds the subject and doubles the healing rate for all Mental, Physical and Spiritual damage. This Casting is also a very helpful form of treatment for personas suffering from severe Physical trauma, and it counters Shock so as to remove its danger. The Effect's Mental and Spiritual soothing removes fear and terror. Violent action is also repressed, so personas suffering from an Insanity will not attempt harm to themselves or another while under this Effect.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Mars Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting provides a temporary 10 point bonus to the subject's Physical TRAIT (to be applied as desired in ATTRIBUTES, but never so as to cause a Power or Speed to surpass Capacity). In addition, any one *Combat* K/S Area STEEP is awarded a bonus of 10 points, at the choice of the astrologer at time of activation of the Spell. If a Special Success is gained, the subject will retain either 1 extra P TRAIT point (and the resulting gain in CATEGORY and ATTRIBUTE) or 1 point of STEEP in the *Combat* K/S Area. Roll D%, with 01-20 only indicating a TRAIT gain.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Know Truth Charm:

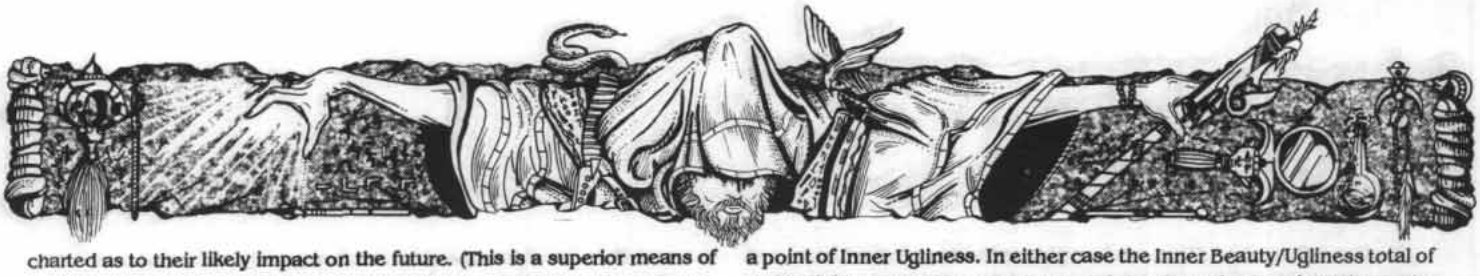
Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Know Truth* Casting Effect enables all present within the Area to know if the truth is being spoken by those also within the bounds of the dweomer's diameter. The Charm causes the Effect Area to become illuminated by a soft blue glow. Each creature and being therein will show visually a faint, silvery blue aura which will remain steady while it is truthfully speaking. If the persona speaks an untruth, or even the truth which is knowingly twisted with the intent of deception, the aura turns black.

Major Horoscope Formula:

Time: 2 months + 3 days/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This magickal Charting Operation shows the extended influences surrounding a subject. Such things as the kinds of forces a persona will personally deal with, whether or not a major undertaking or change will affect the persona, and others, will be indicated by this Casting. Note however, that though this Formula may provide better clues regarding what the influences may be, it will not tell when exactly such influences will be felt. Both beneficial occurrences and malign or detrimental ones as experienced in the past and influencing the future will be noted. Past actions will likewise be reviewed and



charted as to their likely impact on the future. (This is a superior means of enabling the gamemaster to advise individual players of how well or poorly they are managing their Heroic Personas!)

Individuals following the Chart of the *Major Horoscope* will gain a Joss Factor at the end of each month in which they took the right actions and avoided Evil or detrimental influences and actions.

Casting Grade IV

Heka Sight Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell enables the casting astrologer or a chosen subject to actually see the source and flow of Heka up to the maximum Distance range indicated. In addition to revealing items and devices of Heka-radiation, the Casting will also uncover areas influenced by Castings which would otherwise go undetected, perhaps until an unwary subject entered or some other thing triggered activation of Effect.

A K/S roll against the astrologer's STEEP must be made by the subject at a DR of "Hard" for each use of the dweomer's Effect during the Time duration. The ability conferred by the Effect allows the subject to determine the type of Heka (Preternatural, Supernatural, Entital), the nature of the force (Positive, Negative, mixed), and possibly its strength (Grade, point amount, etc.). Exact purpose can be discovered only if a Special Success is scored. A failure means that the Heka was too difficult to read properly, and another try must be made. Special Failure negates immediately the Casting.

Influence of Aquarius Cantrip

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 shielding BUCs

E/F/M: This Cantrip's Effect is similar to that of the Dweomercræft, General, Casting *Mindmask*. Its sole purpose is cloaking thought to block attempts to forge Mental Links. In the case of attacks in which a Link is otherwise made automatically, such as a *Wound, Mental* Casting, the shielding Heka added to the Cantrip by the astrologer will deflect the attack. Shielding is equal to one point per point of additional Heka expended by the caster at the moment of activation of this dweomer. No more Heka points than equal the *Astrology* K/S Area STEEP of the caster can be expended for shielding. The shielding negates automatic Link at a cost of 1 Heka point per Grade of the Casting used in attacking the subject. Thus a Grade I Casting negates but 1 point of shielding, a Grade II reduces shielding by 2 points, etc.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Libra Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The dweomer's Effect increases the subject's Attractiveness score by 1 point for every 20 points of STEEP of the astrologer laying the Spell. This is often useful in dealing with those who may be influenced by physical attractiveness. Libra is a balancing influence in all cases, so a Special Success or Special Failure will be telling to the subject. A Special Success will give permanently a Good or generally beneficent individual 1 point of actual Inner Beauty, while it will give an Evil, malign individual a point of Inner Ugliness. In either case the Inner Beauty/Ugliness total of the individual cannot exceed 20 total. In case of a Special Failure, the Good individual's Inner Beauty will be reduced by 1 point, the Attractiveness of the Evil subject lowered by 1 point!

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Mercury Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell's dweomer strengthens temporarily the subject's Mental Mnemonic Capacity sufficiently to enable Mental Mnemonic Power to be increased temporarily by 10 points. However, neither ATTRIBUTE can be increased beyond the human maximum of 40 in any event. The total point increase gained through this Effect also creates a false M TRAIT total, so that Mental damage suffered by the subject individual while this Effect is active will come first from the false total, until that amount is "used up," the subject will not incur actual Mental damage.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of the Moon Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered Special — *Other:* Nil

E/F/M: When this Casting is activated, it brings forth thick, fog-like mists which rise from the ground and emanate in a circle from the astrologer or some central point he has designated by touch. The dweomered mist causes enemies of the astrologer, as well as those meaning him bodily harm or other ill, failing to make a roll against their Spiritual Psychic Capacity ATTRIBUTE to fall into a deep slumber, full of dreams which suit their heart and mind. Each potential subject must roll D%, Difficulty Rating "Easy," and score equal to or lower than their SPCap score or else sleep heavily for the Time duration of the Spell.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Kayyam's Wisdom Ritual:

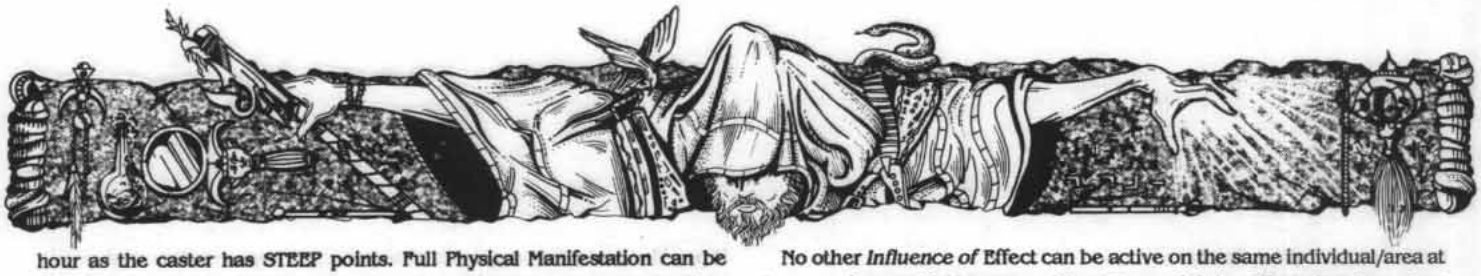
Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster and Special — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Ritual is of four steps, each requiring one AT Time, and thus its casting duration varies according to an astrologer's needs. Note that certain benefits of this Casting do not necessarily last for the whole of the Time duration indicated.

In the initial step of one AT performance, the practitioner fortifies him- or herself against all drugs which would impair any Mental, Physical, or Spiritual facility. Thus, no such substance will affect the caster, regardless of the quantity ingested, inhaled, or otherwise meant to influence the individual.

If a second AT of time is spent in ritual performance, the dweomer enables the subject to determine the veracity of anything heard.

A third Action Turn of performance empowers the astrologer to assume a Partial Material Manifestation at will in but one CT of time—a barely visible form which can move through material things and travel as fast in miles per



hour as the caster has STEEP points. Full Physical Manifestation can be resumed in but one CT as well. This changing of form does not end the Time duration of the dweomer, but each change of form shortens the duration by 10 ATs Time.

If a full four ATs are spent in casting the Ritual, the practitioner gains a Spiritual TRAIT increase of a most unusual sort. This dweomer enables the astrologer to pass along a temporary increase to a number of other personas equal to one-tenth the caster's STEEP. Thus each such individual who hears the practitioner gains a false S TRAIT total equal to 10% of the caster's own, and this false total serves as Spiritual armor until eliminated by attack. Conversely, the astrologer gains a Reservoir of personal Heka which equals the twice the amount of Spiritual armor she or he bestows.

Casting Grade V

Ætherscan Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Cantrip enables the astrologer to view creatures or beings present Æthereally, and to detect influences such as Heka forces and Castings which draw power from the Æthereal Plane or a Sphere thereof, which are at work in the caster's normal field of vision. As the individual empowered by the dweomer's Effect is actually seeing the Æthereal interface with the Mundane, that persona is also often able to detect illusions, things of an energy opposed to, and thus darker than, Æthereal force. The astrologer must succeed in a roll against STEEP at DR "Difficult" to detect an illusion dweomer.

Arago's Influence of the Sun Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This protective Cantrip causes its casters to radiate a bright light in the full spectrum of sunlight, while small coruscations of intense illumination which resemble stars and planets whirl and revolve around them at a distance of one rod. The dweomer of this Casting keeps light-sensitive/hating creatures at bay. It inflicts a base 5D3 points of Physical damage per CT upon all Undead and creatures and beings otherwise having a Susceptibility to direct sunlight/ultra-violet radiation, who are caught within the Area of Effect of this Casting. Creatures and beings of subterranean habitat, as well as others who are not used to sunlight, will be blinded for 1D3 + 5 CTs after exposure to the light ends.

Influence of Aries Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By directing this Cantrip's Effect at a single subject persona, the astrologer creates a feeling of courage in the individual, providing a bonus of 20 points distributed amongst each to the subject's Spiritual Metaphysical Capacity and Power, Spiritual Psychic Capacity and Power ATTRIBUTES in whatever form the subject desires, so long as Capacity is always equal to or greater than the other ATTRIBUTES, and each ATTRIBUTE receives at least 1 point. However, no ATTRIBUTE can be increased beyond the human maximum of 40 in any event. The total point increase gained through this Effect also creates a false S TRAIT total, and Spiritual damage suffered by the subject individual while this Effect is active will come first from the false total; until that amount is removed, the subject will not incur actual Spiritual damage.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Gemini Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: The *Influence of Gemini* Casting enables the subject to communicate with another over a great distance. (The gamemaster should use actual time to keep tract of the duration of Effect in regards this Casting.) Such communication is one-way only, unless the recipient individual is capable of Heka-based communication. Even if this is not the case, the astrologer can sense the recipient's awareness, and the presence and nature of any strong emotions engendered by the communication. It is important to note that the mental messages can be intercepted by others actively seeking to do so, through use of various Castings or Powers which enable *Telepathy* Effect.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Sagittarius Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight or perception — *Other:* Nil

E/F/M: This Casting enables the astrologer to see, or otherwise detect through some other perceptual power possessed, unseen (Non-Physical or Partial Physical Manifestation) presences as well as any and all present and otherwise in sight or perception range that is or who are Æthereal, Astral, or invisible due to a dweomer.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Casting Grade VI

Decan Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Decan* Cantrip allows its subject to have up to two other kinds of Casting Effects active on him or her at the same time as is an astrology dweomer. Note that without this special capacity as bestowed by this Cantrip's Effect, this is not possible, save with regard to personal possession of Heka-engendered Powers which are innate and not laid through Casting. This dweomer has no impact on the others subsequently active on the subject.

Detect Evil Influence Formula:

Time: 1 BT/STEEP Special — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Casting, the astrologer is able to divine whether or not an Evil influence is present and/or acting upon or against the caster and/or one or more associates currently with the caster or in the immediate Area. The Formula identifies which, indicates the source and type of Evil influence present, as well as its relative power in available Heka points. Note that after activation, astrologers are able to utilize this Effect as many times as they have tens of STEEP, as long as the Time duration has not expired.

Influence of Jupiter Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting enhances the subject's SPCap and SPPow by 10 points each for the Time duration of its Effect. Personal Heka is increased accordingly for the Time duration of this dweomer. Powers of any sort which relate to SPCap or SPPow are also enhanced, if the Effect's dweomered increase to these ATTRIBUTES would otherwise enable greater capacity and/or ability. The total point increase gained through this Effect also creates a false S TRAIT total, and Spiritual damage suffered by the subject individual while this Effect is active will come first from the false total; until that amount is removed, the subject will not incur actual Spiritual damage.

No similar Spiritual-enhancing dweomer may ever be active on the same subject at the same time as this Effect. No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Nostradamus' Circle of the Zodiac Ritual:

Time: Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Ritual of varying duration of casting creates a Pentacle for scrying enablement, protection of those inside its circle (Exclusive), containing spirits or creatures or beings not native to the Material Plane/Spheres (Inclusive), or as a Heka Pool. The *Circle of the Zodiac* (also known as an Astrological Pentacle) can be created by several astrologers working in conjunction, for purposes of adding STEEP or Heka to the resulting Pentacle. If but one astrologer performs the Ritual, the Pentacle will be approximately one rod in diameter, but this can vary based on the type of Pentacle created and its purpose.

A *Scrying Pentacle* enables the astrologer to place a reflecting surface within the Pentacle and scry. Utilizing the reflecting surface, the subject of the attempt being known personally, by likeness and repute, name and locale, etc., to the practitioner, the astrologer is then able to see the subject for up to one Action Turn duration. Distance to the subject or locale is not meaningful except with regard to the Difficulty Rating of the attempt to observe in the reflecting surface that is occurring in the area of the subject, as summarized below:

Distance to Subject	*Difficulty Rating*
Under 1 mile	Easy
Under 1 league	Moderate
Under 100 miles	Hard
Under 1,000 miles	Difficult
Under 10,000 miles	Very Difficult
Over 10,000 miles	Extreme

If the scrying individual is intimately familiar with the subject, allow one step easier in the DR. If, on the other hand, the subject is little known, or virtually unfamiliar, to the scrying persona, adjust by one or two steps worse to make it harder or impossible!

Note that various dweomers, thick stone, and metal sheathing of various sort prevent, distort, or otherwise interfere with or hinder scrying.

An *Inclusive Pentacle* is used to hold things in—typically Heka or hostile creatures or beings.

The *Exclusive Pentacle* serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a "door" for such is provided for by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection or the Pentacle itself, if temporary, is negated.

The types of Pentacles which can be created, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	4 Action Turns	Permanent	Hard
Complex, Mental	4 Action Turns	Temporary	Hard
Simple, Runic	6 Action Turns	Permanent	Difficult
Complex, Physical	8 Action Turns	Permanent	Difficult
Complex, Runic	9 Action Turns	Temporary	Difficult
Complex, Runic	12 Action Turns	Permanent	Very Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus two times STEEP (in this Sub-Area) in points. For details of how a Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (one DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (two DRs harder).

However, for each doubling of Casting duration Time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (less favorable) modification.

Trevyn's Star Portents Ritual:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Ritual of 10 ATs casting Time alerts the astrologer or a questioning individual to the possible occurrence of major events within one year, relating to some specific plan or specified area (such as a state or subdivision thereof, a great city, etc.), or key group or major individual with whom the subject is concerned or otherwise involved with in some crucial manner. Such an alert can bode good or ill, or both, as in a joyous homecoming, or danger and undesired circumstances, possible invasion, etc. The Casting may also give a general indication of the success or failure of a great quest or adventure, based on current factors. Of course, this provides a clue or two to the persona as regards to something important which is forthcoming within the Time duration indicated. Subjects who have these portents determined should pursue a course which agrees with/conforms to the information garnered according to their Vocation, ethos, pantheon, deity, and general aims. Every so often—say each game week or each month, depending how far in the future the event is to occur—the "Fates" (GM) will adjudicate the perseverance and success of such a subject with regard to utilization of the information gained through this Casting. If it has been sufficient to merit award, the individual will gain a point or two to apply to a die roll or dice rolls at a critical moment when seeking or facing the consequences of the portended event.

Casting Grade VII

Discover Gate Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 mile radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Ritual requires a casting Time of seven Action Turns. Its dweomer enables the astrologer to determine the approximate distance, direction, and Time duration (typically cycle of operation as opposed to expiration) of the nearest magickal Gate, if any, within the Distance permitted by STEEP. A Special Success will also divine the probable creator of the Gate, and the destination it might lead to—i.e., on what plane/sphere it has an egress.

Incantation of Saturn Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 object or living subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Incantation of Saturn* is performed for a period of time which varies according to the desired Effect. This Ritual purification has two primary functions:

First, it allows the astrologer to prepare an item to accept Heka from a Casting or Castings. This needs no additional information.

Second, it enables the caster to remove inimical influences on a creature or object, breaking any sympathetic bonds made by another practitioner.

To determine the length of time required and the Difficulty Rating to purify the selected creature or object, consult the following table:

Object to Purify	*Time*	*DR*
Simple item, no influences present	2 ATs	Easy
Simple item, Mundane influences present	4 ATs	Moderate
Complex item, no influences present	5 ATs	Moderate
Complex item, Mundane influences present	10 ATs	Hard
Simple item, Preternatural forces present	8 ATs	Hard
Complex item, Preternatural forces present	20 ATs	Difficult
Animal or persona, no influence present	10 ATs	Hard
Simple item, Supernatural influence	16 ATs	Difficult
Complex item, Supernatural influence	40 ATs	Very Difficult
Animal or persona, Mundane influence	20 ATs	Difficult
Animal or persona, Preternatural influence	40 ATs	Very Difficult
Animal or persona, Supernatural influence*	80 ATs	Extreme

*This purification may be attempted only when multiple casters are present to lend Heka to the Ritual. Each additional practitioner above the first will reduce the Difficulty Rating by one factor to a minimum of "Moderate"—i.e., two casters begin at DR "Extreme," but three at "Very Difficult," four at "Difficult," etc.

Note that "influences" include such things as spirits or others so able influencing the subject in any manner whatsoever through channel or direct inhabitation, Effects active from Casting or Power passive or active in or on the subject, as well as any other Heka-generated or Heka-engendered controls, limitations, restrictions, etc.

Influence of Capricorn Formula:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The subject of this Formula is protected by a powerful aura of Heka that causes all Heka-engendered/based attacks of Physical nature to be redirected, harmlessly draining away into the Æther. However, no more such attacks total than the astrologer has tens of STEEP can be so dissipated. Thus, for example, a practitioner with 71 STEEP would empower this Effect to work seven times before the dweomer was negated through use.

No other *Influence of* Effect can be active on the same individual/Area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Taurus Spell:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell brings about a temporary change in luck for the subject creature, either by increasing or decreasing the subject's Joss by two factors. If the change is an increase, the additional Joss Factors must be used within the duration of the Casting or be lost. An unwilling subject must actually be touched on some exposed portion of the body to activate this Casting's Effect. To so do, the astrologer must, during the next CT following the casting of this Spell, succeed in scoring a hit in any form of hand-to-hand combat, or else the dweomer is lost. Joss Factor loss is permanent with regard to those particular factors.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Casting Grade VIII

Discover Portal Ritual:

Time: Instantaneous plus 1 AT — *Other Heka Costs:*
Area: 1 league radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Ritual requires a casting Time of eight Action Turns. Its dweomer enables the astrologer to determine the approximate Distance, direction, and Time duration (typical cycle of operation as opposed to expiration) of the nearest magickal Portal—a Gate or a Door—if any, within the Distance permitted by STEEP. It is similar in nature to the Casting *Discover Gate* (q.v.), but of course, Doors are far more difficult to locate and to know how to use, so its power difference is evident. A Special Success will also divine the probable creator of the Gate or Door, and the destination it might lead to—i.e., on what plane/sphere it has an egress, as well as under what conditions it will function or cease functioning.

Influence of Leo Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 object to living subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The Ritual requires performance through eight Action Turns before it can be activated. The Effect is a special form of Heka concentration which doubles the Heka-enabled power (or Heka content) of a single item (or Reservoir), or doubles the limit of the Time before expiration, or Distance range, or the Effect/Force/Material of the next dweomer cast by the subject. In the latter case, the astrologer must specify which is to be so affected at the moment of this Ritual's activation, and when the dweomer subsequently cast is activated, its success Difficulty Rating will be one step lower (worse) if the E/F/M is to be doubled.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Nostradomal's Forewarning Ritual:

Time: 1 period/STEEP Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A Special — *Other:* Nil

E/F/M: The performance of this Ritual requires the astrologer to spend

from two to seven ATs time, depending on the counter-influences at work (the GM will determine this). The practitioner must name the territorial region, place (city, village, castle, etc.), and persons about which and/or whom information is sought to be discovered. When activated, the dweomer enables the astrologer to know if there are malign Entital and/or Supernatural influences at work, what general result these influences will have, and some minor details of any Preternatural and/or Mundane agents to be involved. Thus, what dark event is to happen, the general time of the evil befalling the subject, and a clue as to the key material instruments in play will be known to the caster. This is especially useful when seeking to uncover long-term cursings.

If the malign event is centuries distant, then the Ritual will indicate only that some dark threat awaits in the distant future. If it is decades distant, some fragments of what is to occur and some means of succor will be revealed. If the event or events are to befall in years to come, then proportionately more details will be discovered. Finally, if the evils to strike are to be within months or weeks, the whole will be revealed to the astrologer.

Casting Grade IX

Astralscan Spell:

Time: 1 CT/STEEP
Area: Caster
Distance: Sight to 1 yard/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell's dweomer enables the astrologer to detect many things just as if the persona were seeing such things normally. All manner of Heka, flowing or at rest, is visible. Thus, Supernatural and/or Entital influences, or the presence of Heka drawn from the outer planes and/or spheres can be seen. While the specific creature or entity responsible, if any, cannot be identified so, the origin plane/sphere will be evident, and some clue as to the nature of creature or being responsible, if applicable, gained. Furthermore, all illusionary and/or invisible things will be plain through the Effect of *Astralscan.*

Influence of Pisces Formula:

Time: Instantaneous
Area: 1 subject
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: 100:Special

E/F/M: The *Influence of Pisces* requires one AT of performance time for each year, or fraction thereof, the subject has been deceased. Beyond 10 years, ATs are added per decade. This is one of the most powerful (albeit limited) Rituals possible to mortal practitioners, as the Casting's Effect can actually restore life to a dead persona. The healing power of this Ritual draws its life-force energy from the astrologer, other humans present, and the surroundings, using all such power to restore the parts of the persona and bind once again the spirit of the subject to its body. There are, however, certain important limitations and restrictions of this Casting due to its nature and Effect.

The first and foremost restriction is that of the astrologist's skill. Only a subject that has been dead for no more than a number of days less than the combined SMCap and SPCap of the caster can be restored by that practitioner. Secondly, the subject cannot have been dead long enough for the spirit to reach it's final destination. Obviously, if the spirit of the subject persona has attained and bonded or been bound to its next plane/sphere of habitation, this Casting will not work. Conversely, if the subject died before his or her time, and the spirit lingers near the body or place of death, then it is much more likely that the ritual will be successful. (If the gamemaster is uncertain, just give a percentage chance which is viewed as reasonable by the concerned parties, GM's modification final, and have the active player roll the dice for the astrologer's chance.)

It is also important that the remains be fairly complete—or at least gathered together. This is to say that though the Casting will rejuvenate and reverse decay, it will not function without at least 51% of the remains present. Consider a full skeleton as 100% complete. For each 10% not available, there will be a penalty of +5 on the dice roll for activation success. Additionally, 100 extra Heka points must be expended for each year beyond one that the subject has been dead.

And finally, since the Ritual draws energy from its surroundings, it will drain TRAIT points from any creatures or personas present in order to restore the subject to original Physical Wound Level total, and Mental and Spiritual TRAIT Effective Level scores. This drain is equal to three times the actual number required for restoration and affects the astrologer primarily, drawing 2 points for every 1 drawn from each others present. No more than 10% of the points needed will be gained from "natural" surrounding sources. The point loss is temporary, and may be regained fully by one day of rest, and no creatures present will be reduced beyond their Physical Critical Level or Mental/Spiritual Effect Levels. Note that if there are not enough points available to restore the subject's Physical score to above WL, and M ands S TRAITS to EL, the Casting will not work. Once restored by this dweomer, the subject must rest for 1D6+1 days recuperation time.

As an example, let's assume that an astrologer is attempting to restore life to his friend Alberic, who had a total Physical TRAIT score of 100, M and S ELs of 20 each. Since there must be a minimum of 345 points available (Alberic's former WL plus ELs), Kneauwunne the Astrologer must be able to suffer a loss of 311 (345-34 from "surroundings") points of combined Mental, Physical, and Spiritual damage to bring his friend back from the land of the dead—highly unlikely. If there were two other personas present, however, then they would provide 156 points (78 each), while Kneauwunne would be drained of 156 points from his three TRAITS. Exhausting, debilitating, but a worthwhile effort!

A Special Success means that 20% of the energy needed was drawn from the surroundings and that the subject will be at full TRAIT totals after one day of rest. A Special Failure means that the subject is forever lost, and that the astrologer must rest for two weeks, others assisting for one week, to recover lost points.

Shadzur's Foredooming Ritual:

Time: 1 period/STEEP Special
Area: Special
Distance: Special

Other Heka Costs:
R&D: Nil
Other: 100:1 AT beyond 1

E/F/M: Sometimes referred to as the *Aligning of Evil Stars,* this Ritual is one of malign nature. The performance of this Ritual requires the astrologer to spend 1 AT plus additional periods of time, for each of the following:

Time: From centuries to decades = 1 AT, from decades to years = 1 AT, from years to months = 1 AT.

Area: Personal: Individual/direct descendants to all relatives = 1 AT, from relatives to associates/followers/subjects = 1 AT, from associates *et al.* to all within an area = 1 AT. Territorial: From an individual to a group or a structure = 1 AT, from a structure to a complex of structures up to a village in size = 1 AT, from a village to a city = 1 AT, from a city to a region = 1 AT.

Distance: From immediate-within 1 chain to 1 furlong = 1 AT, from 1 furlong to 1 mile = 1 AT, from 1 mile to 1 league = 1 AT, from 1 league to 100 miles = 1 AT, from 100 miles to 1,000 leagues = 1 AT.

The *Foredooming's* dweomer is meant to cause the malign probabilities to gradually accumulate to the subject so that over the centuries the evils called down by the practitioner on the subject will befall. As the Time is shortened, the Heka cost for manipulation of probability increases. So too Area and Distance demand additional energy expenditure. Thus the extra cost of 100 points of Heka per Action Turn of casting beyond the initial AT.

The practitioner names the subject and what natural evil or evils will befall it—barrenness and sterility, insanity, drought, famine, plague, flood, earthquake, war, etc. The Casting's dweomer will then set in motion those forces which will bring about the *Foredooming* as spoken. Unless some counter is managed, the eventual doom will then fall upon the subject as called for by the practitioner.

Conjuror Archetypical Castings

62 Total

Grade I Castings

10 Total

Base Heka Cost: 20

Conjure Animal Formula	Energy Gift Charm
Miniature Pentacle Ritual	Pullout Charm
Recall Spirit Ritual	Ring of Truth Cantrip
Receptive Circle Cantrip	Sigil of Avoidance Spell
Spellbind Cantrip	Symbol of Suggestion Cantrip

Grade II Castings

10 Total

Base Heka Cost: 35

Airuy's Phantom Spell	Cipher of Protection Spell
Circle of Invisibility Charm	Detect Malign Aura Charm
Elementary Circle Formula	Nature Spirit Service Formula
Phæree Cord Cantrip	Shadow Belt Cantrip
Symbol of Deceit Spell	Symbol of Summoning Ritual

Grade III Castings

6 Total

Base Heka Cost: 50

Chokecloud of Balaam Spell	Deadspirit Summoning Spell
Exclusive Pentacle Ritual	Glyph of Harm Cantrip
Symbol of Influence Spell	Waterdrops Formula

Grade IV Castings

6 Total

Base Heka Cost: 75

Cipher of Shielding Charm	Conjured Fountain Cantrip
Firewand Formula	Glyph of Terror Spell
Symbol of Madness Ritual	Thunderbird Formula

Grade V Castings

6 Total

Base Heka Cost: 100

Conjure Lightning Stroke Formula	Heka Seeing Cantrip
Inclusive Pentacle Ritual	Rune of Weakness Formula
Symbol of Coercion Spell	Windbag Ritual

Grade VI Castings

6 Total

Base Heka Cost: 125

Conjure Ghosts Ritual	Conjure Phæree Creatures Formula
Dee's Spirit Charm Cantrip	Elementary Array Ritual
Oath Spell	Symbol of Control Cantrip

Grade VII Castings

6 Total

Base Heka Cost: 150

Conjure Storm Ritual	Fix Elemental Effect Formula
Loophole Charm	Painmist of Balaam Spell
Power Pentacle Ritual	Sigil of Abjuration Cantrip

Grade VIII Castings

6 Total

Base Heka Cost: 200

Airuy's Abomination Cantrip	Circle of Expulsion Spell
Conjure Heka Bolt Cantrip	Merlin's Entropical Links Spell
Possession Ritual	Rune of Capture Formula

Grade IX Castings

6 Total

Base Heka Cost: 250

Conjure Heka Elemental Spell	Deathmist of Balaam Formula
Dimension Trap Formula	Egar's Three-Ring Circuit Ritual
Symbol of Banishment Ritual	Æthboots Spell

CONJURATION

In theory, and sometimes in practice, Conjuration is a neutral practice. Its power is tempting, however, so it is often a tool of those of malign and Evil bent.... Despite this sinister side, however, the ability is one which is most useful for the well-disposed practitioner to possess and utilize in the unending struggle to benefit the world.

As mentioned in the information given for this K/S Area in Chapter 11 of the **Mythus** book, the Castings for this K/S Area have three basic purposes:

(1) Bringing spirits and beings from the other planes and spheres—usually into some form of prepared Pentacle.

(2) The creation of Heka-storing, Casting Effect generating, and protective markings, such as circles and Enscribed Pentacles.

(3) To encourage or force cooperation of all summoned beings, the conjuror gaining various sorts of information, abilities, services, or even Powers of limited extent from the conjured.

While most of these Castings do not normally affect personas or other beings from the Material Plane/Mundane Spheres, Symbols and Pentacles created thus can have an effect on those who willingly or otherwise enter their Area of Effect, with no Mental or Spiritual Link required on the part of the caster!

Summoned subjects *might* have to answer truthfully (but as briefly and evasively as possible, of course) questions, give energy or use a Power or Casting, serve to guard, attack foes of the caster, or even port things, including the conjuror him or herself and any associates, too, from one place to another through magick or sheer physical effort. Naturally, the subject can do only what its abilities allow.

Casting Grade I

Conjure Animal Formula:

Time: 1 AT/STEEP
Area: Special
Distance: 1 rod

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: In order to utilize this Casting, the conjuror must have in operation a *Receptive Circle* (see below) of not less than 10-feet diameter to conjure forth the animal or animals desired. The animal or animals must be of Mundane nature and the size (average), weight (total), and ferocity (maximum) are based on the practitioner's Grade as shown in the table below:

Creature Conjured

Conjuror Grade	*Size*	*Weight (lbs.)*	*Ferocity*
I	Dog	75	Badger
II	Large dog	150	Wolf
III	Ram	300	Leopard
IV	Pony	500	Boar
V	Mule	900	Lion/tiger
VI	Draft horse	2,000	Bear/bull
VII	Hippo	4,000	Buffalo
VIII	Rhino	8,000	Rhino
IX	Elephant	16,000	Bull elephant

Of course, the conjuror need not conjure forth an animal of ferocious mien at all, but one or several small and docile ones. The conjured animal is not under the control of the practitioner, but it will not initially attack the caster either, as its physical orientation is always opposite that of the practitioner's facing. Note that the animal(s) can't be dismissed unless in the *Receptive Circle* or a *Circle of Expulsion* (q.v.).

Energy Gift Charm:

Time: 1 BT/STEEP Special
Area: 1 creature or being
Distance: 1 rod
Other Heka Costs:
R&D: Nil
Other: 30 + Special

E/F/M: When activated, the Charm's Effect persists until channeled by the caster or the Time duration expires. This dweomer enables the conjuror to offer and bestow a personal energy which is comprised equally of points drawn from Mental, Physical, Spiritual, and Heka resources the caster possesses.

In order to make this gift, the conjuror must accept the temporary loss of 10 points from each TRAIT named above, plus 30 points of Heka. This energy is channeled up to one rod distance by the practitioner at will. The lost TRAIT points are restored to the caster in one day's time, but the Heka regenerates at normal rate. Note that many spirits, PPM, NPM, and other inhabitants of non-Mundane Planes/Spheres can sometimes be influenced favorably through the bestowal of such a gift, for the recipient will add all to its own totals for the duration of the Time of this Casting's Effect. There are never guarantees, however, save those obtained from the subject in question.

Miniature Pentacle Ritual:

Time: Permanent Special
Area: 1 Miniature Pentacle Special
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Heka charging Special

E/F/M: The *Miniature Pentacle* Ritual requires one AT performance time for each 10 points of Heka to be stored in the Reservoir thus created, plus one AT time for each "degree of sovereignty" of the metal the item is forged of. The Effect of this dweomer creates magickal power in the little Pentacle model, a figure of pure metal which is of three inches diameter. One or more of these miniatures can, and often *must*, be used to activate Castings in which there is no large circle or marking required. To be active, the *Miniature Pentacle* must be worn outwardly or actually held. Furthermore, each is a Reservoir of energy. The conjuror utilizes personal Heka to charge the Reservoir as shown below. Finally, there are certain potencies inherent in the various sorts of metals used, including the Susceptibility factor of some of them.

Metal	*Sovereignty**	*Heka Capacity***	*Special Effects*
Adamantine[a]	6	1/STEEP	Rechargeable from zero
Copper[b]	7	1/STEEP	Negates electricity at 1:1
Gold[a]	8	2/STEEP	Negates negative Heka at 1:1
Iron[c]	4	1/STEEP	Double damage to susceptible creatures.
Lead	1	1/STEEP	For Negative Heka Entropical
Lodestone	10	1/STEEP	Vampiric†
Oricalcum[b]	9	3/STEEP	Nil
Silver[c]	5	1.5/STEEP	Doubles Susceptibility
Tin[d]	2	1/STEEP	Creates a Summoning Circle††
Zinc	3	1.5/STEEP	Usable for electricity only

[a] These metals operate together but have no other special benefit.

[b] These metals operate together, generate Spiritual armor at 1:1, and cross-feed Heka to balance each other's charge.

[c] These metals operate together, recharge at 1:1, and generate Mental Armor at 1:1.

[d] This metal charges at 1:1 Heka, but it cannot be recharged.

* Sovereignty serves as a measure of how *Miniature Pentacles* of particular metals interact with one another in general. If a *Miniature Pentacle* of a particular metal comes into physical contact with another of a different metal with a lower sovereignty rating, the higher rated Pentacle loses all its virtue (Heka and any special abilities).

** The practitioner must charge each up to a maximum equal to STEEP in the *Conjuration* K/S Area on a 2 Heka point cost for each point stored in the Reservoir, save for those of iron and silver which charge at 1:1. Ritual recharging requires one AT Time for each 20 Heka points invested by the conjuror. Each time Heka is so invested to build up the pool contained, the conjuror must succeed in a roll against STEEP at DR "Moderate." Special Success indicates double Heka stored, and if this is beyond the capacity of the Reservoir, it accrues to the practitioner's personal store. Failure indicates the charge drained Heka equal to its value, and a Special Failure indicates the *Miniature Pentacle* was destroyed, but no harm befell the caster.

† This form of *Miniature Pentacle* drains Heka from any and all Reservoirs within one rod, taking points equally until it has charged its maximum; and as used, the device will again function vampirically. (It is unpopular with other Heka users!)

†† The strength of the temporary Mental Pentacle thus created is that of the Heka charged within the *Miniature Pentacle* of tin. The Pentacle will last for as long as the conjuror desires, but in no event more ATs Time than one-tenth the caster's STEEP in this K/S Area.

The costs of metal for a *Miniature Pentacle* are not shown. They must be prepared through alchemy and Heka-Forging work. When most of these Pentacles are drained of Heka, they crumble into worthless powder, so typically conjurors are careful to keep them for emergency use. Note that unless specifically stated, two Pentacles will not abide being within three feet of each other, and, if brought nearer, their Heka negates each other's at a 1:1 basis.

Pullout Charm:

Time: Permanent Special
Area: Special
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer enables the conjuror to utilize a personal *Receptive Circle* in order to draw forth various small, Mundane-nature items whenever this Charm is cast. The Area is the Circle of magickal stitchery the practitioner has specially created, the Circle being the inside of a hat, pouch, bag, etc. whose (expanded) diameter is not less than 8 inches. As the *Pullout* is activated, the practitioner must reach inside the Circle of the item, and by use of his or her own hand draw forth the object called for. Naturally, the size of the object must be commensurate with the Circle through which it must be drawn. There are many classes of things which can be drawn forth, and the conjuror must stipulate which class is desired upon reaching in.

Minimal classes and results tables are given here. The gamemaster might find it amusing to expand these. Success in gaining a desired item is based on rolling STEEP or less. If the dice total is above STEEP, then the last digit dictates which item on the list is actually drawn forth, counting down and skipping the desired one:

Food	*Clothing*	*Animal*	*Small Item*	*Large Item*
Bowl of gruel	Hat/cap	Bees	Marbles	Broom
Vegetables	Shoes/boots	Butterflies	Coins (1D10 BUCs)	Torch
Fruit/berries	Under linen	Rats	Knife/ladle	Staff
Loaf of bread	Cloak/cape	Ferret	Salt/pepper cellar	Kettle/ bucket
Roast fowl	Hose/socks	Rooster	Cane	Shovel/axe
Baked fish	Doublet	Doves	Pen & ink/ paper	Saw/drill
Joint/chops	Shirt/tunic	Cat	Bottle/flask	Coffer/box
Cheese/nuts	Belt/girdle	Hawk	Trumpet/lute	Blanket/ pillow
Meat pie	Coat/jacket	Dog	Candle/lamp	Rope/chain
Pudding	Smock/gown	Goat	Hammer/nails	Stool
Cake/tarts	Gloves	Rabbit	Mirror	Canvas

Naturally, things such as bees, marbles, etc. will shoot forth at the touch of the caster's hand (not necessarily harming him). For example, a conjuror with 32 STEEP calls for "Food, roast fowl" while activating this Casting. The roll is 61, however, so while the caster gains food, it is not what was asked for, but rather a bowl of gruel (the first on the list of 11 items).

Compare *Receptive Circle*, below.

Recall Spirit Ritual:

Time: 1 CT/STEEP Special — *Other Heka Costs:*
Area: 1 human/humanoid spirit — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Ritual requires three ATs performance Time. If a Pentacle is not used, a *Receptive Circle* (q.v.) is required. This Casting recalls a specific spirit of a newly dead persona to the conjuror's presence. Recalling is possible for up to one day of time for each STEEP point of the practitioner. Though it is most often used for gaining specific information which the spirit possessed while alive, it can be utilized in conjunction with a *Restoration* (q.v.) Casting in order to help assure that the latter will function properly. Note that trapped or imprisoned spirits cannot be so summoned through the power of this dweomer. A Special Failure will typically bring a very potent and hostile spirit (or NPM/PPM creature or being) of inimical nature.

Receptive Circle Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer enables the conjuror to create a space in which the Effect of certain other Castings will operate, and without such a Circle the practitioner will be unable to activate many Conjuration dweomers. The *Receptive Circle* may be of temporary sort, such as one drawn in dust, dirt, with chalk, a powder line, etc. It can be of permanent sort, though, with the boundary made of paint, sewn, incised, or that of some object (such as a circular table, a flat stone, etc.). In any case, the diameter of the Circle must be of sufficient size to allow the dweomer called forth by another Casting to operate. Compare *Pullout*, above.

Ring of Truth Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter and 1 rod radius — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell enables the conjuror to create a magickal Circle of one rod diameter which has a dual use. If the conjuror stands within it, that persona's words will sound logical, true, reasonable, rational, and convincing to all who are within the Area extending 1 rod around the Circle of the *Ring of Truth*, can hear and understand, and who fail to make a successful roll against their SM CATEGORY at DR "Hard." On the other hand, any persons other than the caster, who happen to stand within the circular space, cannot help but tell the absolute truth when they speak.

Sigil of Avoidance Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell enables the conjuror to create a magickal Symbol, and place it upon an item, a location, or even a persona. The Effect is a protective aura, so the Sigil repels hostile and unruly minor spirits, causing them to avoid the Area it wards. Spirit beings with Mental or Spiritual TRAIT scores greater than the practitioner's STEEP can attempt to pass the boundary of the Sigil by successfully defeating the Sigil in a Spiritual Metaphysical CATEGORY contest, as if the Sigil were the conjuror. Success on the part of such an attacker delivers 1D6 Spiritual damage to the practitioner but alerts that persona to the fact that the ward has been breached.

Note that the Sigil does not in any way block physical entry, Heka, or Mental and Spiritual combat; it only bars spirits from entering the protected Area.

Spellbind Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit/10 STEEP — *R&D:* Nil
Distance: Sight or perception — *Other:* Nil

E/F/M: Through this Cantrip, the practitioner captivates one or more summoned creatures or beings and gains their complete and undivided attention. Conjurors must have some identification of the subject(s), so that it(they) can be summoned into a Pentacle or other Circle. This Casting is similar in nature to the *Hypnotism* K/S Area (q.v.) in respect to the spirit(s), but the subject or subjects are aware of the initial attempt, and each can counter the dweomer with a successful contest of SMCap versus the conjuror's. If all succeed, then they are free and return to their own place, unless not bound in a Pentacle (in which case they can go anywhere they like!). Those who fail remain as subjects of the practitioner's captivation.

If successful, the Casting's Effect will continue for the Time duration indicated. The subject spirit or spirits can, meanwhile, be sent forth to follow the practitioner's bidding according to their captivation.

Symbol of Suggestion Cantrip:

Time: Permanent until triggered — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The Symbol created through this Casting serves as a repository for one *Telepathic* suggestion. This Cantrip enables the conjuror to generate a magickal Rune (visible or not), then project the desired mental suggestion into it. Once created, it remains until triggered by a situation predetermined by the caster at time of activation of the Effect (such as the approach of an intruder, a spirit, etc.). When triggered, the *Symbol of Suggestion*'s Effect Links automatically with the mind of the subject or subjects, and places the stored suggestion there.

The suggestion may consist of but a single specific action for the subject to take. Subjects without Mental or Spiritual combat ability will be unaware of the suggestion, and will think it their own idea. The suggestion can't be openly self-damaging/deadly, but it must otherwise be followed by the recipient. Those aware of the Link and implanting of the suggestion must roll successfully versus their SM CATEGORY at DR "Hard" to avoid having to follow the instruction so given.

Casting Grade II

Airuy's Phantom Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The performance of the Ritual requires three ATs time. A Pentacle or other Circle must be available for the summoning. This Casting summons a malign-natured, hostile minor spirit or creature of Partial Physical Manifestation from the Plane/Sphere of Shadow. The spirit/creature will follow the conjuror's mental directions, seeking out and causing fear (victims flee from the cause at fastest rate of speed for 1D6 ATs time) in opponents and inflicting Spiritual damage on its victims equal to 2D6 points per Critical Turn if they are within one rod of it. It will take the spirit/creature such amount of time to find and assail opponents who are distant from the caster's place of summoning, as would be appropriate to movement equal to double the practitioner's running rate of speed.

Once the phantom-like spirit/creature has arrived in the opponents' presence, it can attack and pursue them while they are on the Material Plane/Spheres, as long as they do not escape by *Teleportation* or like means so as to get away (although if they attempt to escape through a Gate or Door, the phantom being can follow if the Portal is functional).

For purposes of combat, the phantom-like spirit/creature is treated as a Partial Physical Manifestation, with 60 Mental and Spiritual points. It has no armor protection.

A Special Failure upon activation looses the spirit/creature on the conjuror.

Cipher of Protection Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: When the conjuror activates this Charm, it generates a personal Area which provides protection for the subject. The Effect is capable of absorbing any type of Physical damage directed specifically at the subject. Such protection includes damage from Heka-engendered attacks as well. The amount of protection granted by the cipher is equal to 1 point for each point of *Conjuration STEEP* possessed by the caster. No other similar dweomer can be active on the same subject at the same time, for one will negate the other. However, areawide Effects which reduce or negate damage can operate in conjunction with this Casting.

Circle Of Invisibility Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer creates a Circle which has as its Effect total invisibility from all means of sensing, including normal sense, sixth sense, Heka-seeing, seeing that which is invisible, etc. Even the scribing of the temporary *Circle of Invisibility* can't be detected. However, only that which is within its limits is so concealed, and the concealing is accomplished as the Circle is completed, so all to be thus hidden must be within the Effect Area at the moment of Casting activation by the conjuror. If someone or something happens to pass through the Area, they or it will not become invisible, but they or it can detect by contact anything therein which happens to be touched. Note that any Heka emanating from the Circle, or any attack passing from its confines, negates the dweomer.

Detect Malign Aura Charm:

Time: 1 BT/STEEP Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The power of this dweomer allows the conjuror to read the auras of any creatures or beings seen who fall within the Distance indicated. While the Effect does not enable general aura reading, it does alert such practitioners to the fact of inimical intent toward themselves on the part of any creature or being thus seen. Each aura observed draws on the the Heka energy of the Casting, and after the conjuror has observed as many as she or he has tens of STEEP, the power is so dissipated as to end the Time duration.

Elementary Circle Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer enables the conjuror to draw a temporary ring into which can be summoned an Elementary, and which spirit is controlled for the Time duration indicated. Due to their nature, Elementaries are malign and hostile. Such a spirit will not perform any service unless bribed, coerced, or forced. An *Energy Gift* (q.v.) will suffice to have a few simple queries answered. Some greater bribe and enforceable threats will otherwise be required to have a service enacted. For example, a Miniature Pentacle of gold metal is coercive to an Elementary, for it knows the potency of such a magickal object.

For information on Elementaries, see the Dweomercræft, Elemental School, Casting, *Summon Elementary.*

Nature Spirit Service Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Nature Spirit — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The practitioner must always cast this dweomer in natural surroundings out of doors. When the Formula is activated, the conjuror must have a Pentacle or *Receptive Circle* ready to receive the summoned Nature Spirit. This dweomer will generally assure a non-hostile and tolerant spirit willing to serve for the Time duration indicated. However, some special consideration might be necessary (cf. *Energy Gift* above.). The Nature Spirit will serve as a guide, assist such casters to conceal themselves and that which is with them, reveal a sheltered location, point out food, show where there is drinkable water, etc. Note that no such spirit knows the area beyond about 1 mile radius from the point at which it was summoned, although a Special Success will indicate that a potent one has been brought to the conjuror, and that one is knowledgeable for a 10-mile radius.

Phæree Cord Cantrip:

Time: 2 BTs + 1 CT/STEEP — *Other Heka Costs:*
Area: 1 cord, rope, etc. — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Effect, an ordinary stout cord, rope, or similar length of pliable material of at least 12 feet length is conjured so as to stand upright and become as rigid as a pole, with a temporary Door at its uppermost end. The dweomer opens a small Portal exiting on the Phæree Sphere, in a locale approximating that of the conjuror's own at time of casting this Cantrip. Only creatures and beings of about human-size can utilize the Door. Those doing so are visible in part until they have scaled the final four feet of the cord and disappear through the Portal. At Time expiration, the cord falls back to the ground, totally normal again. All exiting via the Door are, of course, "elsewhere."

Shadow Belt Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod deep torus of shadows — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This dweomer causes a belt of shadows to form, beginning at up to the the Distance indicated, but with at least a one rod of "non-shadowed" center. In these shadows are very minor spirits of the Shadow Plane/Sphere, operating to cause unease and slow the actions of all who are not of the

practitioner's mindset. Light conditions will determine the sort of shadows and the power of the demi-spirits generated by the Cantrip's Effect:

Prevailing Light	*Shadows Formed*	*Benefit/Penalty*
Bright, overhead	Thin, penumbrate	5/1
Bright, slanting	Moderate, mixed	10*/2
Moderate, overhead	Thin, umbrate	10/3
Moderate, slanting	Heavy, mixed	15**/4
Dim, overhead	Moderate, umbrate	15/5
Dim, slanting	Thick, mixed	20/6
Complete darkness	None	Nil/Nil

*If observer is in full light, otherwise 5.

**If observer is in full light, otherwise 10.

Bonus: Shadows restrict vision and give a bonus to *Criminal Activities, Physical, Stealth* Sub-Area STEEP as indicated to the conjuror and/or any compatriots who operate therein. Note that these shadows are also useful to those who might otherwise utilize such conditions for dweomers which deal with their magickal effects.

Penalty: All opponents and foes of the conjuror suffer the amount of penalty as an addition to their die rolls for Initiative and for K/S or similar rolls, due to the shadow Effect.

Symbol of Deceit Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The dweomer of this Symbol is potent. This Casting enables the conjuror to trick creatures into believing she or he is acting or speaking in their best interests. A maximum of one creature or persona may be so fooled for every 10 STEEP points the caster possesses. Those subjects within the Area of Effect can avoid the power of the Symbol by rolling successfully against their Spiritual Metaphysical CATEGORY score at DR "Hard." Otherwise, those subject to the Symbol will become the willing dupes and collaborators of the conjuror.

Symbol of Summoning Ritual:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Symbol created by this Casting serves to draw by force a minor creature or being of Full, Partial, or Non-Material Form from the specific Preternatural Plane predetermined by the conjuror before activation of Effect. The summoned creature or being will be of a lesser type—a Major Elemental being average. As such creatures or beings do not enjoy being summarily brought to a place thus, it is likely that the subject will be both irritated and hostile. Note that if a Special Failure is rolled, just about *anything* could show up! The summoned subject must remain until dismissed by the conjuror or it is released or can break free from whatever holds it where it is.

It is a good idea to summon the subject into an Inclusive Pentacle (q.v.), rather than a *Receptive Circle's* (q.v.) dweomer, so that it can be properly controlled and dealt with safely. Note that a wise conjuror will also have some form of protection at hand, and will perform the summoning while inside an Exclusive Pentacle (q.v.).

Casting Grade III

Chokecloud of Balaam Cantrip:

Time: 3 CTs + 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: This Casting is designed to disable all conjured creatures, beings and spirit manifestations within the prescribed Effect Area. The sooty cloud created by this dweomer causes 3D3 each Mental and Spiritual damage points per CT to those specified subjects who are within the Area indicated. In addition, this Casting makes movement and other actions (such as combat of any sort) difficult to perform—there is a penalty of +10 to Initiative and an increase of Difficulty Rating by a factor of one. It is quite useful in forcing cooperation from creatures or beings that resist the conjuror's will.

Deadspirit Summoning Spell:

Time: 3 BTs + 1 CT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: When this Spell is activated, some form of Circle must be ready for the spirit, or else there will be no focus and it cannot come. A tin *Miniature Pentacle* will suffice for a mentally pictured one, or else a *Receptive Circle* or an Inclusive Pentacle will be needed. This dweomer calls back for a brief time the spirit of a dead human or humanoid. If the spirit summoned has been deceased for more years than the practitioner has STEEP, the conjuror must know the name of the individual when physically alive; otherwise part of the name, a nickname, or title and details of that one's history are sufficient. The spirit can and must answer specific questions, but it will be as brief and evasive as the practitioner allows through the language used in such queries. No spirit can be so conjured and forced to answer thus more than once per decade, so be prepared!

Exclusive Pentacle Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This Ritual creates one of the various forms of Exclusive Pentacles in an Area surrounding the caster. The *Exclusive Pentacle* serves as protection for the personas inside, also enabling further casting without interruption by outside forces if a "door" for such is provided for by the practitioner. The caster and any associates must remain within the Pentacle at all times, or else the protection or the Pentacle itself, if temporary, is negated.

The types of Pentacles which can be created, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	3 Action Turns	Permanent	Hard
Complex, Mental	3 Action Turns	Temporary	Hard
Simple, Runic	4 Action Turns	Permanent	Difficult
Complex, Physical	4 Action Turns	Permanent	Difficult
Complex, Runic	5 Action Turns	Temporary	Difficult
Complex, Runic	6 Action Turns	Permanent	Very Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the caster through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT (SM CATEGORY if a Partial Practitioner) plus 2 times STEEP (in this Sub-Area) in points. For details of how a Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (one DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (two DRs harder).

However, for each doubling of Casting duration Time (time spent preparing and working on the Pentacle) the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (less favorable) modification.

Glyph of Harm Cantrip:

Time: Permanent until triggered — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: When conjurors create this Glyph of approximately three inches height and width, they store Heka energy within it, which, when triggered, delivers 3D6 points of damage to those within the Effect Area. The Glyph is capable of causing Mental, Physical, or Spiritual damage. A practitioner must select the type of damage during the Casting's activation. The Glyph is a visible marking, and it will radiate a Preternatural Heka aura.

Symbol of Influence Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Sight or perception — *Other:* Nil

E/F/M: Through this Casting, the conjuror seeks to sway the general disposition of a spirit being, blasting it with a strong emotional wave. Upon activation of the dweomer, a burning Symbol is traced in the air by the will of the practitioner. Through this Symbol, the caster can attempt to influence the conjured spirit with emotions/feelings such as those of sympathy, antipathy, apathy, camaraderie, fear, submission, guilt, and so on. Note, however, that while some creatures or beings might react easily to the Effect of this Casting, others could find the emotion or feeling quite alien in concept, depending upon their plane/sphere of origin. The gamemaster will rule in all cases, noting the appropriateness of the emotion/feeling to the place of origination/dwelling of the subject spirit.

Waterdrops Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter/STEEP — *R&D:* Nil
Distance: 1 chain/STEEP — *Other:* Nil

E/F/M: This dweomer requires that the conjuror utilize any kind of *Miniature Pentacle*. No Heka needs be drawn from the device, but the practitioner must have it in hand. When it is activated, the caster calls upon Elemental spirits present to act. The Effect results in the moisture in the atmosphere to be condensed by the Elemental spirits so that it falls as a mist, light rain, etc. depending on the humidity and the temperature—i.e., sleet, hail, snow could actually result. Even dry air can yields a slight mist thus, for the subject spirits will bring with them some amount of moisture.

Casting Grade IV

Cipher of Shielding Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Mental shielding

E/F/M: At activation, the caster scribes with a finger a small, invisible marking upon his or her chest. This Casting Effect enables conjurors to thus generate a protective Mental shield surrounding themselves. This shielding force is capable of resisting attempts to forge Mental Links or stop Mental damage. For each point of Heka channelled beyond the activation cost, the shield will counter 1 point applied by an enemy to forge a Link, or negate Mental damage from any source.

Conjured Fountain Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Through this Cantrip's dweomer, the conjuror is able to create a jetting, splashing fountain of fresh water virtually anywhere decided for the locale of activation. However, the practitioner must first lay a *Receptive Circle* or else employ a silver metal *Miniature Pentacle* in casting the *Conjured Fountain*. The conjuror must select a central point for the Casting, and this point must be on a relatively level surface. Each Critical Turn of the Casting's Time duration, the Effect delivers from the Elemental Sphere of Water one gallon of spring-like water per 10 STEEP points of the practitioner. The height of the water jet is one yard per 10 STEEP. Although the actual Area is a small point from which the water shoots forth, the result will deliver liquid in an area commensurate with the conjuror's ability and the locale chosen.

Firewand Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 wand and Special — *R&D:* Nil
Distance: Touch and Special — *Other:* Special

E/F/M: This dweomer must be laid on a length of any sort of fine quality, straight wood of the general size and shape of a wand. The conjuror must employ a *Miniature Pentacle* of oricalcum to activate the Formula and must also invest Heka on a one-for-one basis to give the wand energy, charging the device with up to the persona's STEEP in points of Heka. The practitioner can then employ the device to generate either of two Effects at the Heka costs appropriate.

Fireworks: The wand will release pyrotechnic Effect as follows:

(1) A fountain of coruscating sparks of any hue(s) 20 feet high (or long), 10 feet wide at its terminus, and illuminating an area of one chain radius around the conjuror for one BT Time duration at the cost of 2 Heka points. Very flammable substances will catch fire if these sparks contact them.

(2) A visual display (with possible noises) consisting of bursting pyrotechnical Effect (similar to our Earth's own fireworks displays as launched from mortars) which arc upwards as many rods and away as many yards as the conjuror has STEEP. The diameter of the globular burst, or the area of the showers, streaks, etc., is equal to one-rod diameter, or one square chain, per 10 STEEP. The Time duration of each Effect is one CT per 10 STEEP. The cost is 2 base plus 1 Heka point per color, 1 per concussive or other noise, and 1 for each added display. *Example:* The conjuror has 51 STEEP, so the visual display will go upwards 51 rods (841.5 feet), while moving away from the caster 51 yards as it goes upwards from the wand. The globular burst will be five rods in diameter, or another Effect would have a 45 square chain Area. The Effect will persist for five CTs Time, and the base cost is 2 Heka points. If the display were of a Blue Dragon hissing red fire-breath at a green oni who then roared and then exploded in a shower of golden sparks, the added cost would be 3 for colors, 5 for displays (dragon, fire-breath, oni, explosion, spark shower), and 3 for the hiss, roar, and concussive (bang!) of the oni's demise; a total of 11, plus 2 base cost, or 13 Heka points for the whole of the visual Effect.

(3) A ball of burning hue of the color desired, each ball being four inches diameter, ranging for as many yards as the conjuror has STEEP points, travelling as fast as an arrow flies, hitting its target unerringly, inflicting 1 Fire PD point, and costing 2 Heka points each. Each sheds only minor, fleeting illumination. Very flammable substances will catch fire if such a burning sphere contacts them.

(4) A flare of blazing fire which travels from the wand as many rods distant as the conjuror has STEEP points, at a speed equal to that of a loosed arrow, striking its target with the same accuracy as the practitioner's STEEP in this K/S Area, and exploding at the end of its flight (or upon impact) for 4D3 Fire PD, blinding those within a one-chain diameter for 2D6 CTs Time, but otherwise burning overhead for as many CTs time as the conjuror has tens of STEEP, and illuminating a one-chain radius of the area below it, at a Heka cost of 50 points.

(5) A rocket of streaking sparks which travels from the wand as many rods distant as the conjuror has STEEP points, at a speed equal to that of a loosed arrow, striking its target with the same accuracy as the practitioner's STEEP in this K/S Area, and exploding at the end of its flight (or upon impact) for 1D6 Fire and 1D6 Impact PD, blinding and deafening those within a one-chain diameter for 2D6 CTs time, at a Heka cost of 50 points.

Flames: The wand will deliver a one rod long by one foot wide by one yard deep cone of fiery tongues of flame, the terminus of the cone being of one-yard diameter, its emanation point from the wand's tip being one-foot diameter. The flames deliver 4D3 Fire Physical damage per CT of exposure. Each emanation of flame lasts for one Critical Turn and drains 10 Heka points from the wand.

A wand with any Heka remaining within it can be charged so as to bring it to its full maximum potential pool as determined by the conjuror's STEEP at the time of laying this dweomer. Recharging is at a one-for-one basis, with 10 points of Heka being placed in the Reservoir each BT of time. However, if a wand is totally drained of Heka, the device crumbles into powder, the dweomer being lost.

Glyph of Terror Spell:

Time: Permanent-triggered Special — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Entry of any creature or being, other than the caster, into the dweomer's Area will trigger the Glyph. The Effect will then persist for as many CTs Time duration as the conjuror has tens of STEEP. This Casting creates a fearsome, suddenly visible Rune of fiery sort about one foot high, whose power causes all creatures with a Spiritual TRAIT score of less than 41 to flee in panic for 4D3 ATs time, travelling at their fastest movement rate to some place they regard as one of safety. Subjects with scores between 41 and 80 will experience an intense feeling of foreboding and must roll against their Spiritual Metaphysical CATEGORY at Difficulty Rating "Hard" to avoid likewise fleeing from the Area of the *Glyph of Terror*. Subjects with 81 and greater SM CATEGORY total will be ill at ease while in the Spell's Area of Effect, and will suffer a +4 penalty to all rolls, including Initiative and K/S operation checks.

Symbol of Madness Ritual:

Time: Permanent until triggered — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The conjuror places a seemingly ordinary mark on any surface desired. This might seem to be a Sigil, Hieroglyph, word, etc. This Symbol, created through this Ritual of four ATs performance Time, unleashes, when it is read, a terrible magickal attack upon the minds of all intelligent creatures and beings within its one-rod radius Effect Area. It draws upon the Netherhells' forces to send Dark energy and soul-searing impressions to all subjected to the Symbol. Those within range of the Symbol when it is triggered must make an insanity check, rolling against their S TRAIT at DR "Hard" or be afflicted with a random madness from the table in Chapter 12 of the **Mythus** book.

Thunderbird Formula:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 creature-force — *R&D:* Nil
Distance: 1 furlong/10 STEEP — *Other:* Nil

E/F/M: This Casting is used to summon a creature-force of Elemental Air which will serve the persona for the indicated Time duration in Action Turns. This "Thunderbird" is not actually a being of the same name, but it is a force resembling one, appearing as a dark, misty, winged shape some one rod long and two rods wide. Immediately upon activation of the Formula, it appears in the air one furlong over the conjuror's location. The creature-force must remain within the Distance range indicated from the practitioner, or else it dissipates into nothingness. It moves at a rate equal to the conjuror's STEEP in yards each CT, and obeys the caster's mental commands, delivering an attack as desired. Its attack is one which is deafens the subjects with the thunderous clap from its release of Elemental Air energy, sending shock waves downward as the sound rolls forth. The creature-force is capable of performing an attack once every five CTs, up to a maximum of three attacks during its Time of Effect. The attack affects a one-chain radius up to one furlong beneath the creature-force's location at the moment of its energy release. damage from each thunderous blast is 4D6 points of Stunning Physical damage, and all subjected to the attack are deafened for a like number of CTs time—i.e., four to 24 CTs. The sound can be heard for four leagues distance. Nervous animals, such as horses, cattle, etc., within one mile of the sound will be prone to flight, running from the noise. Note that it is important for the "Thunderbird" creature-force to be away from the caster and above opponent subjects when an attack is mentally demanded by the conjuror, or its thunderclap will affect the practitioner and any associates. The creature-force has a false P TRAIT of 40 and can be destroyed by Heka-energy attack, and it can also be dispelled by such dweomers are as applicable and touch its current location.

Casting Grade V

Conjure Lightning Stroke Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod long × 1 foot wide Special — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: This dweomer requires the utilization of a copper metal *Miniature Pentacle* in order to cast the Formula. The conjuror evokes a Lightning Para-Elemental which in turn releases its energy as it returns to its own sphere. The proportions of the *Conjured Lightning Stroke* are directly related to the Lightning Para-Elemental, which, in turn, is determined by the STEEP of the practitioner. For each 10 STEEP points in the *Conjuration* K/S Area, the following is generated:

1 rod long by 1 foot width bolt of lightning
1D3 points of Electrical Physical damage

The stroke commences at a point at whatever Distance range the conjuror mentally determines at the moment of Casting activation. It then stretches in the direction of travel from the conjuror to the point envisaged from that point for as many rods further as is commensurate with the caster's ability, with a breadth also determined by that persona's STEEP, inflicting the indicated PD on all subjects within the path of the stroke.

Heka Seeing Cantrip:

Time: 1 CT/STEEP — Added Heka Costs:
Area: Centered on caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Cantrip enables the conjuror to detect by sight (up to the Distance range indicated) the presence and general nature (type, source, strength) of Heka within an object or area in view. Note that this ability is very limited in precise definition of the Heka's purpose, but it is effective in identifying objects of magickal nature, or Castings linked to an area, although not the kind or reason for the Casting. This Spell is otherwise the same as the Grade I Astrology Casting *Heka Sense* (q.v.).

Inclusive Pentacle Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of varying Time of performance creates one of the various forms of *Inclusive Pentacles* in a location specified by the caster. The Inclusive Pentacle serves to contain summoned creatures, beings or forces from other spheres/planes of the multiverse.

The types of Inclusive Pentacles which can be created are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	1 Action Turn	Temporary	Easy
Simple, Mental	1 Action Turn	Temporary	Moderate
Simple, Runic	2 Action Turns	Temporary	Moderate
Complex, Physical	3 Action Turns	Temporary	Moderate
Simple, Physical	3 Action Turns	Permanent	Hard
Complex, Mental	3 Action Turns	Temporary	Hard
Simple, Runic	4 Action Turns	Permanent	Difficult
Complex, Physical	4 Action Turns	Permanent	Difficult
Complex, Runic	5 Action Turns	Temporary	Difficult
Complex, Runic	6 Action Turns	Permanent	Very Difficult

Note that any breach of a Pentacle will render it useless, allowing the contained subject to escape its confines and do as it wishes—including attacking anyone not protected!

Rune of Weakness Formula:

Time: 1 AT or CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter or 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Casting creates a magickal Glyph causing weakness in a conjured creature or being or other opponent. Often cast in conjunction with one of the types of Inclusive Pentacles, the *Rune of Weakness* renders the subject powerless to move or attack. When cast within an Inclusive Pentacle, it has a Time duration measured in ATs, but it otherwise lasts for only Critical Turns.

Symbol of Coercion Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP Special — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: Through use of this Spell, the conjuror is able to generate a Symbol in a fixed location. The mark is a glowing sign suspended in the air. The dweomer's Effect is one that forces one or more otherwise unwilling subjects to serve the caster temporarily. Forced service can include risk of damage, but not suicide or obvious self-destruction. The total number of subjects who can be affected by the Symbol is determined by the caster's STEEP: one intelligent creature or being, whether or not Full, Partial, or Non-Physical Manifestation, for every 10 points the caster has in this K/S Area. Note that each subject is allowed a roll versus its Spiritual Metaphysical CATEGORY score (as modified by any damage) at DR "Hard" to negate the effects of the Symbol, with a roll equal to or less than its SM CATEGORY score indicating success. Compare *Symbol of Control*, below.

Windbag Ritual:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer requires the conjuror to have a sack of some sort which has as a part of its makeup a sewn *Receptive Circle* (q.v.). From this poke the practitioner can conjure a wind blast. The Time duration is measured in CTs, as indicated, and the Area is likewise dependent on the caster's STEEP. The velocity of the *Windbag* air movement Effect is five miles per hour per 10 STEEP. Besides moving gas clouds, fog, mists, etc., the force of moving air will have the following general effects:

Wind Speed	*Type*	*Effect*
10 mph	Light breeze	Leaves & twigs move, light cloth extended
15 mph	Moderate breeze	Small branches moved, dust/papers raised
25 mph	Fresh breeze	Small trees sway, inland water waves crest
30 mph	Strong breeze	Large branches sway, light objects blow
35 mph	Near gale	Trees move, walking vs. wind difficult
40 mph	Moderate gale	Twigs breaking, walking half rate
45 mph	Fresh gale	Large loose objects blown around
50 mph	Strong gale	Tree limbs break, movement half normal
55 mph	Whole gale	Small trees uprooted, roofs torn
60 mph	Storm	People blown down/around
65 mph	Violent storm	Large trees uprooted, structural damage

Casting Grade VI

Conjure Ghosts Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 ghost/20 STEEP Special — *R&D:* Nil
Distance: 1 rod radius/10 STEEP — *Other:* Nil

E/F/M: This Ritual of six ATs practice conjures up dead spirits—ghosts—still tied in some way to the Material Plane. These summoned spirits are then held within the Area of the dweomer's Effect for as many days Time duration as the practitioner has points of STEEP. The ghosts are powerless to harm the conjuror and anyone who remains within a one-rod diameter around that person. All others in the Area will be assailed by the ghosts.

Ghost

Base Scheme (+/– 1D20):

M: 100, EL: 80		**P:** 10, CL: 9		**S:** 100, EL: 80	
MR: 45	MM: 55	PM: 5	PN: 5	SM: 35	SP: 65
MRCap: 15	MMCap: 20	PMCap: 3	PNCap: 3	SMCap: 15	SPCap: 25
MRPow: 15	MMPow: 18	PMPow: 1	PNPow: 1	SMPow: 10	SPPow: 20
MRSpd: 15	MMSpd: 17	PMSpd: 1	PNSpd: 1	SMSpd: 10	SPSpd: 20

Ghosts of this ilk are usually of Dark Neutral or actually Evil spirits of deceased humans who remain on the Material Plane for some purpose or perhaps as a means of punishment. Those that are summoned and controlled by practitioners are violent and vengeful. They will gladly assail any living human, including the conjuror, if they are so permitted. However, unless somehow freed, they must content themselves with any others who come within the Effect Area.

A ghost attacks most insidiously, over a longer period of time than many other assailants. Each Battle Turn, a ghost vampirically drains 1 Spiritual TRAIT point, doing so without a Link, and betraying its attack by no more than a feeling of unease, a chill down the spine, a feeling of being watched, etc. on the part of the victim. The drained Spiritual points accrue to the ghost, and when these total the SPCap of the victim, the ghost has established a Mental Link (Heka armor will prevent this, of course, as long as it is available to negate such linkage). The Heka channeled through this Link by the ghost then causes Fear, but not such that the subject flees. Unless succeeding in a roll versus SPCap at DR "Hard," the subject will suffer 1 point of Mental damage for every point of Heka so channelled. Meanwhile, the ghost continues to feed vampirically on 1 S TRAIT point each BT. If reduced to below Mental EL, the subject then loses 1 S TRAIT point per CT, the ghost gains accordingly, and the subject will, at 0 TRAIT, Mental or Spiritual, become either totally insane or else a will-less idiot.

The reader will note that the ghost requires a considerable period of time to effectuate its assault. If it appears that there will not be sufficient time, or if Heka protection disallows a Link, the ghost will expend Heka to assume a Partial Physical Manifestation so as to be able to Physically attack. Ghosts have a BAC of 50% to succeed in a touch, armor disregarded, unless specially enchanted to resist such touch. The touch of a ghost will have two effects. The subject must succeed in a roll versus SM CATEGORY score at DR "Hard" or else age 5D6 years. In this process, the ghost gains as many Physical TRAIT points, something the thing much desires! If the victim fails and ages, then a second roll must be made versus MRCap at DR "Hard," with failure indicating that the persona loses his or her mind, though not totally and permanently Insane. However, the PPM of a ghost is vulnerable to Physical attacks, for it is weak indeed. Naturally, if seen or perceived, a ghost can always be attacked Mentally or Spiritually, or possibly through some other Heka-based means such as a Casting or Power.

A ghost can pass through pass through material barriers, but is subject to all manner of other, magickal barriers, of course. However, a ghost of this ilk is basically untrustworthy and dangerous to all! Note that a ghost cannot affect any material that is enchanted or magickally formed, and it must have

a PPM to be subject to any Physical damage whatsoever, for in spirit (NPM) form it is invulnerable to such attacks.

The Heka possessed by a ghost is equal to its total TRAIT scores. Even with this Heka, ghosts cannot Mentally or Spiritually attack a victim unless they first manage to drain S TRAIT points as indicated so as to Link automatically and enable this form of attack.

Armor: The Partial Physical Manifestation of a ghost has Invulnerability to normal weapons. Silver or gold ones, as well as enchanted arms and Heka-based attacks, inflict normal Physical damage.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	12	12	12	24	24	32	32
Super	9	9	9	18	18	24	24
Vital	6	6	6	12	12	16	16
Non	3	3	3	6	6	8	8
Average	7	7	7	15	15	20	20

Conjure Phæree Creatures Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This dweomer requires that the conjuror have a *Receptive Circle* or an Inclusive Pentacle ready and a *Miniature Pentacle* of a specific metal depending on the nature of the Phæree creature to be conjured. Oricalcum summons those of Goblinkind, lodestone those of Hobgoblin ilk, and gold brings those of Færic kind. One or more subjects will be drawn to the conjuror, according to the Heka possessed by the kind called for, that sort named as the Formula is activated. One creature of most potent sort can be so summoned, while at the low end as many as the practitioner has tens of STEEP might be brought. Thus, for instance, one Drake might be summoned, or a handful of Brownies to perform manual labor could be brought to the Circle. Depending on the ethos and purposes of the practitioner summoning the dweller of the Phæree Sphere, there will be a request made, bargaining, or demands. Unless dismissed earlier, the summoned creature will depart automatically at the expiration of the dweomer's Effect Time duration.

Dee's Spirit Charm Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: Sight or perception to 1 foot/STEEP — *Other:* 1:1 STRAIT Special

E/F/M: This Casting allows the conjuror to influence a single spirit or conjured creature or being per the Spiritual combat attack to Confound (see Chapter 12 in the **Mythus** book). Unlike many sorts of Spiritual combat attacks, this Casting requires no Link. It does, however, require that the subject be contained within an Inclusive Pentacle or by some other restricting force, and the caster must still overcome the target's Spiritual TRAIT through investment of Heka equal to or greater than that total. If successful, the subject will obey the practitioner. Note also that any Spiritual armor possessed by the subject will subtract from the Heka channelled by the caster for this purpose. If insufficient Heka is sent, all is wasted, save that which negated Spiritual armor, but a second attempt can be made.

Elementary Array Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Elementary/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: The Ritual requires one AT of time to inscribe each Miniature Circle of conjuration the practitioner desires to employ. One can be inscribed for every 10 STEEP points possessed in this K/S Area. Each little Circle is drawn on a sheet of parchment, vellum, papyrus, or paper—the term used for each. With that ring is the verse key for control of an Elementary. When the conjuror has completed as many pages as are desired (and possible), the Ritual is complete, and the practitioner then must activate the Casting. The Nature Spirits are brought instantly to a place before the conjuror and must perform as demanded, for as long the caster holds the paper for each in a hand and calls forth instructions to these Elementaries, until the Time duration of this Effect expires. The Nature Spirits will labor as instructed, attack, take Physical form, etc. Note that if a paper is dropped or defaced/destroyed, the Elementary it commanded is freed from its bondage, and it will turn on the conjuror and attack.

For information on Elementaries see the Dweomercræft, Elemental School, Casting, *Summon Elementary.*

Oath Spell:

Time: 1 day/S TRAIT — *Other Heka Costs:*
Area: 1 summoned subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Spell is used to bind magickally a summoned subject to a specific course of action, as stated by the conjuror. For it to be effective, the subject must swear an oath to follow the caster's wishes in achieving the required goal. Once taken, the subject must follow the oath to the letter of the words it contains. The oath can be taken willingly, under duress, or in any other manner. Failure to obey inflicts 1 point of Mental, Physical, and Spiritual damage per Critical Turn of disobedience, until the *Oath's* terms are again adhered to.

Symbol of Control Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or perception to 1 chain — *Other:* 1:1 M TRAIT

E/F/M: This Cantrip enables the conjuror to beguile and charm a single creature, spirit, or being, in a manner similar to the Mental combat attack to Control (see Chapter 12 of the **Mythus** book). Upon activation, the dweomer causes a glowing Symbol to appear before the practitioner, and this mark will then transfer to the subject's head or similar prominent portion when the target is brought under its Effect. (The Symbol is invisible thereafter save through the ability to see Heka.) Although this Casting requires no Mental Link to be forged with the target, the subject must be held in place by an Inclusive Pentacle or similar form of containment. The practitioner must also overcome the target's Mental TRAIT by channelling Heka into the Symbol, and any Mental armor possessed by the target will offset this amount. If insufficient Heka is channelled to the subject by the conjuror, the energy is wasted, save as it negates the armor mentioned. Compare *Symbol of Coercion,* above.

Casting Grade VII

Conjure Storm Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 mile diameter/10 STEEP — *R&D:* Nil
Distance: Centered Special — *Other:* Nil

E/F/M: The Ritual requires 10 ATs Time to perform. If storm clouds are overhead, this dweomer starts immediately upon activation by the conjuror, but otherwise the Effect is delayed as follows:

Condition	*Delay*
Clear, cloudless day	1D3 hours
Partly cloudy day	5D3 ATs
Overcast day	1D3 ATs

The dweomer engenders a massive storm, complete with precipitation, thunder, lightning, winds of 35 mph gusting to 45-55 mph, which dissipates

instantly fog, gas, and other clouds or like substances, and extinguishes natural fires of even large extent after one or more ATs duration. The Casting's Time duration has two parts: the Ritual summoning of the storm as already detailed, and the actual storm. The length of the storm Effect will be one hour plus one AT for every STEEP point of the caster in this K/S Area—or some lesser duration at the conjuror's option upon activation of the dweomer. During the storm, the Effect will remain fixed over the Area. Rainfall will be at one inch per hour, other precipitation of commensurate level.

In addition to seriously inhibiting and making dangerous seaborne and/or aerial movement, and upsetting items or quadrupedal creatures of less than 50 pounds, bipedal ones of under 150, attempting movement, it will have a 1 in 10 chance per AT of exposure to its elements of inflicting 1 to 6 (1D6) D6 Physical damage (Blunt, Piercing, Impact, or Electrical—determine as if rolling for location, with Non-Vital = "Blunt," etc.), plus location modifier (roll again), if applicable (any PD but Electrical), on any creature not in some sheltered position. Some tree branches will be broken off, and small-sized trees will be uprooted. The storm will inflict automatically on non-stone structures Physical damage of 1D3 points of Impact type per Action Turn of Effect.

Fix Elemental Effect Formula:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 cubic yard/STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer enables the conjuror to cause an elemental Effect of the nature desired to be fixed, confined to the Area desired, up to the maximum size indicated. The various possible results are heat, warmth, cool, cold, dampness, wetness, dryness, moving air, vacuum, and dustiness.

Note that several Effects are possible, as long as each is cast separately, and none are contradictory so as to negate each other.

Loophole Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 league/STEEP Special — *Other:* Nil

E/F/M: The *Loophole* Charm requires the conjuror to utilize an ovoid of any sort, whether naturally occurring, formed by the caster of some material such as rope, or drawn by some substance including the trail of sparks from a burning brand. The dweomer is efficacious whether the ovoid is drawn horizontally or vertically. As the Charm is activated, the practitioner describes the circular form and/or steps into its area. The caster is then transported up to one league distant per STEEP point possessed in the *Conjuration* Knowledge/Skill Area to a destination the caster has in mind or randomly otherwise.

Conjurors of greater ability are able to utilize this Casting to form a one-way Door as follows:

Grade VII: Mundane Planes/Spheres
Grade VIII: Preternatural Planes/Spheres
Grade IX: Supernatural Planes/Spheres

For general details of this mode of travel, see *Teleportation*.

Painmist of Balaam Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: up to 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Spell creates a thick gray mist of noxious fumes, which does 7 points of Physical damage per CT to all within its Area of Effect. Creatures of low intelligence (M TRAIT under 41) have a 25% chance of becoming disoriented within the mist, and thus they will be unable to make their way out. Of course, those subjects who are contained by a Pentacle cannot avoid the effects of the Casting

Though Undead and Unliving creatures and beings, as well as spirits and creatures and beings with Non-Physical Manifestations, are not affected by the *Painmist* Spell, others with any form of Physical form are subject to the dweomer. Note also that if an NPM subject should assume any form of Physical presence, this dweomer will immediately deliver its Physical damage to that one.

Power Pentacle Ritual:

Time: Permanent until triggered — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires one Action Turn per Grade of Casting to be laid within the special Area prepared by this dweomer. Through this Casting, the conjuror is able to prepare and charge a *Receptive Circle, Miniature Pentacle*, Inclusive Pentacle of permanent sort, or similar ring-shaped device, including such Sigils and like marks which conform to the requirement, which will then become capable of storing a single triggerable Casting. The condition(s) which enable the stored Casting to be triggered must be stated by the persona during the activation of the Ritual. No more than one dweomer can be stored in one prepared circular area.

Sigil of Abjuration Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: The Sigil generated by this Cantrip is a potent icon used to drive away unwanted spirits, creatures, and beings from other planes and spheres. While activating this Casting, the conjuror traces the lines of the Sigil in the air, creating a shimmering replica that abjures the specific subject from the Sigil's presence. If the abjured is a being, it must be named and described, and even lesser creatures and spirits with potent abilities must be treated thus. Minor creatures and spirits can be abjured as a class.

As the Effect is activated, the subject or subjects present are forced to flee immediately to the plane/sphere of origin if they are so able. If not able to leave the plane or sphere of the dweomer's activation, the subject or subjects are forced to make a hasty retreat to some other locale at least as many rods distant as the conjuror has STEEP points.

Casting Grade VIII

Alruy's Abomination Cantrip:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 league/STEEP Special — *Other:* Nil

E/F/M: By means of this Cantrip, the conjuror opens a Gate to the Entropical Plane and summons forth a creature of Chaos to do his or her bidding. It must be brought into an Inclusive Pentacle which is within one rod distance of the practitioner. The summoned creature will serve the caster, performing a single task to the best of its ability, thereafter returning to the Entropical Plane. However, if it is unable for any reason to perform the stated task, the thing will seek out the conjuror, attacking with intent to slay.

Due to their plane/sphere of origin, such creatures summoned—typically a Beast or Brute—are usually quite bizarre and extremely repulsive in all ways, including sight, smell, etc. to those of the Material Plane, having ineffable appearance, misshapen and/or multiple heads, limbs, tentacles, slime-coating, etc.

While the exact nature of the thing brought forth from the Entropical Plane/Sphere is up to the gamemaster, the general statistics for the class of dwellers subject to this dweomer is given below:

Beast/Brute

Base Scheme (+/– 1D10 or 1D6 M and S, D% or 2D% P TRAIT):

M: 20, EL: 16		P: 200, CL: 180		S: 50, EL: 24	
MR: 10	MM: 10	PM: 125	PN: 75	SM: 6	SP: 24
MRCap: 4	MMCap: 4	PMCap: 55	PNCap: 35	SMCap: 2	SPCap: 8
MRPow: 4	MMPow: 4	PMPow: 50	PNPow: 20	SMPow: 2	SPPow: 8
MRSpd: 2	MMSpd: 2	PMSpd: 20	PNSpd: 20	SMSpd: 2	SPSpd: 8

Upon seeing a Beast or Brute, individuals must succeed in making a roll against their Spiritual TRAIT score at DR "Difficult," with each successive experience thereafter being made at one DR easier, but always necessary even at Difficulty Rating "Easy." Special Success brings an individual a DR of "Easy" thereafter, but has no other benefit. Failure brings a Minor Insanity to that individual, Special Failure a Madness.

There are numberless sorts of Beasts and Brutes native to the Lower Planes and Spheres, ranging from the Netherrealms through Pandemonium to the Entropical. When seen on the Mundane, they have most certainly been summoned into service through Heka-force. Creatures of this sort from the Entropical regions are Evil, malign, destructive, and inimical to life. They hate even their own existence, and all wish to destroy and be destroyed.

Each such creature radiates a field of some sort with an Area of Effect equal to its S TRAIT in feet. The Beast sends forth a field of Entropy, the Brute one of Chaos. Entropical fields lower all Initiative and K/S activity by 1 point per CT of exposure. On the first CT of exposure there is no effect; the next, there is a penalty of +1; on the third a +2 penalty is suffered; etc. Chaotic fields either act as Entropical ones (50% chance) or else function so as to distort results of actions in a random but detrimental manner. Thus, in such case, the Hit Location will be worsened by one level, the Time, Area, Distance or Effect/Force/Material of a Casting affecting the Brute's Effect Area will be halved, etc.

Armor: Entropical Beasts and Brutes are invulnerable to non-enchanted/non-Heka-based attack forms, save for attacks utilizing lodestone weapons (which are as if enchanted to double normal base damage to these things) or quicksilver metal (to which they have a Susceptibility, this metal being poisonous to them as follows: one ounce equals a single STR 5D10, instantaneous effect Poison if it contacts their body). All have an *Inertial Armor Protection* against Heka, the total of the armor equalling their P TRAIT total. Against other forms of attack they have, on the average, the following protection:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	32	24	100	40	100	120	40
Super	24	18	75	30	75	90	30
Vital	16	12	50	20	50	60	20
Non	8	6	25	10	25	30	10
Average	20	15	62	25	62	75	25

Note that the Beast or Brute summoned cannot be dismissed through normal means by the practitioner.

Circle of Expulsion Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 foot diameter/SMPow of caster — *R&D:* Nil
Distance: Touch + Special — *Other:* 600: permanent

E/F/M: In order to create this Spell's Effect, the conjuror must scribe a temporary or permanent Circle on the horizontal or vertical surface desired, with a diameter as large as desired, as limited by the caster's SMPow. Note that the permanent Circle requires a Reservoir of at least 300 Heka points, from which will be drawn sufficient points to operate it at a cost of 100 per *Expulsion.* The enchanted Circle drawn by the conjuror will send away automatically any creature or being not of the Material Plane/Sphere who enters its boundary. If a Mundane animal, creature, or being is within its bounds, the practitioner can dismiss it from his or her presence, sending it back to its own locale, at a word and the cost of 100 Heka points if a permanent Circle. To do this, the conjuror must be in sight of the subject, and within a number of feet from the Area of Effect equal to STEEP in this K/S Area. All temporary Circles of this nature function once, automatically or upon command as noted, and then their energy is dissipated, and the Effect no longer remains active.

Conjure Heka Bolt Cantrip:

Time: 1 BT and Instantaneous — *Other Heka Costs:*
Area: 1 target/subject — *R&D:* Nil
Distance: Sight to 1 rod/10 STEEP — *Other:* Nil

E/F/M: This dweomer opens a channel to a Heka Elemental of any sort—Positive, Negative, or Mixed—so that the creature can release energy at a target point or subject of the practitioner's choosing, up to the Distance indicated. Note that there is a fairly lengthy delay between Casting activation and the release of the Force by the Heka Elemental. This is unavoidable, but in the meantime the conjuror need not concentrate on the Effect, but can do whatever else is desired, as long as the caster is able to direct the *Heka Bolt* to the target desired one Battle Turn later. If not able, the conjuror will be targeted by the bolt instead! The base damage from the Force of Heka is 8D6. Positive Heka release will inflict Mental damage on non-Physical targets, Negative Spiritual damage likewise.

Merlin's Entropical Links Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP Special — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* 1:1 T extension

E/F/M: When this Spell is activated, the conjuror is able to manipulate mentally as many "links" of energy as she or he has tens of STEEP in this K/S Area. Each of these bands of Force is capable of holding fast a spirit, creature, or being whose combined TRAITS are under 101—201 if two "links" are employed to bind it, and so forth. Thus, a practitioner whose STEEP was 100 could manipulate 10 *Entropical Links* so as to bind a single subject whose combined TRAITS were 1,000 or less in total. As long as the Time duration persists, the subject is held fast in a comatose state, a stasis in which no food or drink is needed, and the passage of Time has no meaning with respect to the subject, but not the dweomer, of course. Two such Castings cannot be active at the same moment, for they will negate each other. Time extension must be made at activation of the Spell, or else the duration of Effect cannot be altered.

Possession Ritual:

Time: 1 AT/STEEP point Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: Sight or perception to 1 chain — *Other:* 1:1 Special

E/F/M: This Ritual of one Action Turn of performance allows the caster to inhabit—forcibly if necessary—the Full Physical Manifestation of another spirit, creature, or even that of an animal. It *is* possible to possess a spirit with a Partial Physical Manifestation, but that requires an "Extreme" DR roll and the expenditure of Heka equal to the target's Spiritual TRAIT. The possession of any Physical body, including that of an animal, requires the expenditure of Heka equal to the subject's Physical TRAIT, but conjurors can remain in *Possession* of an animal for only a number of ATs equal to their SMPow, and can only possess one particular type of animal per month. After completion of the Ritual, conjurors can hold the Effect for as many BTs time as they have tens of STEEP, but this held time counts against the dweomer's Time duration overall.

Controlling an unintelligent animal subject is a simple matter, and need not be dealt with in detail.

Taking control of the body of an unwilling intelligent subject is a much more difficult matter. In order to do so, the practitioner must match, in a struggle of K/S versus K/S, *Conjuration* STEEP against the subject's combined *Conjuration* STEEP (or, if applicable, *Exorcism* or *Mysticism* STEEP at the subject's option) plus Spiritual TRAIT (minus any Spiritual damage taken). Both parties may spend Heka points to increase their respective STEEP on a 1-for-1 basis.

Victory for the attacker means that the subject has been possessed (see the effects below). A tie indicates that the attempt failed, but that the attacker may try again after 6D6 hours have elapsed. A victory for the subject means that not only did the attempt fail, but the attacker may *never* try to possess that individual again, unless allowed to do so by that individual. The contest for *Possession* requires one CT during which neither party may do anything else.

When conjurors possess an intelligent subject, they effectively replace the Mental and Spiritual facilities of the subject. Such casters can control the subject's body as they will, but they have no access to any of its memories, knowledge, etc. The psyches of humans subjected to this Ritual are not evicted from the body, but rather suppressed inside. Personas who have been possessed will have no memory of what went on during the time the practitioner was in control, though they will be able to feel the caster's presence inside them and can communicate mentally with the caster during the time of possession.

Note that this dweomer does not and need not forge a Link to be effective. Furthermore, once in *Possession* of a subject, the conjuror cannot influence or affect the displaced psyche by any means, Heka-engendered or otherwise. Mental and Spiritual combat between the possessor and the possessed is not possible. However, while in control of a body, the caster is perfectly capable of destroying it by making it jump off a cliff, stab itself, etc. In fact, the possessing practitioner can inflict automatically 1 point of Physical damage per CT (at a cost of 1 point of Heka each) on the possessed body while in control. Such unfortunates have been seen writhing in pain with bite marks appearing on their bodies from seemingly thin air! Note that casters do not have to feel an inhabited subject's pain if they don't wish to.

Possessing casters can be removed through several means, exorcism being the chief method. Practitioners who take over their Spiritual or Mental TRAITS in damage will be evicted, but keep in mind the advantage a possessor has over the possessed's physical body.

Note that the original physical body of the caster becomes a defenseless shell which can be destroyed (or even possessed by another) unless properly protected. If the body of the absent, possessing practitioner is possessed in turn, possession occurs automatically without difficulty while the caster is out of it doing likewise to another. If this happens, and the conjuror is then somehow removed from the possessed body, she or he becomes a disembodied spirit, unable to do anything but wander the Material Plane in search of another defenseless body! For this reason, many practitioners employ Pentacles and other dweomers for safeguarding their physical form.

Rune of Capture Formula:

Time: Special
Area: 1 spirit Special
Distance: 1 chain/10 STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting generates a potent Rune, a Symbol which draws in a spirit or NPM of a creature or being within the Effect Area and holds it fast. The *Rune of Capture* renders the subject powerless to leave for the duration of the Casting. The Time duration of this Formula is equal to the conjuror's STEEP plus Spiritual Metaphysical CATEGORY score in hours, *minus* the spirit's or NPM's SMPow and SPPow scores total in hours. Although unable to get away, the subject is not necessarily unable to attack and defend itself. However, if the Rune is placed within an Inclusive Pentacle, the matter is considerably altered.

Casting Grade IX

Conjure Heka Elemental Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 Heka Elemental — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: By means of this dweomer, conjurors are able to summon into their presence a Heka Elemental of any sort—Positive, Negative, or Mixed. A *Receptive Circle, Miniature Pentacle,* or Inclusive Pentacle is needed to call the Heka Elemental thus. Uncontained, the summoned Elemental will discharge a blast of Heka equal to 9D6 times a 1D3 Exposure roll upon all things within a nine-yard radius. Note that any Special Failure indicates an uncontained Heka Elemental. Contained, the Heka Elemental can be forced to deliver its particular sort of energy, at any time thereafter up to the caster's tens of STEEP in ATs, in one of the following manners:

(1) To the conjuror only, as many points as are generated on the roll of 9D%.

(2) To a General Purpose Reservoir, as many points as are generated on the roll of 6D%.

(3) To a Specific Purpose Reservoir, as many points as are generated on the roll of 3D%.

If the practitioner attempts this Casting to summon the same kind of Heka Elemental more than once in any given 30-day period, the Difficulty Rating is worsened by one step, and there is a +9 addition to the dice roll for success, both cumulative per repeated attempt, thus increasing dramatically the chance for Special Failure.

Deathmist of Balaam Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This potent Spell creates a thick green mist of poisonous dweomer whose fumes and Heka charge inflict 3D3 points each of Mental, Physical, and Spiritual damage per Critical Turn to all conjured creatures and beings within the Area of Effect. Creatures which have low intelligence (under 41 M TRAIT total) have a 25% chance of becoming disoriented within the mist, and if so they will be unable to make their way out. Of course, those subjects who are contained by a Pentacle cannot avoid the effects of the Casting or otherwise escape.

Note that Unliving, Undead, and spirit beings and creatures are affected by the *Deathmist* Effect.

Dimension Trap Formula:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting creates a magickal trap consisting of an area of extra-dimensional space linked to an object. Upon activation of the Formula, the practitioner must specify the exact nature (even name, if applicable) of the subject to be trapped, and what will actually trigger the Effect. The Area in which it will operate is a radius in feet equal to one-tenth the conjuror's STEEP in this K/S. When triggered, it magickally draws the creature or being which triggered it into the space and then severs the link, trapping the subject there. Those who have the power to *Teleport* or use a like Casting or Power, or are able to create by any means a Portal, can attempt to return thereby. Any subject so trapped can be freed if the proper means are available to locate that individual and negate or dispel the dweomer. However, one who has been trapped will probably have but a limited amount of time before starving, suffocating, or otherwise dying from some form of exposure, even considering that the Time Dimension therein runs at one-tenth normal, Mundane rate. (But who knows what else may be there inside the trap....) The conjuror can release a *Dimension Trap* Effect at will by uttering the chosen command word to negate the dweomer.

Egar's Three-Ring Curcuit Ritual:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer requires sufficient Action Turns for the conjuror to prepare any form of physical temporary Inclusive Pentacle, a *Circle of Expulsion* (q.v.), and a third ring of special nature which requires 9 ATs to create and can be done only with the aid of a lodestone metal *Miniature Pentacle.* The three Circles thus created are drawn so as to equally overlap one another, and the central point is summoning location. Once the Casting is active, the conjuror is able to force into the central area any spirit or Partial or Non-Physical Manifestation creature or being subsequently approaching within a one-chain radius of the *Three-Ring Curcuit.* The practitioner is able to shift the Circles so as to contact the subject with whichever is desired, but the captive subject is unable to touch any without such direction from the conjuror. The Circles can be shifted once every BT, so that none contact the subject, or one particular one does partially or wholly.

The touch of the Inclusive Pentacle forces (and maintains) Non-Physical Manifestation upon the subject. The *Circle of Expulsion* inflicts 9D3 Spiritual damage points by a touch, or if moved wholly to touch actually sends the subject to its own place. The special Circle (*Egar's Ring*) by partial contact drains Heka from the subject, personal or that otherwise stored and held within the Area of Effect, at the rate of 9 points per CT, feeding the lodestone metal *Miniature Pentacle,* or else drains a like amount of Mental points from the subject.

Symbol of Banishment Ritual:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or perception to 1 chain — *Other:* Nil

E/F/M: Performance of this Ritual requires but a single Action Turn. This Casting enables the conjuror to create a Symbol of utmost power, capable of banishing a single spirit, creature, or being from the current plane. As with the *Symbol of Abjuration* (q.v.), the caster traces the lines of the Symbol in midair while chanting the Ritual, thus drawing the Rune in glowing lines of Heka energy. At the completion of the Ritual, the conjuror must speak one of the subject's *Truenames* (acquired through Casting, or study and a successful roll vs. the *Occultism* or *Demonology* K/S Area, perhaps), and command it to return to its home plane/sphere. Note that this Casting will not succeed unless at least *one* of the target's Truenames is known! If it is successful, the subject will be unable to return to the plane/sphere it was banished from for as many years time as the conjuror has STEEP, less the subject's SM CATEGORY total in years, with a one-year minimum in any event.

Ærthboots Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 pair of footwear — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer enables its casters to summon and contain an Ærth Elemental's primary force within their footwear. Thus arrayed, a conjuror is able to travel at 9 times normal rate of movement on land, or else the persona can walk through natural dirt and stone, including the ground, as if walking along an open pathway in the outdoors. With this footgear worn, practitioners are able to step from whatever plane/sphere they are on to that of Elemental Ærth, or back to the plane/sphere they dweomered the footwear, but such a Portal-creation and use so drains the Effect as to negate its power immediately. To command these powers, however, a caster must have an iron metal *Miniature Pentacle.* Note that dressed stone, brick, etc. do not allow the Effect of this dweomer to operate.

Diviner Archetypical Castings

33 Total

Grade I Castings

6 Total
Base Heka Cost: 20

Augury Formula	Chartomancy Cantrip
Detect Glyph Spell	Detect Heka Spell
Geomancy Formula	Sounding Spell

Grade II Castings

6 Total
Base Heka Cost: 35

Detect Heka Trap Spell	Dowsing Spell
Hydromancy Formula	Locate Direction Spell
Object Reading Cantrip	Path of Wisdom Spell

Grade III Castings

5 Total
Base Heka Cost: 50

Detect Displacement Cantrip	Detect Invisible Object Cantrip
Path of Direction Spell	Spiritrede Formula

Universal Tongue Spell

Grade IV Castings

4 Total
Base Heka Cost: 75

Detect Danger Formula	Empathy Cantrip
Heka Reading Cantrip	Identify Spell

Grade V Castings

3 Total
Base Heka Cost: 100

Penetrate Illusion Cantrip	Psychometry Formula

Seeking Spell

Grade VI Castings

3 Total
Base Heka Cost: 125

Know Properties Formula	Legend Formula

Telempathy Cantrip

Grade VII Castings

2 Total
Base Heka Cost: 150

Foretell Ritual	Retrocognition Ritual

Grade VIII Castings

2 Total
Base Heka Cost: 200

Prevision Formula	Prophecy Ritual

Grade IX Castings

2 Total
Base Heka Cost: 250

Aura of Awareness Ritual	Precognition Spell

DIVINATION

Castings of this K/S Area are used to find the location of things or to forecast and predict things to come on the larger scale as compared to the individual one which is the forte of Fortune Telling. Divinatory Castings are useful for locating things and for purposes of identification as well, providing information about places, things, including certain phenomena, or important creatures or beings.

The "future" is always in the hands of the gamemaster, of course, but it is a mutable one which depends principally on what actions the Heroic Personas engage in. Thus, as with all Castings which predict, the player(s) involved must have a detailed plan. The plan must state an overall *mission* which can be accomplished. There must be one or more *goals* which are attainable, the arrival at which fulfills the mission. There must be *objectives* which can be reached, measured in *points* indicating progress toward a goal. The plan must detail all *resources* to be employed in attaining the portion in question. The plan must have a *time frame*, and indicate how the immediate objective can be reached with the resources available—i.e., in the time indicated, with the personas, equipment, etc. to be used to gain the objective. The plan must indicate how the resources (time, personnel, equipment, etc.) will be allocated at the moment in question to gain the desired end. Finally, the route of approach, actions of the individuals, and like details must be given for tactical operations.

In general, the *mission* is something which can be likened to grand strategy. *Goal* attainment is then strategic. *Objective* attainment is grand tactical. The process of arriving at and succeeding in accomplishing an objective *point* is tactical.

This is stated for the benefit of the players and gamemaster alike. To utilize Divinatory Castings, actual planning is mandatory.

Casting Grade I

Augury Formula:

Time: 1 AT/STEEP
Area: Caster
Distance: N/A

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This simple Casting divines whether or not a specific pending action within the Time duration indicated by the practitioner's STEEP, to be undertaken by the caster and/or associates or some other party, will be generally baneful or beneficial. A plan giving the details of the pending action must be stated clearly. Note that no exact information will be given as to why the action bodes well or ill, and a mixed outcome (some good, some bad) will always indicate only the overall result; i.e., the better the plan details, the more likely a useful answer will occur.

Chartomancy Cantrip:

Time: 1 BT/STEEP
Area: 1 page/SPCap
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The dweomer enables its casters to read and comprehend written material which is in a language normally unknown to them. A "page" can be no more than one square foot of writing, printing, script, etc. Note that although the information contained within the writing will be understandable to the diviner, the language itself will not otherwise be comprehensible. Thus, this Casting does not confer ability other than reading of a temporary sort.

Works of magickal nature can likewise be understood if they are inscribed in some normal language. Encrypted or arcane writings require prior laying of a *Decryption* dweomer to be subject to this Casting. Again, this comprehension will last only as long as indicated, whether or not this Time is sufficient for the persona to activate or record the instructions for the written Casting deciphered by this Effect. This Casting is otherwise the same as the Alchemy Casting *Decipher Writing*.

Detect Glyph Spell:

Time: 1 BT + 1 CT/STEEP — *Other Heka Costs:*
Area: Sight to Distance indicated — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This detection Spell is used to divine the presence of hidden or invisible warding Glyphs, Symbols, Runes, Sigils, and the like. The diviner must stop, concentrate, and then visually search an area to utilize the dweomer's Effect. It takes about one BT of time to thus scan 100 square feet (10' × 10') of space. No details regarding the power or possible effects of such markings is provided, although the gamemaster may allow the practitioner to recognize the mark's general meaning (if it is made visible through another Casting or Heka-engendered Power, that is, or the caster has seen one like it previously).

See also *Detect Heka Trap*, below.

Detect Heka Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Through the Effect of this Spell, the diviner can sense the presence of Heka within the Area indicated. This basic magick detection is vague and does not indicate the exact source, unless it is very strong. It gives the sense of Preternatural, Supernatural, or Entital origination of the Heka and indicates only if the power is weak, moderate, or strong. The caster can, however, use this dweomer to confirm the presence of the energy within an item or device, provided it is not masked in some way.

Geomancy Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 cubic chain/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through the *Geomancy* Formula, casters seek to reveal significant past events within an Area commensurate with their ability (STEEP). The Casting will also indicate general information on beings present in the location, though individual details will be provided only in the case of very powerful creatures or beings or important personalities having involvement with the locale.

Sounding Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain/STEEP — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: This dweomer provides the practitioner with knowledge of how deep is an observed hole, how thick is a wall, or how far is a drop, how high is a hill, and so on. The Area of Effect limits practitioners in respect to the feature observed, not the height, depth, etc. discovered by the dweomer. The diviner must be looking at the feature when the Casting is activated. Although the information is gained instantly, a caster can continue to use the Effect for the Time duration indicated, thus gaining considerable information regarding a locale.

Casting Grade II

Detect Heka Trap Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell's dweomer confers upon diviners the ability to detect the magickal wards or traps within the Area indicated by their ability. Note that the Time duration is a limiting factor, however, as it requires at least one CT to pinpoint a single such ward or trap.

Dowsing Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting is used by the diviner to locate beneath the ground a body of something such as pure liquid—typically water. It is not mandatory that liquid be sought, however, and *Dowsing* can be employed if the caster is seeking another specific substance, although the Difficulty Rating will be higher (worse).

To locate the sought-after substance, such casters must use whatever instrument they have predetermined will be their special one. Only one diviner in 10 is able to use nothing more than the palms of the hands; others must use a tool. This can be a forked piece of a specific wood or wood native to the region, a magickal stick, wand, or baton, an ivory or bone fork, a metal one, and so forth. Diviners then utilize the instrument, holding it forth while concentrating on the substance to be found. They must then move around so as to allow the dweomer to be active, their palms, the stick, or other device held bending to point at the place on the ground beneath which the substance is located. If the caster is successful, the presence of the substance only will be indicated, not necessarily the depth of its location below the surface. Practitioners must stop for one BT time at each new locale and roll for success against their STEEP, using the following DRs:

Substance Sought	*Difficulty Rating*
Water	Easy
Other liquid	Moderate
Solid mineral or gas	Hard
Non-living animal or vegetable matter	Difficult
Living matter	Very Difficult

Other Factors	*Adjustments*
Very large body of material	2 DRs easier
Large body of material	1 DR easier
Small body of material	1 DR harder
Each chain below 1 in depth	1 DR harder

Hydromancy Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/STEEP — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: Through this Casting, the practitioner performs a divination upon a body of water, whether it is the entire one (a pool, pond, or lake), or a specific area within a larger body (such as a stretch of river, a bay, or any other part of a larger body of water). The divination tells of events which occurred in the specified Area (drownings, shipwrecks, etc.), and may possibly indicate the presence of underwater inhabitants. By means of this dweomer, the diviner might also learn of some future event of significance which concerns the body of water being considered—a coming invasion, battle, etc. The Area covered is larger than with *Geomancy*, but less specific if the body of water is a large one. This prevents personas from "fishing" for clues, you might say.

Locate Direction Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: N/A — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell quite simply determines the orientation of the caster,

i.e., which compass point the persona is facing. Note that this Casting will produce no indication in a void or on any plane/sphere other than the Material ones.

Object Reading Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Serving as a basic divination of an object, this Casting's dweomer enables the practitioner to determine one or more properties of the item in question. The caster is able to learn one piece of information pertaining to an object for every 10 points of STEEP possessed. Each property or bit of other information gained requires a roll versus STEEP, and any failure will terminate the Casting.

Note that this formula does not always work with respect to items that are magickally masked against detection through Castings or Heka-engendered Powers.

Compare *Star Chart Item*, Astrology Castings.

Path of Wisdom Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: Used when there's more than one path to choose from, this Casting will divine the safest or most direct path (though one is not always the other) to the diviner's destination, as indicated by the plan then in force

Note that the Spell doesn't indicate why a path is wise, only that it is. The dweomer continues in Effect for the Time duration commensurate with the practitioner's STEEP, and it may be utilized as frequently as desired while so active.

Casting Grade III

Detect Displacement Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This invaluable Cantrip divines the presence of a displacement effect upon creatures or objects. This is important when dealing with any physical creature, persona, or object that is subject to such powers causing a vibratory shift. The reason for this is that, even when correcting for the displacement, it is nearly impossible to tell which direction the displacement will manifest next. Note that this dweomer extends to such things as images which are projected from a practitioner or by some Heka-engendered source or Power. This Casting will detect these as well as less distant displacement of visual image from actual physical location.

Detect Invisible Object Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster's sight — *R&D:* Nil
Distance: Sight to 1 rod diameter/10 STEEP — *Other:* Nil

E/F/M: This useful Cantrip enables the caster to detect hidden or secreted creatures, beings, places, or things (items) concealed through illusion or invisibility of other sort. If written information is found thus, the caster will not be able to read it (though its location will be known). Information hidden in this manner will certainly require additional Castings to reveal—and perhaps decipher. It requires one BT to scan a general area of 100 square feet or a small, specific area of one square foot.

Path of Direction Spell:

Time: 1 hour/STEEP Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: Sight and centered on caster — *Other:* Nil

E/F/M: Useful in tracking a subject, this Spell provides the diviner with knowledge of the subject's path within the Time indicated after such movement. The caster must know the subject being so tracked—name or species, acts, etc. Note that this Casting can be countered through magickal means such as the Dweomercræft (Gray School) Casting *Leave No Trail* (q.v.).

Spiritrede Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Formula summons a minor spirit which must assist and warn the diviner of imminent danger. The spirit can range no further from the caster than the Distance indicated. The spirit travels in any direction, regardless of solid substances (but can be blocked magickally, of course), at the same movement rate as does the practitioner when running

Note that such a spirit will not attack or otherwise engage the source of the danger; it merely serves as an intelligent warning device.

If the spirit is threatened in any way, by the practitioner or others, the Casting is negated, and the spirit will immediately depart. This includes danger which would affect its welfare, although the spirit will report such before departing.

Universal Tongue Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting creates an Area of Effect which allows direct verbal communication between subjects who otherwise share no common language, i.e., the dweomer enables all therein to divine the meaning of another's language. Such a form of communication requires that all subject creatures and/or beings roll against their *Native Tongue* K/S STEEP when conversing. Though a result of failure merely indicates that the subject must try again, a Special Failure means that the topic is too difficult to discuss with any clarity. Note that this dweomer will reveal misleading, duplicitous, and double entendre statements if a successful roll is made by a diviner suspicious of another's remarks and thus seeking to determine the meaning.

Casting Grade IV

Detect Danger Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Through this Casting, the diviner is able to predict whether or not those individuals or things remaining within the Area indicated will be in immediate danger within the Formula's Time duration. The general nature of the threat, if any, will also be revealed—i.e., attack, theft, etc.

Compare *Foresee Danger* Casting in Fortune Telling.

Empathy Cantrip:

Time: 4 BTs +1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Sight or perception — *Other:* 1:1 MRPow

E/F/M: This Cantrip allows the diviner to discover the emotions and/or

feelings of one or more subjects, whether alike in species or different, within the Area of the dweomer's Effect. The caster merely expends additional Heka equal to each individual's MRPow, and the emotions/feelings of those subjects within the Area and in sight or perception of the practitioner are discernable by the enabled empathy. Each single subject so read requires one BT Time.

If a group of like subjects' emotions/feelings are to be so read, the Heka cost is paid for the highest individual MRPow in the group, plus 1 point for each other subject. For example, a group of 12 humans are being scanned by the diviner. The highest MRPow in the group is 19, so that costs 19 Heka points; the other 11 individuals require an added 11 Heka points expenditure, so a total of 30 points of additional Heka is needed to discern the emotions/feelings of the whole dozen, individual by individual. Group scanning requires only twice as long as does individual reading. Be sure to note that this applies only to associated individuals of like species acting as a group or associated. For game purposes, they must be within close proximity of each other, so that no member is more than the practitioner's tens of STEEP in feet from any other, and all are in a contiguous space within the Area of Effect. Good examples are a crowd of people, a pack of wolves, and a herd of elephants.

There is a possible adjustment for "screened" emotions/feelings. Screening gives a false, typically bland, emotional reading. The caster suspicious of the use of screening to hide true emotions must use another BT time and expend additional Heka to discover if there is such a cover-up occurring. To do this, one subject only can be probed, that one must be the one with the strongest MRPow in a like group, and the cost is 1 additional Heka point for each point of MRPow of the subject individual. In the example used above, the additional Heka cost would be 19 points, but that expenditure would allow the persona to read the subject's true emotions and feelings.

Simple creatures have only simple emotions/feelings—hunger, thirst, contentment, repletion, drowsiness, fear, anger, uncertainty, dislike, attraction, curiosity, play, reproduction, etc. Personas, however, have the whole gamut of emotions and feelings—all of the above plus anxiety, love, jealousy, envy, avarice, and many, many others—along with complex emotional motivators which can also be emotionally read. Many of the Undead have no discernable emotions/feelings other than those such as hatred, hunger, and the like, of course, while things without Mental TRAIT have none whatsoever. Very alien creatures and beings from distant planes/spheres are likewise impossible to read by means of this dweomer, because their emotions and feelings are totally different from the practitioner's. Over the course of several interactions with like types, however, diviners will be able to familiarize themselves with the emotions/feelings and the following actions so as to perhaps gain some clue as to the alien emotions/feelings.

Heka Reading Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: Sight to 1 rod/10 STEEP — *Other:* Nil

E/F/M: With this dweomer, the diviner gains the ability to see and analyze the ebb and flow of magickal energy up to the maximum Distance range indicated. In addition to revealing items and devices of Heka-radiation, the Casting will also uncover areas influenced by Castings which would otherwise go undetected until an unwary subject entered or some other thing triggered activation of Effect.

A K/S roll against the practitioner's STEEP must be made at a DR of "Hard" for each use of the dweomer's Effect during the Time duration. The ability conferred by the Effect allows the diviner to determine the type of Heka (Preternatural, Supernatural, Entital), the nature of the force (Mixed, Positive, Negative) and possibly its strength (Grade, point amount, etc.). Exact purpose can be discovered only if a Special Success is scored. A failure means

that the Heka was too difficult to read properly, and another try must be made. Special Failure immediately negates the Casting.

Identify Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 objec./AT Time — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell reveals the nature and background of an item, providing more detailed information on that subject than would otherwise be immediately apparent. It is as useful for non-magickal devices as it is for enchanted items. It requires one Action Turn to utilize the Effect on one item.

Note that this Casting can identify a scroll as containing a protective dweomer and even identify the nature of the utilized Casting, but it cannot otherwise find the Time, Area, and Distance of the Effect/Force/Material, and in any cases without actually enabling the diviner to read the scroll. Or, for example, a wand might be identified through this dweomer as a wand *of Heka Darts*, without providing the practitioner with the command word needed to activate the device.

For more detailed information on magickal devices, the persona must use the Grade VI Casting *Know Properties*.

Casting Grade V

Penetrate Illusion Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: This Cantrip empowers the diviner to see through Heka-generated illusions and perceive the actual reality of the situation. The ability persists for

as many ATs as is indicated. Note that non-visual illusions are not affected by this Charm.

Psychometry Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: By means of this Casting, the diviner is allowed to discover general facts and impressions concerning an object and/or its owner through contact with or proximity to one selected item. Obviously, by holding, touching, or manipulating the object, the caster will receive a clearer sense of the item's history and/or owner. This touching is not absolutely necessary, unless the object is masked by dweomer, is relatively new, or simply bears few psychic impressions. On the other hand, an item which contains powerful Heka or some form of ward could be dangerous to handle physically.

Handling an item brings one bit of information per 1D3 BTs of time, while merely observing it without touch gains only one bit of information per 3D3 BTs. Note that unlike either the *Object Reading* Formula or the Astrology Casting *Star Chart Item* (qq.v.), this magickal operation is not affected by dweomers aimed at masking an item's properties.

Seeking Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: When using this Casting, the diviner attempts to determine information about the current location of an object or persona, and what is transpiring in the immediate locale of that subject. While scrying is similar to this dweomer, it can be detected quite readily by Heka-able individuals, while the *Seeking* dweomer is very difficult to suss out even while it is in operation. Distance is not so much a factor as is the caster's familiarity with the subject or item, as shown below:

Association with, or Familiarity to, the Subject	*Base DR*
Immediate family, intimate confidant, personal property of great value or worth—i.e., someone or something which is directly and strongly connected with the life, values, or aims of the persona.	Easy
Relative, friend, closest associate, property once owned or held for a time such as for safekeeping, etc. Something directly connected to and which is vital/crucial to the persona.	Moderate
Distant relation, casual friend, associate, something seen often and handled at least once.	Hard
Someone *met* once, famous (important) person who is known by sight and repute, something likewise seen and known about but not handled.	Difficult
Someone *seen* once, famous (important) person who is known by name and repute, something likewise known about but not seen and handled.	Very Difficult
Persona or object about whom or which only vague information is known.	Extreme
Enemy	1 step harder

Each Action Turn of Effect enables the diviner to gain one bit of information, beginning with the direction of the subject from the diviner's location, and continuing on thereafter with general distance if within Distance range, but otherwise negating the Casting if beyond it.

Casting Grade VI

Know Properties Formula:

Time: 6 ATs — *Other Heka Costs:*
Area: 1 Object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: As opposed to the Grade IV Casting *Identify*, this Formula allows the diviner to learn about specific Powers and Heka-engendered effects of an item which is subjected to the dweomer. This Casting will reveal the command word(s) needed to operate and/or activate magickal devices, providing the persona can make a successful roll versus STEEP at a DR of "Hard" for each separate activator. Any Special Failure in this regard means that the diviner can never learn anything more about the subject through any dweomer. (Of course, the caster might subsequently learn details through normal investigation or from another who has the information.) Also note that the caster can make but one such attempt for each 10 points of STEEP possessed.

The same is true for discovery of properties of the subject item, each of which requires 10 STEEP, but without necessity of a K/S check. For example, a magickal staff which had bonuses for Speed Factor, Weapon Factor, and Physical damage inflicted would require 30 STEEP. If it then had three command word activators for three additional functions, the practitioner would need an additional 60 STEEP points to discover all six facts about it.

Legend Formula:

Time: Special — *Other Heka Costs:*
Area: 1 creature or object — *R&D:* Nil
Distance: Touch or Special — *Other:* Nil

E/F/M: The *Legend* Formula divines the true, historical, and/or epic significance of an object or creature/being in the diviner's presence. The subject of the divination must be touched, examined, and viewed throughout the Casting, and thus cannot be hostile or, if an item, of damaging nature (poisoned, trapped, etc.). The information might reveal only past significance, thus showing that the subject has no perceivable merit at the moment; it might even discover nothing notable in past, present and future, or it might give some indications of something important or even monumental to come. The subject is the key (and the gamemaster holds that key firmly!). Note with regard to recorded or oral tales, legendary or not, this dweomer will likewise discover their true import and veracity. Still, while thus revealing truth or falsehood, details will not be filled in nor will date be gained.

Telempathy Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Special

E/F/M: This Cantrip is treated exactly the same as the *Empathy* Casting (q.v.), but there is an added capacity—the ability to send an emotion/feeling to an individual or group of like individuals. This emotion will dominate behavior for one hour if the subjects are non-intelligent, one AT if they are semi-intelligent, and one BT if fully sapient (human or higher intellect).

Telempathy has an extra Heka cost in addition to that required for activation. This cost in Heka equal to the highest MRPow in the group plus 1 point for each additional individual in the contiguous group. Note that distance beyond the sight of the enabled persona, or intervening material screening the subject(s) from view, adds to the cost of Telempathy—sending or receiving. These added costs are:

Distance*	Barrier Type Intervening (if any)	Heka Cost
1 mile	Cloth, leather, foliage, etc.	1
2 miles	Wood, lath & plaster, etc.	2
4 miles	Double course brick, stone facing, etc.	3
8 miles	Very thick stone, 1' or more metal, solid rock, etc.	4
16 miles	20'+ solid earth, 10'+ rock, etc.	5
32 miles		6
64 miles		7
128 miles		8
256 miles		9

*If beyond sight.

Example: Telempathy used on a subject in a castle interior would have to pass through several barriers, but as the top is exposed to Telempathic sendings, none of the intervening substances are of the heaviest sort. Coming down from above we pass through the roof, a barrier equal to "very thick stone" and then through the four floors beneath which are equal to "double course brick," then through another "very thick stone" barrier to get beneath the fortress. That's a total of 4+3+3+3+3+4=20 for barriers. So an expenditure of 20 points of Heka is needed for this consideration. Let's say that the castle is also more than 500 miles distant (510 to be exact), so that another 10 points of Heka must be spent to get the *Telempathy* that far. The total cost is then 30 + MRCap of the target in Heka points.

Note that any unseen subject must be known as to general whereabouts, or else a reading of general nature must be made. A general reading merely finds out if there are emotions present in a general area of about one square mile (maximum outdoors) or less (a smaller, divided area indoors such as a room). The cost is 5 Heka points plus distance plus barriers, if any. A general reading won't identify the exact nature of a potential subject unless the emotional profile of the subject(s) is (are) from previous Telempathic contact. It will reveal things such as general species, of course.

When the profile of a subject or subjects is known, then a general search by scan of a radius equal to Distance is possible. The Heka cost of such a broad scan is 5 plus the Distance cost squared.

Thus, a one-mile radius scan costs only 5+1 points of Heka, a two-mile scan costs 5+4, a four-mile scan costs 5+9, an eight-mile radius scan costs 5+16 points of Heka, and so on, squaring Distance cost each step. By such scan the subject(s) is (are) located unless totally screened or able to block emotional radiation. (Counter-Heka is useful in such regard.)

Total screening comes from Heka, lead sheathing (or gold, oricalcum, etc.), or else is effectively achieved by individuals able to block emotional radiation. Screened emotions will not be detectable as those of the desired subject(s). Any persona able to utilize Powers or Castings which deal with emotion and/or domination are considered as screened. Telempaths and Telepaths are blocked, as are those able to employ Powers or Castings dealing with Sensory Capacity, Thought (see the Casting Effect/Force/Material List, page 305). This brings up the question of contact with another individual able to use Heka-enabled Casting Power to produce *Telempathy* or its equivalent.

If Telempathic influence is attempted on such an individual, a K/S vs. K/S contest takes place, with each persona's relevant STEEP used. Both may add Heka to increase their total score, the initiating individual might be in trouble if attempting to influence a Mage, Priest, or Demon. Tied scores goes to the subject, but the attacking Telempath may try immediately to again exert influence. Failure indicates that no further attempt on that subject may be made for at least 24 hours. A Special Failure enables the subject to try similar influence techniques on the would-be attacker, if desired and immediate means (Heka points) are available.

Casting Grade VII

Foretell Ritual:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Performance of this Ritual requires but one Action Turn. Through this divinatory Casting, practitioners can, in a general manner, foretell coming events within the Time indicated resulting from the last action or series of actions taken by themselves and any associates. The likely course of events stemming from this activity will be more definite as regards the immediately concerned parties (the diviner and associates), less revealing with respect to others such as foes, offices, communities, governments, etc.

Retrocognition Ritual:

Time: Special — *Other Heka Costs:*
Area: N/A — *R&D:* Nil
Distance: N/A — *Other:* Special

E/F/M: Retrocognition is the sight, sensing, and understanding of something which has already occurred but was not at that time within the perception of, or went otherwise unnoticed by, the diviner. It is the review of something which happened in the past. When investigating strange happenings, disappearances, and crimes, for instance, the individual able to utilize this dweomer will be at an advantage! The practitioner must be in the exact locale of the occurrence, and, if able to handle things which were connected to the occurrence at the same time, the persona will be able to "experience" the past events more vividly. Time, of course, has a bearing. For each detail to be discovered (cf. *Precognition*) 20 additional Heka points minus the persona's SPCap (2 points minimum) must be expended. A failure means that the Heka is gone and no further information can ever be gained, but a successful K/S roll makes the next try one level of DR easier. However, only one such improvement is possible, save for a Special Success, which can move it up two (one more if it has already become one DR easier). The DR is modified according to the connection of the event to the persona and the amount of time passed.

Connection/Time Passed	Base DR
Direct/within one week	Easy
Direct/within one month. Indirect/within one week.	Moderate
Direct/within one year. Indirect/within one month.	Hard
Direct/over one year. Indirect/within one year.	
Unconnected/within one week.	Difficult
Direct/over one decade. Indirect/over one year.	
Unconnected/within one month.	Very Difficult
Indirectly connected/unconnected—anytime.	
in the past beyond the times given above.	Extreme

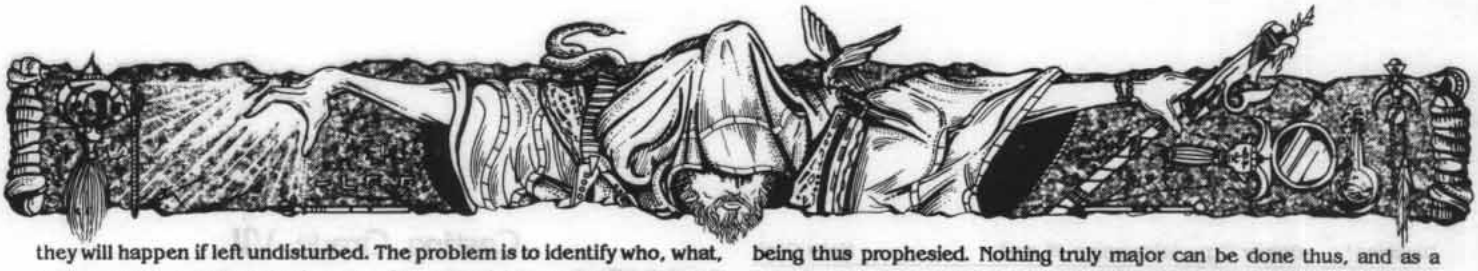
If an act of violence was committed, the DR is one step easier; likewise, it's easier if an object involved can be held. The previous use of Heka to cover up such impressions, however, will worsen the DR by three to four steps.

Casting Grade VIII

Prevision Formula:

Time: Special — *Other Heka Costs:*
Area: N/A — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: *Prevision* is similar to *Precognition*, but lacks all save a visual component. That is, the diviner can literally "foresee" things. This dweomer operates in time and enables the persona to "see" future events exactly as



they will happen if left undisturbed. The problem is to identify who, what, where, when, and/or why is part of the Prevision experiences! After activating the Casting and expending the required Heka, the practitioner must withdraw to a quiet place and go into a trance or deep sleep. A K/S roll is then made secretly by the GM with the following Difficulty Rating modifiers:

Nature Of Event	*Base DR*
Concerns the persona directly and is less than 48 hours in the future.	Easy
Concerns the persona directly and is 2-7 days in the future; or concerns people close to the individual and is less than 48 hours in the future.	Moderate
Concerns the persona directly and is 1-4 weeks in the future; or concerns people close to the individual and is 2-7 days in the future.	Hard
Concerns people close to the persona and is 1-4 weeks in the future; or concerns something directly vital to combating Evil foes and is less than 48 hours in the future.	Difficult
Concerns Evil foes and is 2-7 days in the future; or concerns the loss of life, property, etc. on any scale and is under 48 hours in the future.	Very Difficult
Concerns Evil foes and is 1-4 weeks in the future; or concerns the loss of life, property, etc. on any scale and is 2-7 days in the future.	Extreme

The gamemaster might allow a slightly lower (better) DR for truly terrible losses of life and property, and extend the time into the future beyond the limit of seven days given above. Thus, for example, a massive disaster created by Evil foes might be foreseen 1-3 months in the future at DR "Extreme," 1-4 weeks at DR "Very Difficult," and 2-7 days at DR "Difficult," with anything shorter than that really too short a reaction time to be useful in such regard.

Once again, a Special Failure will result in a totally erroneous but seemingly true *Previsual* experience.

Prophecy Ritual:

Time: Special — *Other Heka Costs:*
Area: N/A — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The *Prophecy* Ritual requires eight ATs performance time and has two distinct and different applications.

The first use provides the diviner with a vision of some significant event which will come to pass. This event will be one which will profoundly affect the practitioner and/or associates. The vision itself will be detailed, but certain aspects (such as influential personas or important place locations) may be veiled or obscure—or missing altogether!

Multiple attempts will provide no more details, unless a Special Success is rolled on the first try, so the GM must include all necessary information in the first prophecy. If this means taking time away to work up something viable, it should be done, for the prophecy is a most potent form of divination.

The second form of this dweomer enables the diviner to experience such a vision, but as this occurs the persona makes a *Prophecy* which alters that prevision of things in some way. The greater and more significant the change, the harder the DR of roll for success. The gamemaster must determine all in this regard, with a base Difficulty Rating of "Moderate" for something minor being thus prophesied. Nothing truly major can be done thus, and as a guideline consider whether or not an individual with Heka-ability, or a group such as that represented by the practitioner and any comrades, could accomplish the thing predicted thus. If so, it will possibly happen. Of course, others might then work to reverse the matter.

Time too has a bearing. The more immediate the event to occur because of the Effect of this dweomer, the harder the DR, for in this case length of time is in favor of the caster, thus:

Under 1 week	3 DRs harder
Under 1 month	2 DRs harder
Under 1 year	1 DR harder
About 1 decade	1 DR easier
About 1 generation	2 DRs easier

Casting Grade IX

Aura of Awareness Ritual:

Time: 4 ATs/STEEP — *Other Heka Costs:*
Area: Caster and Special — *R&D:* Nil
Distance: Caster and Special — *Other:* Nil

E/F/M: Performance of this Ritual requires nine Action Turns Time. Through this dweomer, diviners are able to detect any attempts made by others to surprise or ambush them during the Time indicated by their STEEP ability. Additionally, such casters will be aware of attempts to scry on or gain any form of magickal rede of either themselves or their domicile or surroundings, as the case may be.

Precognition Spell:

Time: Special — *Other Heka Costs:*
Area: 1 event — *R&D:* Nil
Distance: N/A — *Other:* 1:1 SPCap

E/F/M: *Precognition* allows the diviner to know something is going to occur prior to it actually taking place. Practitioners must seek to experience the Effect by describing exactly what sort of thing in the future they are concerned with. Unlike *Prevision* (q.v.), *Precognition* enables a persona to have some exact details of what is going to occur—i.e., who, what, when, where, why, and how. When casters activate the *Precognition*, they must expend Heka points equal to their SPCap. The gamemaster will then make a K/S roll in secret to find out if such a practitioner receives a true *Precognition*. The base Difficulty Rating varies with the event's immediacy and the number of details:

Nature Of Event	*Base DR*
Under 48 hours, 1-3 details.	Easy
Under 48 hours, 4-6 details.	Moderate
2-7 days in the future, 1-3 details.	Hard
2-7 days in the future, 4-6 details.	Difficult
1-4 weeks in the future, 1-3 details.	Very Difficult
1-4 weeks in the future, 4-6 details.	Extreme

If a successful *Precognition* is managed, diviners may try again in 24 hours to learn all of the details, and possibly some surrounding information as well, by again casting this dweomer and expending their SPCap in additional Heka points and again having the GM secretly roll against their K/S with the same DR adjustment. This is also a good way to double check the previous result and make sure that a Special Failure didn't occur—such failures, of course, yield false information to an individual.

EXORCISM

The purpose of most Castings of this K/S Area is to identify, weaken, remove, and drive away Evil and malign spirits, creatures, and beings inhabiting places, items, animals, and personas. However, there are also those Castings whose purpose is to make items for use in the Rituals of Exorcism, as well as those which provide information about the possessing spirit, creature, or being, and which protect the exorcist during the rites.

Casting Grade I

Candlemake Formula:

Time: Special — *Other Heka Costs:*
Area: 10 + 1/20 STEEP candles — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting enables the exorcist to make 10-plus virgin beeswax candles usable in exorcism rituals. The materials used to make each candle must cost at least 10 BUCs. Candles made through this Formula will provide 1 point of Heka each when burned. Each burns for one hour of Time. Note that if one is extinguished, it is no longer useful for exorcism, and if it has not been drained of its Heka points prior to going out, that energy is lost.

Detect Possession Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject creature or object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting will positively detect the abnormal presence of spirits within a creature or object, indicating if that subject is possessed. It will reveal the number and general nature (Evil, neutral, benign) of each inhabiting spirit.

Potentfumes Formula:

Time: 1 AT + 1 CT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Formula, the exorcist creates magickal fumigant from a mixture of chemicals and herbs. This fumigant is necessary for performance of an exorcism, of course. When burned during a ritual exorcism, the fumigant so created will be vile to any possessing creatures or beings and will serve to help the exorcist repel and drive away such spirits, adding +1 to chance of success. The cost of Materia in the fumigant will vary from 20 to 200 BUCs (2D10 × 10 BUCs).

Ward of Eleazar Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Used to protect the exorcist, this Casting confers a form of Physical armor which blocks blows aimed at the caster by the possessing spirit, including those from the possessed, and thrown (physically or telekinetically) items aimed at the caster.

Casting Grade II

Abjure Dweller Spell:

Time: 1 BT/STEEP Special — *Other Heka Costs:*
Area: 1 minor spirit/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: This abjuration forces minor spirits dwelling or otherwise contained within inanimate object(s) to release their hold on the object(s) and leave, barred from coming within one rod of the object(s) in question. Nature Spirits, Elementaries, and weak Mundane Spirits such as ghosts are affected by this. The Casting isn't a true exorcism and such spirits that are removed can stay in the general vicinity, and could even return to the object(s) at the expiration of the Time duration, unless a Special Success is rolled or the item is subsequently warded against this possibility.

Exorcist Archetypical Castings

28 Total

Grade I Castings

4 Total
Base Heka Cost: 20

Candlemake Formula	Detect Possession Formula
Potentfumes Formula	Ward of Eleazar Spell

Grade II Castings

4 Total
Base Heka Cost: 35

Abjure Dweller Spell	Chant of Bodin Formula
Goodwash Formula	Imbue Incense Spell

Grade III Castings

3 Total
Base Heka Cost: 50

Benediction Cantrip	Detect Curse Formula
Unguentoil Spell	

Grade IV Castings

3 Total
Base Heka Cost: 75

Abjure Minor Spirit Spell	Malediction Upon Evil Ritual
Reveal Cantrip	

Grade V Castings

3 Total
Base Heka Cost: 100

Detect Influence Formula	Unmasking Cantrip
Wellversed Spell	

Grade VI Castings

3 Total
Base Heka Cost: 125

Frighten Evil Spirit Cantrip	Shield of Eleazar Charm
Theriomancy Formula	

Grade VII Castings

3 Total
Base Heka Cost: 150

Know Influence Spell	Netherslay Cantrip
Talisman of Bodin Formula	

Grade VIII Castings

3 Total
Base Heka Cost: 200

Confinement Charm	Identify Possessor Ritual
Nameseek Ritual	

Grade IX Castings

2 Total
Base Heka Cost: 250

Banish Ritual	Soul Restoration Ritual

Chant of Bodin Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Exorcists reciting the *Chant of Bodin* draw power to themselves in an attempt to steel their nerves and protect themselves from the sensory-related trickery that possessing spirits often use against their foes. When dealing with such spirits, casters gain a temporary Spiritual Metaphysical CATEGORY bonus of 10 plus 1 per 10 STEEP possessed in this K/S Area. This false total is used for checks against SM CATEGORY (or S TRAIT), but not ATTRIBUTE checks. It will negate Spiritual damage on a one- for-one basis until gone.

Goodwash Formula:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The exorcist using this Casting is able to create magickal wash that will be baneful and repugnant to a possessing spirit. Use of the *Goodwash* dweomer adds +1% to the exorcist's chance of success in the exorcism. Also, for every 100 BUCs invested by the exorcist, the wash will provide 1 point of Heka for the exorcist to draw upon during a ritual exorcism. No wash can ever yield more than 100 Heka points, however, regardless of funds expended on the ingredients.

Imbue Incense Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows the exorcist to imbue magickal potency into specially prepared incense (cones or sticks) which will be used during a ritual exorcism. The smoke of such burning material will be noxious and repellent to a possessing being, and will thus serve as if providing one-tenth of the cost in BUCs of the material used to the exorcist. Cost for the perfumes and magickal components will vary between 30 to 300 BUCs (3D10 × 10 BUCs).

Casting Grade III

Benediction Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: This dweomer is activated by the exorcist's utterance of a prayer invoking the blessing and aid of a potent deity of benign and helpful ethos in relation to the possessed, of inimical sort with respect to the possessing spirit(s). The *Benediction* then strengthens the Physical TRAIT of the possessed by 1D3 points as it inflicts 2D3 points of Spiritual damage upon the (most powerful of) possessing spirit(s). Note that this Casting must be made prior to an exorcism ritual commencing, and that no more than one can ever be laid on the same subject within 24 hours time.

Detect Curse Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject creature or object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This magickal divination determines whether a Casting or any other type of curse or Evil sending is affecting a persona or thing. While it does not provide detailed information on the curse or malign sending itself, knowledge is given as to who or what caused it, and the relative strength of the Evil dweomer or possession.

Unguentoil Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Unguentoil* Spell empowers the exorcist in the creation of a special oil with which to anoint a possessed person, place, or thing during an exorcism. Such magickal oil is consecrated to a force or nature inimical to the possessing spirit(s)—whether creature(s) or being(s)—and is made up of components which are repellant to the possessor(s). Use of this special oil adds 1% to the exorcist's chance of success in casting out the possessor(s). The cost is 100 BUCs per ounce of the oil, but each ounce is capable of providing the exorcist with 1 point of Heka per ounce made, up to a maximum of 1 ounce per 10 STEEP in this K/S Area.

Casting Grade IV

Abjure Minor Spirit Spell:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 spirit/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting is used principally on mundane farm and domestic animals. It can be employed on any normal animal, however, as long as the exorcist is able to touch the subject at activation of Effect. Its purpose is to force out minor Mundane and/or Preternatural spirit(s) and bar return to the host animal for as many weeks time as the practitioner has STEEP points in this K/S Area.

Malediction Upon Evil Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 spirit/10 STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This Ritual requires four ATs performance and must be done prior to commencement of the exorcism proper. Its dweomer causes the possessing spirit(s) to operate at a penalty of +1 per 10 STEEP of the practitioner for all ability checks, including Initiative and K/S operations. At the same time, it provides a Heka armor for the exorcist, giving that practitioner 1 regenerating point per 10 STEEP points possessed in this K/S Area, provided that she or he has no other like protection, for in such case this armor will add to the total protection but be non-renewing.

Reveal Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The purpose of this Casting is of divinatory sort, providing information to the exorcist. It serves to disclose the presence of one or more possessing spirits within or hiding near a creature, place, or thing. If there are multiple possessors, the Casting provides the exorcist with an indication of approximately how many are so doing; otherwise, it will indicate that there's only one spirit involved. The Cantrip also indicates the ethos of the possessor(s) and its general potency (weak, moderate, strong).

Casting Grade V

Detect Influence Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 living subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This magickal divination will show the exorcist whether or not the subject's mental state or physical actions are being influenced by another creature or being (or Casting). The caster will know the type of influence being used, and will have some knowledge of the steps required to remove it. The power (major, very strong, strong, moderate, weak, minimal) of (each of) the possessor(s) (or Casting Grade and name) will be revealed through this dweomer.

Unmasking Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting dispels for the Time duration noted, if not permanently, fear-based attacks, illusions, and hallucinations existing at the activation of the Effect or subsequently attempted. By removing one of the most powerful weapons of possessing spirits—the ability to cause irrational fear through the use of images and deceit—the exorcist can inspire willpower and the ability to think rationally. If any individuals benefited by this dweomer have lost Mental or Spiritual points due to the unmasked Heka-engendered Effects dispelled by it, they will recover up 5 points total of their loss, either Mental, Spiritual, or both in any combination not exceeding 5 points.

Wellversed Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: This Spell enables the exorcist to determine the proper verses and Materia necessary for an exorcism procedure, whether on a person, place, or thing, and indicates the relative difficulty of such a Ritual, so that the practitio-

ner will have a sound estimate of the amount of Heka likely to be needed for success. Also provided through the dweomer of this Effect are specifics on dealing with the possessor(s), such as relative power and standing on the plane/sphere of origin (if applicable), and what is inimical to the possessor(s). A Special Success will reveal a *Truename* of (one of) the possessor(s).

Casting Grade VI

Frighten Evil Spirit Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 spirit/20 STEEP — *R&D:* Nil
Distance: Centered on caster Special — *Other:* Nil

E/F/M: The purpose of this Cantrip is to create an aura of benign power and positive force surrounding the caster which will instill fear in the possessing spirit(s). The aura has an Effect on the subject(s) similar to the Spiritual combat attack to Demoralize (see Chapter 12 of the **Mythus** book), although no Link is required by the caster, and no Heka is channeled at the subject(s). Instead, the subject(s) suffers 1D6 (each) points of Spiritual damage, and for the Time duration of the Casting the affected spirit(s) cannot utilize any Power or Casting to attack the exorcist or the possessed, if applicable.

The duration of the terror-based inaction is equal to one Action Turn (100 CTs) plus one Critical Turn for every STEEP point of the caster, minus the spirit's Spiritual TRAIT score (as adjusted for any SD suffered). Thus, more powerful spirits will be affected for a brief period only, or not be affected at all (save for a minor loss of S TRAIT points) if very potent.

Shield of Eleazar Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 M&S armor

E/F/M: Another protection-oriented Casting, this dweomer generates a shield of psychic energy aimed at neutralizing attempts to forge Mental or Spiritual Links with the exorcist. It generates a non-renewing Force of 6 points which serves to block Links or to negate direct Mental or Spiritual damage aimed at the practitioner. The exorcist may expend extra Heka at the time of Charm activation to increase the protection, the Heka adding 1 point of armor for each point expended. No more than the exorcist's STEEP total plus S TRAIT (SM CATEGORY if the persona has no Vow) score in points can be added in armor protection of this sort. No more than one Casting of this sort can be active on the same individual at the same time. (Exception: Armor provided by *Malediction* Effect.) When attacks have reduced protection to 0, a new armor protection can be created by whatever means is desired.

Theriomancy Formula:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: When this Formula is completed and the Effect activated, it returns an enchanted theriomorph (a were, lycanthrope, etc.) to its natural form. Note that if the condition is the result of a powerful curse, the theriomorph's transformation will be of temporary sort only. Factors affecting the cursed individual will dictate the likelihood of its resuming the bestial guise, such as distress, a full moon, etc. However, for a Time duration equal to the practitioner's STEEP in days, the subject will be freed from the terrible affliction. Note that if this dweomer is laid upon a therianthrope, the human guise will be stripped from it, and it will be unable to reassume it for as many days as the exorcist has tens of STEEP.

Casting Grade VII

Know Influence Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 spirit/20 STEEP — *R&D:* Nil
Distance: Sight to 1 chain — *Other:* Nil

E/F/M: Through this Spell, the exorcist discovers the kind of spirit(s), creatures(s), and/or being(s) influencing or possessing a person, place, or thing. In addition, a name, the nature, and relative power (of each possessor/influencer) will be learned, enabling the practitioner to accurately determine exactly what will be required to successfully exorcise, if possible, the subject. Thus armed, the practitioner also gains a 1% bonus to chance for success when performing an exorcism Ritual.

Netherslay Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* 20:1D10 D
Distance: Sight or perception to 1 yard/STEEP — *Other:* Nil

E/F/M: This Casting inflicts Physical damage to Netherbeings (including Beasts, Demons, Fiends, Monsters, etc.) and such other Evil and Negative Plane/Sphere dwelling, Negative-energy-based beings who possess a Partial or Full Physical Manifestation, whether of Mundane sort or of the nature appropriate to their own plane or sphere or other place. It will otherwise inflict Spiritual damage to such beings and to any Non-Physical Manifestation spirits, creatures, and/or beings aligned with, drawing power from, native to, originating from, confined to, or naturally dwelling on the Lower Planes and Spheres. Resistance (including Heka armor possessed) is overcome automatically by this dweomer, but the damage component must be paid for through investment of extra Heka at the moment of Casting activation. The cost for damage is 20 points of Heka for each 1D10. Practitioners can expend no more extra Heka thus than twice their STEEP point total in this K/S Area in damage effect, STEEP only if not under a Vow.

Compare the Sorcery and Priestcræft (Sunlight Ethos) Castings of the same name.

Talisman of Bodin Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Special

E/F/M: This enchantment creates a temporary item of protection for the exorcist. The object must be of high quality, blessed, and of a sort at least foreign to Evil if not harmful to those of that ilk. When used during an exorcism, it can operate in one of two possible functions: (1) as a shield versus Mental and Spiritual Links and attacks, or (2) as a type of Reservoir to absorb damage from Heka-engendered Castings or Powers which do not deliver M or S damage. The caster must determine which form the object is to have when activating the dweomer, for it cannot serve in both capacities.

If used as a shield, it will block as many points of Heka channelled into the Link or which would otherwise inflict damage on the practitioner as the caster expends when creating the talisman. Each point blocked/negated by the device will reduce the amount of shielding by 1 point, until all protection is negated and the item crumbles to dust.

The Reservoir function likewise absorbs Heka directed at the talisman's possessor, including Physical damage. As with the shielding function, this one has the maximum number of points it can absorb, and this is determined by how much Heka the caster expends when enchanting the object. For each point of Heka used for the talisman, it will absorb 1 point of damage. Unlike the shield form, however, this Heka can be tapped by the exorcist and reused for other Castings or Powers. Note that if the maximum amount is exceeded through absorption, the *Talisman of Bodin* object will shatter, and the resulting Heka explosion will cause the persona holding it to suffer an amount of Physical damage equal to the excess amount!

Casting Grade VIII

Confinement Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or perception to 1 chain — *Other:* Nil

E/F/M: By means of this Charm, the exorcist is empowered to hold an Evil and/or malign spirit, or being or creature of NPM form, immobile while the caster and any associates prepare the means to deal with it, such as

abjuration, banishment, or attack. Immobilization is effective whether or not the Evil subject is in possession of a person, place or thing. The restriction of action includes all Mental, Physical, and Spiritual actions, including combat and/or Heka use in Casting and/or Power. However, the subject can return to its native Plane/Sphere at the instant of activation of this dweomer if otherwise able, and thus escape *Confinement* Effect. The Time duration is variable, based on the relative power of the spirit, creature, or being as shown below:

Degree Of Spirit/Being/Creature Affected	*Confinement Time*
1st: Spirit which was once-living and is weak, or a weak Mundane spirit/creature/being	100 ATs
2nd: Spirit which was once-living and is strong, or a strong Mundane spirit/creature/being	75 ATs
3rd: Elementary or weak Preternatural spirit/creature/being	50 ATs
4th: Strong Preternatural spirit/creature/being	25 ATs
5th: Weak Supernatural spirit/creature/being	20 ATs
6th: Moderate Supernatural spirit/creature/being	10 ATs
7th: Strong Supernatural being (Power)	5 ATs
8th: Greatest Supernatural being (Quasi-Deity)	2 ATs
9th: Weak Entital being (Demigod)	1 AT

Note that in the case of multiple subjects present, the exorcist can, if otherwise able, utilize this same Casting multiple times to affect each remaining unconfined in action.

Identify Possessor Ritual:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 spirit/10 STEEP — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Ritual of but a single Action Turn of performance is used by the exorcist to gain considerable additional information about an Evil/malign thing or things possessing or influencing a person, place, or thing. Revealed through this Casting are the origin plane/sphere of the possessor(s), a name and history, and the overlord, if any, served. This special information gives the exorcist a 1% bonus in performance of rolls made for any and all actions necessary for the rite to be performed.

Nameseek Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Performance of this Ritual requires eight Action Turns. This Casting's Effect enables the exorcist to learn one of the possessor's *Truenames*, with the source and possibly the correct pronunciation. It is typically mandatory to employ this dweomer when dealing with Supernatural and Entital creatures or beings who guard such information closely, for the knowledge of a being's Truename gives exceptional power to a practitioner. A Special Success will provide the correct pronunciation of a complex, multisyllabic Truename (such as those possessed by all powerful Entital beings), but otherwise such subjects are proof against the Effect. A success otherwise allows the exorcist a bonus of –10 on rolls to exorcise the subject whose name has been learned and can be pronounced correctly because of this dweomer, but only –1 for a unpronounceable *Truename*'s use.

Casting Grade IX

Banish Ritual:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 spirit within 1 chain — *R&D:* Nil
Distance: Sight or perception to 1 chain — *Other:* Nil

E/F/M: This Ritual of nine ATs length drives an offending Evil spirit, whether wandering or in possession of someone or something, from the current plane/sphere, barring its return for as many months time as the exorcist has STEEP points.

At the completion of the Casting, the exorcist must identify the kind of spirit or else speak one of the subject's *Truenames* (acquired through Casting, or study and a successful roll vs. the *Occultism* or *Demonology* K/S Area, perhaps), and command it to return to its own place. Note that this Casting cannot be successful unless at least *one* of the target's *Truenames* is known. The practitioner must then make a successful K/S roll against STEEP in this Area with the following DR:

Degree Of Spirit/Being/Creature Affected	*Difficulty Rating*
1st: Spirit which was once-living and is weak, or a weak Mundane spirit/creature/being	Easy
2nd: Spirit which was once-living and is strong, or a strong Mundane spirit/creature/being	Routine (×2.5)
3rd: Elementary or weak Preternatural spirit/creature/being	Moderate
4th: Strong Preternatural spirit/creature/being	Complex (×1.5)
5th: Weak Supernatural spirit/creature/being	Hard
6th: Moderate Supernatural spirit/creature/being	Very Hard (×0.75)
7th: Strong Supernatural being (Power)	Difficult
8th: Greatest Supernatural being (Quasi-Deity)	Very Difficult
9th: Weak Entital being (Demigod)	Extreme

Other Modifiers	*Adjustment*
Truename known and pronounceable	1 step easier
Two *Truenames* known and pronounceable	2 steps easier
Three or more *Truenames* known and pronounceable	3 steps easier

Note that an active *Nameseek* dweomer will both provide a *Truename* and bring a bonus to the exorcist in this Casting if it is performed as an adjunct of the greater exorcism ritual.

Soul Restoration Ritual:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 TRAIT Special

E/F/M: One of the most powerful restorative Castings, this Ritual of 18 ATs performance time is directed at a subject rendered "soul-less" by some event (typically damage from Spiritual combat) regardless of whether or not that one is a zombie or otherwise actually dead and/or under the control of another, willing or unwilling.

To drive out an Evil/malign spirit inhabiting the Physical body to be restored Spiritually, the exorcist must expend additional Heka at the time of activation of this dweomer to force out the possessor, the amount expended equalling or exceeding that spirit's S TRAIT, and in no event exceeding the practitioner's own Spiritual TRAIT in points, or else the possessor is too strong for this Casting alone to dispossess.

Note that the time in which the subject has been dead in spirit is a factor. The exorcist cannot restore Spiritual TRAIT to one who has been without it for a period of time in excess to the caster's STEEP in this K/S Area in days. Again, additional Heka equal to the Spiritual TRAIT to be restored must be paid at time of activation of Effect.

The subject of the *Soul Restoration* Ritual will then be at normal Spiritual EL (20% of the S TRAIT). Additional healing will not be useful. One day of complete rest is required for each day of time without the TRAIT. Thereafter, the total of the TRAIT will be full normal.

This Ritual can be attempted only once on a subject, and if the result is a failure, the individual is lost forever.

Fortune Teller Archetypical Castings

30 Total

Grade I Castings

5 Total
Base Heka Cost: 20

Augur Change Spell	Background Spell
Influences Spell	Omen Ritual
Sense Vitality Spell	

Grade II Castings

4 Total
Base Heka Cost: 35

Dreams Ritual	Find Lost Object Spell
Instruction Formula	Motivation Spell

Grade III Castings

4 Total
Base Heka Cost: 50

Aural Sight Cantrip	Detect False Presence Cantrip
Know Ethos Spell	Nemesis Spell

Grade IV Castings

4 Total
Base Heka Cost: 75

Chance of Success Formula	Conjure Smoke Spell
Foresee Danger Formula	Psychomancy Cantrip

Grade V Castings

4 Total
Base Heka Cost: 100

Crystal Gaze Formula	Monition Cantrip
Oracle of Bigois Ritual	Second Sight Spell

Grade VI Castings

5 Total
Base Heka Cost: 125

Belit's Minor Arcana Formula	Soulmirror Cantrip
Visions Formula	

Grade VII Castings

2 Total
Base Heka Cost: 150

Past Life Memory Ritual	Premonition Spell

Grade VIII Castings

2 Total
Base Heka Cost: 200

Predict Event Ritual	Seeing Eye Cantrip

Grade IX Castings

2 Total
Base Heka Cost: 250

Imhotep's Major Arcana Formula	Limited Omniscience Ritual

FORTUNE TELLING

The Castings of this Knowledge/Skill Area answer broad and general questions about a single persona (although some queries seek to answer specific questions as well). Also, since the prediction/discovery-type dweomers of these Castings are personal in nature, the subject of Fortune Telling Castings almost always needs to be present during the reading. As with all dweomers of divinatory nature used in play, many of the results gained actually call upon gamemaster to consult their prepared "script" for the future or decide upon some event or event series to occur, working the details revealed or determined thus into a plot or sub-plot which assists and embellishes the main theme and adventure line of the campaign.

Players take heed. Do not constantly use magicks of divinitory nature to determine little details or as the crutch to get out of serious trouble. Think, plan, and act. When in serious doubt, as an adjunct to some a scheme, or if truly in need of some activity and adventure, use such Castings. Be sure the overworked GM approves, or else they will not be anything save Heka-wasters and trouble-makers for your HPs!

Casting Grade I

Augur Change Spell:

Time: 1 day/STEEP point Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This personal rede predicts whether or not a change of some sort is likely to occur in relation to the subject's social class, economic circumstances, chosen Vocation, monetary endeavor, location of residence, or other basic status of a similar type. The Time indicated is the maximum future duration in which the Casting will operate. Subjects must state which particular aspect they desire read, and the Effect will be applied only to that single feature. Success will indicate a "yes" or "no" answer, based on the campaign and the gamemaster's decision.

A positive answer will contain some clue as to how the change will occur, regardless of the circumstances being better or worse. The subject must then take steps to follow up on the clue and act in such a way as to increase the betterment possibility or reduce the worsening of circumstances.

Also, if players are determined to better one such aspect of their HPs, they can have a minor influence on the chance of so doing. Such players must name the aspect, state exactly how the minor betterment could occur, and then have this dweomer cast. A success will mean that if the player follows the plan as set forth, and manages to succeed in whatever checks are necessary to carry out the actions required by the scheme, then the positive change will occur. Naturally, this is in the gamemaster's hands!

Note that a Special Failure can give a totally erroneous response, or reverse the bad/good aspects of a change. Therefore, the GM might opt to make the roll for the activation success of this Casting in secret and report the results accordingly.

Background Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell enables the fortune teller to get a rede on the general background of the subject. Its successful activation of Effect reveals the Vocation, the Socio-Economic Class, and three primary K/S Areas possessed by the subject—one in each TRAIT Area. Note that the subject need not be willing, for as long as the fortune teller is able to touch that individual as the Spell is activated, the information will be gained by the practitioner.

Influences Spell:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: This Casting is used by the fortune teller to predict the likely influences

of other personas, creatures, and beings upon the subject within the next couple of days or so. It is especially useful if a specific individual or group is named, and the circumstances of possible interaction stated. Note that this Spell will never reveal specific information regarding encounters, but may be used to pique the curiosity or foreshadow an event or series of events.

For example, this Casting would not have told Robin Hood that he would be beaten by Little John in a quarterstaff match on a log bridging a stream—but it would, if successfully cast, possibly have indicated that Robin would encounter a large man of both opposing and allied natures in a woodland.

Omen Ritual:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: This Casting prompts the noting of some small, natural thing, an appearance of some Mundane creature, or the occurrence of some natural event that will have a relation to the subject in some manner which forecasts an event to come within the Time duration noted. The dweomer will indicate that the event will occur "soon," "in a little while," or "later"—not "in about 1 hour or so," "from 7 to 10 hours," or "60 hours." The event will generally relate to the subject only—meeting a new friend or a foe, gaining or losing something, being in danger, having a great opportunity, or whatever.

This is another of the GM-dependent Castings. GMs will certainly rely on past events and what they've outlined for the immediate future for the HP team in responding to the query. (*The Dictionary of Omens and Superstitions*, useful for most divinatory and rede Castings, is particularly handy for this one!) With these dweomers, the GM need no longer hand the players clues, whether prepared in a scenario or by the GM, as a means of directing the team to the right path. This Casting, and its fellows, enable the players to investigate and gain their own data through carefully thought-out use of such K/S ability. As is typical, a Special Failure can give a totally erroneous response, or reverse the bad/good aspects of the foretold event. Therefore, the GM might make the roll for the activation success of this Casting in secret and report the results accordingly.

Sense Vitality Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Through this Spell's Effect, the fortune teller can detect the relative health and vitality of the subject, including damage and disease. An accurate rede will reveal Heka-engendered malaise of Mental, Physical, or Spiritual sort too! The accuracy of the results yielded by a successful casting of this reading are based upon the caster's STEEP, as shown below:

Caster's STEEP	*% Accuracy*
Under 31	50
31-45	60
46-60	70
61-75	80
76-90	90
91 and up	95

The reader is alerted to the use of this Casting in regards to Undead and Unliving, therianthropes, etc....

Casting Grade II

Dreams Ritual:

Time: 12 hours — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The subject of this Ritual of one AT performance time will sleep deeply, experiencing vivid dreams—with full recollection of all such dreams. The caster can then interpret these in an attempt to form some personal meaning for the subject. Refer to the *Omen* Casting above. Here again, subjects must clearly outline their concerns, and from this point the dreams will relate to those matters so expressed, or to another sort of thing entirely, just one way of giving clues and setting the personas on the right track.

Find Lost Object Spell:

Time: 2 ATs — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Spell is used to attempt to locate a single item. Distance is not a factor, in most cases, but familiarity with the object to be found is very important. To determine the success or failure of the Casting, the Difficulty Rating of the fortune teller's dice roll must first be adjusted by the subject's factors contained in the table below:

Subject's Familiarity	*DR Modifier*
Personal belonging	–3
Item has been touched or held	–2
Seen before; well known	–1
Extensive knowledge only	+1
Some knowledge of item	+2
Described by another	+3

Other Modifiers	*DR Modifier*
On another plane/sphere	+1 or more
Masked by Heka	+1 or more

If the DR moves beyond "Extreme," the Casting will still indicate something useful, for it will reveal that "dark forces conceal the object you search for" or something of that stamp.

Instruction Formula:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: This Casting allows the fortune teller to rede accurate information for a subject's query regarding a specific device or creature of Mundane origin. Such information might include the use of the object, the general location of the lock fitting the key the subject has, proper handling or operation of an item, the correct way of dealing with a creature, or some other form of detailed instruction.

Motivation Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This dweomer provides the persona requesting the fortune teller to cast the Spell, in order to learn why someone else is doing something, specific information regarding the named (or described) subject's primary motivation/principal goal for the behavior evidenced. Note that if the inquirer is mistaken as to the behavior, then the Casting will not be accurate. For example, the persona sees someone shoveling dirt into a long and deep hole. "Why was the man in the black hood burying a body?" is an erroneous query. Instead, the persona should ask, "For what purpose was the digging done by the man wearing a black hood?"

Casting Grade III

Aural Sight Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: Sight to 3 rods — *Other:* Nil

E/F/M: The *Aural Sight*'s dweomer enables the persona to view the

aura of enchanted objects and living creatures and beings. This ability is quite useful in determining the basic ethical alignment of beings, as well as providing a rudimentary knowledge of such a being's relative power, although masking or alteration can produce misleading or false results.

For game purposes, the traditional renderings of aural colors have been altered to enable more detailed readings. Although we have provided colors and their areas, GMs might find it useful to switch things around (again) in their milieux so players won't have unfair knowledge.

Personas with this K/S Casting ability will begin with a small base of knowledge, and that will be expanded through employment of the *Aural Sight* Cantrip (and player note-taking!). Basic colors denote basic things: Shades, tints, grading of a hue, and like variations are indicative of more detailed data. Hues for TRAITS, ethoi of conditions, and Heka are as follows:

TRAIT	*Area And Color*
Mental	Mind - Yellow Direction - Orange Emotions - Red
Physical	Green
Spiritual	Character - Blue Beliefs - Indigo

Ethos Or Condition	*Color*
Ethos	Black or White
Condition	Gray or Brown

Heka Forces	*Color*
Heka	Violet
(Vril)	(Iridescence)

A list of principal colors and their major variations is given below for the use of the gamemaster in adjudicating Aural Reading.

Red	*Orange*	*Yellow*	*Green*
Maroon	Deep orange	Yellow ochre	Olive
Dark red	Orange-rust	Tawny gold	Moss green
Crimson	Orange	Yellow	Deep green
Red	Copper	Citrine	Verdigris
Scarlet	Apricot	Chartreuse	Jade
Rose	Coral	Amber	Emerald
Pink	Topaz	Buff	Green
Carmine	Brass	Pale yellow	Pale green
Cerise	Flame	Cream	Malachite
Fuchsia	Carrot	Saffron	Apple green
Ruby	Sulphur	Terra cotta	Gold

Blue	*Indigo*	*Violet*	*Black*
Ultramarine	Black-indigo	Plum	Soot black
Aquamarine	Indigo	Deep purple	Jet
Sapphire	Woad	Amethyst	Blue-black
Blue	Violet-indigo	Purple	Ebony
Cobalt blue	Violet	Red-black	
Sky blue	Magenta	Black	
Azure	Lake	Iron	
Pale blue	Lilac	Sable	
	Mauve		
	Puce		
	Lavender		
	Livid		

Brown	*Gray*	*White*	*Iridescence*
Umber	Charcoal	Ivory	Iridescent
Mahogany	Deep gray	Oyster	Opalescent
Brown	Steel	Milk	Pearlescent
Russet	Smoke gray	Pearl	Nacerous
Bronze	Gray	Bone	
Sepia	Dove gray	White	
Tan	Silver	Snow white	
Fawn	Lead	Crystalline	

Heka and Vril-converted-to-Heka might be, respectively, violet and some form of iridescent violet. Think of true iridescence as almost prismatic in color play across the base—i.e., amethyst shifting silvery lilac to golden maroon for instance. Opalescence gives only a little "play" of color but shows color variations within the primary hue. Pearlescense is a sheen, luster, and undertone of another (near-inner) shade, tint, or hue. Nacerousness implies a pearlescent base with sheens of two or more pale colors visible (as in mother of pearl).

There are modifiers which also vary hues. These are:

Dull/Flat - Low/Weak
Bright/Shining - High/Strong
Clear/Clouded - Pure/Mixed

Auras of non-living things might show the following sorts of information due to the release of strong energy from thoughts, emotions, etc.:

Darkness	*Light*
Evil	Good
Malignness	Benignness
Danger	Safety
Horror	Desire
Weakness	Strength
Fear	Peace
Despair	Hope
Death	Vitality
Sickness	Health
Hate	Love
Pain	Joy
Sorrow	Happiness
Uncertainty	Determination
Rage	Serenity
Chaos	Order

Use such opposites to arrive at the proper aural color and meaning. Simple subjects will have only 1D3 to 2D3 colors in their aura—if they have any discernable one at all, and many objects will not. Very complex subjects with high M and S TRAITS and strong beliefs will have 5D6+10 colors in their auras. The GM should use the above color lists and assign meanings for each hue—generally on an "as needed" basis after basics are taken care of. For instance, high intellect (MRPow) might be "tawny gold" of "shining" color. Transparency would show that individual to have direct purpose, but a clouded color would indicate uncertain (mental) aim. As each color is stated (read), the caster will have had to spend Heka, and the meaning of the hue might not be known. (An HP with this Power will need several close and honest associates to do some preliminary readings to get things into perspective, so to speak.)

Of course, gamemasters should only reveal those colors they deem most prominent and likely to be read—not necessarily those most important to the HP to know about. Obviously, many times auras will be made up on the spot, and at that time the GM will devise a sanity rating, interests, emotions, etc. for the (non-HP) persona being read. For example, a gluttonous urge might prevail over murderous intent at that moment in time.... This is a dweomer

that can be a lot of fun to utilize in play, and a discerning player will make it one which will be most useful to the Heroic Persona, but the employment of aura reading Effect is one which will take a good bit of GM work and a lot of care on the part of the player.

Detect False Presence Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: Through use of this Cantrip, the caster is able to determine whether any creature or item is true and actual, and if not, whether it is real at all, or just illusion. It will indicate such things as dweomered alterations, copies of personas, and so forth. The Casting will not, however, reveal the true image of magickally masked or disguised subjects. Nor does it take note of features permanently altered through Heka.

Know Ethos Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Cantrip empowers fortune tellers to get a rede of the basic ethical alignment, the ethos, of those individual creatures or beings they encounter while the dweomer is active. It requires one full BT to discern an ethos. The amount of information gleaned from this Casting is only that indicated, but because the Effect is essentially non-visual in nature, it is not subject to masking or alteration of the subject's aura.

Nemesis Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell allows the fortune teller to discover the source of one or more of the subject's fears, and magickally know some small amount of personal information regarding one or more perceived enemies of the subject, one detail of one enemy per 10 STEEP points of the practitioner casting this dweomer. The subject must articulate details of experiences, name foes, etc. The Spell is then activated, and the Effect operates as stated.

Casting Grade IV

Chance of Success Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: This Formula attempts to discover the base Difficulty Rating of any given action on the part of the subject. Subjects must state exactly what action they have in mind, and then the dweomer will be activated and if successful reveal the information desired. The resulting knowledge is useful in assisting the would-be casters in determination of the likely chance of the activity's success. In addition, through the power of this inquiry, such subjects gain a –1 bonus on their dice roll should they undertake the named activity.

Conjure Smoke Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Spell creates a mysterious, smoky cloud which lies low to the ground and smells faintly of burning peat. At the fortune teller's will, it rolls and seethes in one direction, then can be altered to move in another, at the practitioner's will, for up to the extent of its Time duration and Distance range. Used primarily for setting and psychological effect, the smoke does not cause harm of any sort. However, it does limit vision within its Area to 1D6 feet on any given BT.

Foresee Danger Formula:

Time: 1 day Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Through this Casting, the fortune teller is able to predict whether or not the subject will be placed in immediate danger, the degree of danger (loss of personal property, harm, captivity, death), and the likelihood of the actuality if the action detailed by the subject and stated to the practitioner is actually taken within the next 24 hours. For each 10 STEEP points of the practitioner, one small detail surrounding the danger will be revealed.

Psychomancy Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: *Psychomancy* is used to determine several facets of an individual, allowing the caster to better judge someone who may be an important ally (or deadly foe). It requires at least 1 BT time to determine the nature of a subject through use of the Effect. The Casting will reveal the basic nature and Ethos of the subject, as well as the subject's base motivation and intent with respect to the caster. The longer the Casting is continued, the more it will reveal regarding a single subject; however, the practitioner may scan several instead of gaining detailed information. Heka can block this dweomer.

Casting Grade V

Crystal Gaze Formula:

Time: 1 BT/STEEP or Special — Added Heka Costs:
Area: 1 subject object Special — *R&D:* Nil
Distance: Touch and Special — *Other:* Nil

E/F/M: This dweomer enables the fortune teller to utilize a Crystal Sphere as a scrying device. The globe of crystal must be of rock mineral and will cost between 1,200 and 3,000 BUCs (1,000 plus 2D10 x 100 BUCs). This ball is then a permanent scrying device, but it can be employed only by the practitioner who is attuned to it.

The subject of the attempt must be known to the fortune teller or described by likeness and repute, name and locale, etc. to the practitioner by the individual asking for information. Distance to the subject or locale is not meaningful except with regard to the Difficulty Rating of the attempt to see in the reflecting surface that is occurring in the area of the subject. This is shown below:

Distance to Subject	*Difficulty Rating*
Under 1 mile	Easy
Under 1 league	Moderate
Under 100 miles	Hard
Under 1,000 miles	Difficult
Under 10,000 miles	Very Difficult
Over 10,000 miles	Extreme

If the scrying individual is intimately familiar with the subject or locale, or the fortune teller has many details of the individual, including name, or a detailed sketch or illustration of the locale, allow one step easier in the DR. If, on the other hand, the subject is little known, or virtually unfamiliar, to the scrying persona, adjust by one or two steps worse to make it harder or impossible!

Note that various dweomers, thick stone, and metal sheathing of various sort prevent, distort, or otherwise interfere with or hinder scrying. Compare *Reflections* under Dweomercraeft.

Monition Cantrip:

Time: Special — *Other Heka Costs:*
Area: N/A — *R&D:* Nil
Distance: Special — *Other:* Special

E/F/M: A vague mental picture of something which is happening comes to the

persona when this Casting is at work, and from that hazy picture the caster must draw conclusions of deductive sort. Thus, *Monition* seems to be both a "feeling" about the event and knowledge, too.

When the Casting is activated successfully, a "strange feeling" steals over the fortune teller, who must expend Heka energy to focus the feeling. The practitioner must then concentrate for one AT, and during that time Heka between 5 (for an "Easy" use) and 30 (for an "Extreme" case) will be spent. The GM will inform the player of points gone, and then the DR will be known and the K/S check for success be made. The base Difficulty Rating will vary with how personally important the occurring event is to the fortune teller or inquiring individual:

Association With Or Import To The Inquirer	*Base DR*
Immediate family, best friend, loved one, residence, private sanctum, etc. Something which directly threatens the strongest beliefs and/or the life of the persona.	Easy (5 Heka points)
Relative, friend, former lover, place liked and frequented, etc. An indirect threat to the strongest beliefs and/or the persona's life, or a directs threat to immediate family *et al.* Something involving the destruction of information/objects which are vital/crucial to the persona.	Moderate (10 Heka points)
Distant relation, associate, familiar place. Something indirectly life threatening to someone liked/respected or involving the loss of possessions of the individual.	Hard (15 Heka points)
Well-known acquaintance, famous (important) person, known place. Discovery of something important by dangerous foes of the persona.	Difficult (20 Heka points)
Casual acquaintance, known but disliked/hostile persona, casually visited but important place. Loss of something important by a well-known associate.	Very Difficult (25 Heka points)
Vague acquaintance, persons seen once, enemies, famous places of importance, vehicles of transport. Anything else affecting the individual or the people closest to that persona in some important manner.	Extreme (30 Heka points)

Failure means the Heka energy expended is lost and no second attempt for that occurrence can be made. Special Failure indicates a false *Monition*. Special Success will give unusually clear details of what is occurring (clairaudial and clairvoyant impressions) for twice the usual Time duration. *Monition* is a "flash" impression lasting one BT, or longer for a Special Success.

The gamemaster may wish to adjust for the environment at the time of the Casting, the persona's state of mind, and other similar factors which might positively or negatively affect chance of success.

Oracle of Bigois Ritual:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: Performance of this Casting requires only one AT. This Ritual can be performed only once during any given month. Casters of the *Oracle of Bigois* Ritual place themselves into a semi-trancelike state, allowing neutral beings of the spirit world to speak through them and relate information pertaining to as many questions as they have tens of STEEP. Such fortune tellers or another individual present there during the Time duration of the dweomer may pose the queries. Each question must be be brief, succinct, and answerable with one or two words in reply. Note that the Time duration runs as stated despite the number of questions posed, and if it expires before the maximum number have been asked, the dweomer is gone nonetheless.

The Difficulty Rating for success varies by the sort of spirits with which contact is attempted:

Spirit Type	*Difficulty Rating*
Mundane nature	Easy
Mundane, other	Moderate
Preternatural	Hard
Supernatural	Difficult
Entital	Very Difficult

Second Sight Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Spell enables the fortune teller to mentally view recent events surrounding a single subject. The dweomer penetrates the past for as many hours as the caster has STEEP points. The subject can be a person (creature/being), place, or thing. This dispassionate view allows the fortune teller a chance of discovering some small but significant fact regarding the subject's situation. Time duration is a factor, however, as the events will "replay" at the speed necessary to show the whole in the period allowed by the practitioner's STEEP.

Casting Grade VI

Belit's Minor Arcana Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: Through the employment of this dweomer, the fortune teller is able to give a Tarot "card" of a random suit to as many subjects as she or he has twenties of STEEP in this K/S Area. Each "card" can be activated at will by the recipient, with the beneficial effect granted by it coming on the following Critical Turn. The random suit determination, the benefit, and Time duration of each of the "cards" is as follows:

Dice Roll	*Suit*	*Benefit Gained*	*Time Duration*
01-25	Cups	–5 on Avoidance rolls	6 CTs
26-50	Pentacles	6D3 Heka armor	6 BTs
51-75	Swords	+5 to BAC	6 CTs
76-00	Wands	–5 on Casting rolls	6 CTs

Suit is known immediately. One "card" only can be activated for one individual in one CT. At the expiration of Formula Time duration, all "cards" disappear.

Soulmirror Cantrip:

Time: 1 CT Special — *Other Heka Costs:*
Area: 1 Subject — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: The fortune teller has one Critical Turn after activation of this Cantrip to cast the Effect on the chosen subject. When laid upon a subject, this dweomer reveals to the persona the effects of his or her actions with regard to others. Note that an unwilling subject resisting contact and able to do so freely must be Physically touched by any form of *Combat, Hand-to-Hand*, by the practitioner. Caring, helpful personas will know if they have had a positive influence, and thus gain a total of 6D3 Mental and/or Spiritual damage healing. Selfish and thoughtless subjects will get no benefit from this, other than being alerted to the fact that they should mend their ways. Evil, malicious subjects will experience firsthand any and all suffering or harm they may have caused in the recent past, and commensurately suffer a total of 6D3 Mental and/or Spiritual damage.

Visions Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting is similar in nature to a hypnotic trance, placed upon a subject and allowing that persona to experience visions of a semi-oracular sort. The visions of the subject will be personal, and will have some meaning to that subject, if no other. A Special Success will provide the subject with something akin to *Prevision.* A Special Failure, on the other hand, will reveal false or misleading visions of things which will never come to pass. In any case, the individual under this Effect's dweomer will recover lost damage and Heka at double normal rate while in the trance state.

Casting Grade VII

Past Life Memory Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: Performance of a *Past Life Memory* Ritual requires six Action Turns. No one subject can withstand the dweomer's Effect more frequently than once every 1D6 months. Through this Casting, the subject is able to enter a trance-like state. While in this state, and under control of the fortune teller, the subject is able to progress backwards in time to a previous life or review of racial memories. The vision experienced by the subject will be of an important time in the prior life or racial memory, and may be very emotional. The result, however, will possibly be a gain in one of the subject's important, primary Knowledge/Skill Areas. If the practitioner makes a successful activation roll, then at the end of the Ritual the subject must roll to find the results from the experience:

Dice Roll	*Result of Experience*
01-10	Gain 1D6 Spiritual TRAIT STEEP points in 1 primary K/S
11-20	Gain 1D6 Mental TRAIT STEEP points in 1 primary K/S
21-30	Gain 1D6 Physical TRAIT STEEP points in 1 primary K/S
31-40	Gain 1D6 S TRAIT STEEP points in 1 secondary K/S, but lose 1D3 in a primary one.
41-50	Gain 1D6 M TRAIT STEEP points in 1 secondary K/S, but lose 1D3 in a primary one.
51-60	Gain 1D6 P TRAIT STEEP points in 1 secondary K/S, but lose 1D3 in a primary one.
61-70	Gain 1D3 S TRAIT STEEP points in 1 secondary K/S, but lose 1D3 in a primary one, and suffer 7D3 Spiritual damage in the process.
71-80	Gain 1D3 M TRAIT STEEP points in 1 secondary K/S, but lose 1D3 in a primary one, and suffer 7D3 Mental damage in the process.
81-90	Gain 1D3 P TRAIT STEEP points in 1 secondary K/S, but lose 1D3 in a primary one, and suffer 7D3 Physical damage in the process.
91-98	Lose 1D3 from each of 1 primary S, M, and P TRAIT K/S but gain 1D3 Joss Factors and 1 Inner Beauty point.
99-00	Lose 1D6 from the primary Vocational TRAIT K/S Area, suffer 7D6 damage in that TRAIT, and realize that another such experience will be fatal (which it will be!).

Premonition Spell:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject and Special — *R&D:* Nil
Distance: Touch and Special — *Other:* Special

E/F/M: Time of a *Premonition* Spell is not a factor. If the Casting succeeds, a "strange feeling" occurs and then time is spent investigating it, so to speak.

Area translates to details in the case of using this Casting. Each detail costs an additional 5 Heka points to discover, and details may be small. The gamemaster always has the option to limit the number of details revealed, and he or she will describe them. The GM can also add one or two extra details, above and beyond the normal limit, if there is Heka available, for some *Premonitions* might require such extra data.

Distance means days of time in the future. For each day in the future beyond one-tenth the fortune teller's STEEP, there is a cost of 1 Heka point, and in addition there is always a "future variable" of from 0 to 9 points (using 1D10 and counting a result of 0 as 0 Heka points). This cost is always determined secretly by the gamemaster to prevent the caster from knowing the exact date of the foreseen event!

For example, assume a practitioner with 80 STEEP. That means the persona can "see" eight days into the future without incurring additional Heka cost. However, the fortune teller, or a subject for whom the persona is willing to expend the Heka necessary in utilizing a dweomer such as this, wishes to "see" about 14 days into the future and discover four details regarding an event. This means that there is an addition of 20 points of Heka for the four details at 5 points each, plus 6+1D9 (1D10 counting 0 as 0) for the days above eight and the variable. The "future variable" of 0 to 9 Heka points is added to the cost of extra Heka for the practitioner. The caster will have spent 150+20+6+1D9 Heka points before making the K/S roll. The GM will, of course, set the exact date in the future that the event is to take place, and it should very, very, seldom be exactly when the player requested. However, exact time might be revealed as a detail at the GM's option. *Premonition* beyond 14 days in the future is discouraged, and gamemasters must be careful indeed if they allow anything exceeding two weeks or so—unless the event is separated by great distance/difficulty in reacting factors. It is as foolish to give personas knowledge of impending doom six months in advance as it is to give them important information about something about to happen half a world away where they and any associates cannot possible be of any use.

This dweomer is similar to *Monition,* but it functions in the future, prior to the actual event. The DR is found exactly as is that for *Monition.* When the Casting has been activated, the fortune teller is subject to a "strange feeling" as his inner self opens up to the powers of the Preternatural Planes/Spheres. He must then concentrate for one AT. The GM will thereafter inform the practitioner of points gone, and then the DR will be given and the K/S check for success be made. The base DR will vary with how personally important the occurring event is to the fortune teller or subject. See the table under *Monition* Cantrip on the previous page for these DRs.

Failure means the Heka energy expended is lost and no second attempt for that occurrence can be made. Special Failure indicates a false *Premonition*. Success will be indicated by revealing of things "foreseen." The farther in the future, the more vague the information in most cases. Details are typically aspects of persons, places, and/or things concerned with the event. For example, an event occurring two weeks in the future might identify a happening (say a bandit robbery of a carriage drawn by six piebald horses), the place (a forest with huge trees, perhaps), and an impression of the clothing worn by someone in the event (golden yellow watered silk). The nearer in time the event, the more complex the individual detail. Again, note that the gamemaster will not necessarily reveal as many details as requested by the persona. Special Success will give unusually clear details, considering the period in the future, of what is occurring (perhaps nearly clairaudial and clairvoyant) or twice the usual duration might be given for an occurrence in the very near future—say a day or so. *Premonition* is a "flash" Effect impression lasting one BT, or longer for a Special Success.

The GM may wish to adjust for the environment at the time of the Casting's activation, the persona's state of mind, and other similar factors which might positively or negatively affect chance of success.

It is mandatory that the gamemaster make certain that information from any true *Premonition* be traceable to future events, places, persons, and things by intelligent play, use of K/S Areas, detective work, expenditure of Heka, and so forth. This is a game, and the Casting is aimed at allowing the players the ability of having their HPs on hand to intervene in matters foreseen...or attempt to, at least.

Casting Grade VIII

Predict Event Ritual:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 action/action sequence — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Ritual of eight ATs performance Time enables fortune tellers to give an accurate prediction as to the likely success or result arising from a specific, planned and articulated action or action sequence carried out by or affecting themselves or a subject (including one base DR, if applicable, and a key event in the planned action/action sequence) and occurring within the number of hours commensurate with the practitioner's STEEP as indicated.

Seeing Eye Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: Sight — *R&D:* Nil
Distance: Up to 10 leagues/STEEP — *Other:* Nil

E/F/M: This dweomer allows fortune tellers to create a Clairvisual Effect for themselves at a range up to the Distance indicated by their ability in this Knowledge/Skill Area. If a Special Success is obtained, the Effect will include *Clairaudience* as well.

The *Clairvoyance* empowered through the *Seeing Eye* Cantrip's dweomer allows practitioners to "visually" experience a scene from which they are separated by walls or distance or both. While no hearing capacity is conferred by this Power, *Lip Reading* (q.v.) can be used simultaneously, if possessed by fortune tellers, so as to be able to get some knowledge of what is being said by those they "see" thus. A caster using this dweomer must roll for success on the following table:

Target Area	*Base DR*
Familiar and less than 100 leagues distant	Easy
Familiar and less than 1,000 leagues distant	Moderate
Familiar and less than 10,000 leagues distant	Hard
Unfamiliar and less than 100 leagues distant, or familiar and more than 10,000 leagues distant	Difficult
Unfamiliar and less than 1,000 leagues distant	Very Difficult
Unfamiliar and less than 10,000 leagues distant	Extreme

Familiarity can be gained by Heka-based means, but many viewings over a period of time must be experienced by the practitioner in order to change status to "familiar."

Casting Grade IX

Imhotep's Major Arcana Formula:

Time: 1 AT/STEEP and Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: Through the employment of this dweomer, a fortune teller is able to give a Tarot "card" of random sort of the Ægyptian Major Arcana to as many subjects as the persona has tens of STEEP in this K/S Area. Only one "card" per individual recipient can be given. Each "card" can be activated at will by the recipient, with the individual Effect granted by it coming on the following Critical Turn. The random Major Arcana "card" determination, the result, and the Time duration of each of the "cards" are as follows:

D% Roll	*Card*	*Resulting Effect*	*Time Duration*
01-04	Bes	–5 on *Spellsongs* rolls	9 BTs
05-08	Thoth	–5 on *Dweomercræft* rolls	9 BTs
09-12	Isis	+1D3 Attractiveness	9 days
13-16	Hathor	Cannot attack female	9 ATs
17-20	Heru	Owl's audial & visual senses	9 hours
21-24	Abtu & Ant	Direction sense & water breathing	9 hours
25-28	Sekmet	+10 BAC and PD	9 BTs
29-32	Aten	Heal 3D3 each M, S, & P damage	Instant.
33-38	Min	Desire all the best (treasure, too...)	9 days
39-42	Amen	Total invisibility	9 BTs
43-46	Hapy	No need for food, water, or air	9 days
47-50	Ma'at	Speak only and know truth	9 ATs
51-54	Osiris	Total disease & poison resistance	9 hours
55-58	Anubis	Total resistance to S attacks	9 ATs
59-62	Nut	Immune to winds & weather	9 days
63-71	Set	+5 on all dice rolls	9 hours
72-80	Buto	Be Surprised & +10 Initiative	9 ATs
81-84	Ra	Create full "daylight" (90 ft. dia.) each CT	9 BTs
85-88	Renenet	Gain 3D3 Joss Factors	9 CTs
89-92	Chons	Maximum PD vs. Nethermealms foes	9 hours
93-96	Bast	+10 Criminal Act., M & P STEEP	9 ATs
97-00	Shu	Fly at running movement rate	9 ATs

The nature of the "card" is never known immediately, and only when it is activated will the particular Effect be revealed. Activation of a "card" takes one CT. "Cards" from separate Castings cannot be held by anyone, and a second will negate the first and itself be negated in the process. Each "card" must be different, so two of the same one can never be held; in the event of the same "card" being indicated by a dice roll, the concerned individual must roll until one not already discovered is indicated. At the expiration of Formula Time duration, all "cards" not active disappear.

Limited Omniscience Ritual:

Time: 1 Special/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: Performance time to complete this Casting is nine ATs. The fortune teller must have some considerable, often intimate, knowledge of and details regarding the subject. This Ritual gives the fortune teller total knowledge regarding one creature, object, or situation—the subject—for a period of hours Time duration equal to the caster's STEEP in tens during a like segment of a past period of as many days in time as the practitioner has tens of STEEP. The practitioner will know what an individual did, where he or she went, who was met, and so forth during the particular past period selected to study regarding the subject. In regard to a place or thing, who was there or had it, what happened there or what it was used for, and so forth will become known to the fortune teller. The knowledge gained through this dweomer's Effect includes actions by and/or influences by Preternatural, Supernatural, and Entital creatures/beings as well as Mundane ones. Note that the more powerful of Entital beings can mask or alter the dweomer-gained knowledge as it suits them.

HEKA-FORGING

Castings used for Heka-Forging are used primarily for directing and redirecting Heka flow to and from items involved in the process. Various forms of dweomers are places permanently in objects by means of this ability. Finally, this K/S is sometimes necessary for recharging magickal devices which serve as repositories for Heka or Castings. It is also important for the Heka forger to properly measure Heka potential in an item, as well as actually prepare items which are to receive Heka.

Heka-Forger Archetypical Castings

33 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Cleanse Item Ritual	Defense Bonus I Formula
Evaluate Item Formula	Prepare Item Ritual
Touchstone Spell	Volition Ritual

Grade II Castings

4 Total

Base Heka Cost: 35

Attack Bonus I Formula	Charm Forging Ritual
Damage Bonus I Formula	Resiliency Ritual

Grade III Castings

4 Total

Base Heka Cost: 50

Clearmetal Ritual	Defense Bonus II Formula
Skill Bonus I Ritual	Springblade Ritual

Grade IV Castings

4 Total

Base Heka Cost: 75

Attack Bonus II Formula	Damage Bonus II Formula
General Pool Ritual	Purity Spell

Grade V Castings

5 Total

Base Heka Cost: 100

Amulet Ritual	Defense Bonus III Formula

Skill Bonus II Ritual

Grade VI Castings

5 Total

Base Heka Cost: 125

Attack Bonus III Formula	Damage Bonus III Formula

Dedicated Pool Ritual

Grade VII Castings

5 Total

Base Heka Cost: 150

Item Invulnerability Formula	Link Knowledge/Skill Ritual

Skill Bonus III Ritual

Grade VIII Castings

5 Total

Base Heka Cost: 200

Heka Binding Ritual	Link Casting Ritual

Link Mask Ritual

Grade IX Castings

5 Total

Base Heka Cost: 250

Link Spirit Ritual	Permanence Ritual

Unbinding Formula

Casting Grade I

Cleanse Item Ritual:

Time: Instantaneous
Area: 1 object
Distance: Touch
Materia Cost: 100 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Ritual of one ATs performance Time is designed to purge all undesired influences of non-mundane sort from the object of a Heka-Forging, those destructive forces originating from the Preternatural and Supernatural Planes. Objects which aren't so cleansed of outside influence have a 50% chance of failing to hold any subsequent enchantment.

Defense Bonus I Formula:

Time: Permanent and Special
Area: 1 object
Distance: Touch
Materia Cost: 1,000 BUCs per Defense bonus point

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Formula enables the Heka forger to lay within the selected object up to 5 point addition (bonus) or base to armor or as defense value. The cost, acquisition, preparation, suitability, etc. of the subject are not considered hereunder. While armor and shields are the obvious items for use with this Casting, this is not mandatory. Miscellaneous objects such as rings, jewelry, or clothing are only examples of the different types of things which can contain this dweomer. Note, however, that the object to contain this power—as with any Heka-Forged item—must first be cleansed of outside influences and magickally prepared. It is never possible to cast this Effect with another of similar, defensive sort upon the same object, as the two will absolutely nullify each other.

Evaluate Item Formula:

Time: Instantaneous
Area: 1 object
Distance: Touch
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Using this basic Casting, the Heka-Forging persona can determine the quality of an item, and whether it's of suitable quality for use in a Heka-Forging. In addition, the Casting will determine if the item requires special *Purification* via the Casting of that name found hereafter. To discover these facts, after successful activation, the practitioner makes two additional rolls, one for assurance of quality, the other for purification.

Suitability quality for reception of Heka is based on the Quality/Purity of the item, in that that factor determines the Difficulty Rating to be rolled against the caster's STEEP:

Quality/Purity of Object	*Difficulty Rating*
Poor/heavily adulterated	Extreme
Below Average/adulterated	Very Difficult
Average	Difficult
Above Average	Very Hard (×0.75)
Exceptional	Hard
Unsurpassed/fine	Routine (×1.5)

A failure indicates that the item is unsuitable, while a Special Failure indicates that the dweomer ruined the object in the process of determination of its suitability.

If an item is suitable for reception of Heka, then the second roll determines if special *Purity* (q.v.) is needed. The Heka forger rolls against STEEP again, utilizing the DR found above. A Special Success indicates that no *Purity* or

cleansing is needed. A success indicates that *Cleanse Item* alone is needed, while failure means that a *Purity* Spell is also needed. A Special Failure destroys the object.

Prepare Item Ritual:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch + Special — *Other:* Special
Materia Cost: 100 BUCs

E/F/M: This Ritual of three ATs performance time allows the Heka forger to magickally prepare an item to accept an enchantment through Heka-Forging. The Casting performs a purification that cleanses and removes any mundane influences from the object. Next, the caster places an amount of Heka into the item, enabling it to hold subsequent Heka-enabled Powers and Castings. The amount so placed in the item is determined using the same method as for Specialized Castings (q.v.).

Touchstone Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 small, black stone — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 100 BUCs

E/F/M: This dweomer enables the Heka forger to change a normal piece of black stone into a special *Touchstone* which will determine the content of all metals touched to its surface. It will tell the nature of the metal contacted by showing a color and intensity for each. For example, a normal electrum coin will show a bold silver streak, a lesser gold one, and a trace of copper. An experienced user can find the purity of metal to within about 5% using this object. The stone must be about palm-sized. If it contacts Heka-bearing metal, it will turn pale and not work properly for 1D6 ATs, but will thereafter function again normally.

Volition Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Special
Materia Cost: 100 BUCs per additional Heka point (see below)

E/F/M: A Volition Ritual requires a performance time of one AT. Through this Casting, the Heka-Forging persona is able to confer the power of movement to an item. This is most often done when creating a weapon that automatically returns to its possessor, or on a more sinister note, for making cursed items that can't be gotten rid of! The practitioner must invest additional Heka at the activation of the Ritual to enable the Volition to occur in the subject item. The distance travelled on average for return movement determines the amount of Heka and the Materia cost for the whole Casting:

Object Returns On Average	*Additional Heka Cost*
Under 1 yard	10 points
Under 1 rod	20 points
Under 1 chain	40 points
Under 1 furlong	80 points
Under 1 mile	160 points
Under 1 league	320 points
Any distance	640 points

Casting Grade II

Attack Bonus I Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 2,000 BUCs per each +1 to BAC

E/F/M: This Casting enables the Heka-Forging of up to a 5-point bonus in the Base Attack Chance (BAC) value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this formula does not necessarily need to be cast upon a weapon.

Note however, that the object to contain this power—as with any Heka-Forged item—must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive sort upon the same object, as the two will absolutely nullify each other.

Charm Forging Ritual:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 200 BUCs

E/F/M: *Charm Forging* is a Ritual of two ATs performance time which allows the caster to imbue an object with such dweomer as it will thereafter accept a simple Charm of minor power or temporary duration and/or single use. The type of magickal devices made by this Casting are various sorts, including simple wards, amulets or other protective items. The subsequent Casting laid upon the object will then remain potent for the Time duration indicated, but its activation might then end that duration, according to the Casting laid.

Damage Bonus I Formula:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 12,000 BUCs

E/F/M: When cast upon a prepared weapon or other enchanted device capable of delivering harm, this Formula infuses it with a 1D6 bonus to its stated damage value. Again, note that objects so enchanted need not be weapons, but they must be prepared to accept the Heka before the Casting is performed.

It is never possible to cast this Effect with another of similar, offensive and damaging sort upon the same object, as the two will absolutely nullify each other.

Resiliency Ritual:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 subject/object Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 200 BUCs per DR Special

E/F/M: The performance time of this Ritual depends on the Difficulty Rating for success, with "Easy" requiring only one Action Turn, and so forth. When successfully cast upon a properly prepared thing or item, this dweomer lends that object a quality of resiliency which enables it to withstand shock or deforming and return to its natural form. Masses of a single substance subject which are not intended for further Heka-Forging or acceptance of Heka or Castings need no special preparation. Very fragile objects with this Effect laid upon then become less breakable. Cured and worked leather objects, and cloth and fiber objects such as rope and cord, become stronger and have more elasticity. Wood, stone, or metal so dweomered will flex a bit more before breaking, shattering, cracking, etc. Thus, wood, stone, or metal so dweomered have a higher defensive factor in regard to any Physical damage they can sustain. For each 10 STEEP points of the practitioner laying this Effect, the subject gains a +1 point.

This Casting also improves the Quality of the subject object by one step—i.e., Poor becomes Below Average, Below Average becomes Average, etc. Note that an Unsurpassed Quality item cannot usually be improved upon by this dweomer, save to make it superior in regards to subsequent Heka-Forging and Casting/Heka receptivity. In this regard, the *Resiliency* Ritual's Effect will lend a -5 bonus to the dice roll for successful laying of such subsequent dweomer upon the subject/object. In all cases no subject/object can ever be improved beyond a single Quality step through this Casting.

In regards to the making of enchanted bows, crossbows, etc., this Ritual is an absolute must for the improvement or range and damage.

The Casting has a Material cost which reflects the Difficulty Rating, with a 200 BUC base for "Easy," 400 for "Moderate," 600, for "Hard," and so forth up to 1,200 BUCs for an "Extreme" DR—possible if the mixed substance is already dweomered with two Effects.

Note that the object concerned must fall within the following volume benchmarks:

General Nature of Substance(s)	*Volume Maximum*	*Base DR*
Single or natural substance such as stone or wood	1 cubic rod/10 STEEP	Easy
Single worked natural substance such as cloth or spun or braided fiber	1 cubic yard/10 STEEP	Moderate
Single worked natural substances such as leather, pottery, or glass	1 cubic foot/10 STEEP	Routine (×1.5)
Metal, metal alloys, or mixed animal/vegetable, animal/mineral, or vegetable/mineral object	1 object not exceeding 1 cubic foot/20 STEEP	Hard
Each dweomer/Heka Effect existing on subject		1 DR harder

Failure means that the Heka forger will never be able to lay this Casting upon the subject/object. Special Failure means that a worked or crafted object is ruined and destroyed permanently.

Casting Grade III

Clearmetal Ritual:

Time: 1 week/10 STEEP
Area: 1 cubic foot/10 STEEP
Distance: Touch
Materia Cost: 300 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer is laid after performance of a Ritual lasting three Action Turns. It causes whatever single kind of metal is subjected to the Effect to become as transparent as glass, yet otherwise retain all of the properties it possesses. Weapons, armor, shields, portions of metal doors, etc. are frequently treated with this Casting so as to become clear and transparent, while providing all the protection and service they would otherwise have. Note also that some other substance within a kind of metal will become instantly observable through the Effect of this dweomer.

Defense Bonus II Formula:

Time: Permanent and Special
Area: 1 object
Distance: Touch
Materia Cost: 3,000 BUCs per Defense bonus point

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Formula enables the Heka forger to lay within the object selected up to 10 point addition (bonus) or base to armor or as defense value. The cost, acquisition, preparation, suitability, etc. of the subject are not considered hereunder. While armor and shields are the obvious items for use with this Casting, this is not mandatory. Miscellaneous objects such as rings, jewelry, or clothing are only examples of the different types of things which can contain this dweomer. Note however, that the object to contain this power—as with any Heka-Forged item—must first be cleansed of outside influences and magickally prepared. It is never possible to cast this Effect with another of similar, defensive sort upon the same object, as the two will absolutely nullify each other.

Skill Bonus I Ritual:

Time: Permanent and Special
Area: 1 object
Distance: Touch
Materia Cost: 4,000 BUCs per STEEP point conferred

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The performance of this Casting Ritual requires three Action Turns. This magickal Operation engenders a K/S bonus in an enchanted item. The object of this Casting will confer up to a 5-point Knowledge/Skill Area enhancement (a plus to STEEP) to its possessor when held, worn, or presented. The Heka forger must possess the Knowledge/Skill Area imbued in the subject object, and must have a STEEP at least 5 times greater than the bonus thus conferred

It is never possible to cast this Effect with another of similar ability-enhancing sort upon the same object, as the two will absolutely nullify each other. Because of this, weapons are not usually imbued with this dweomer. However, if this Effect is conjoined with that conferring increased BAC (*Attack Bonus* Castings), the dweomers will not nullify, but this one will function only to enable parrying and on rolls for Hit Location—considerable benefit still!

Springblade Ritual:

Time: Permanent
Area: 1 metal blade Special
Distance: Touch
Materia Cost: 300 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Ritual requires three ATs of performance time to complete. The subject blade must be no longer than a knife, dirk, dagger, stiletto, poniard, misericorde, etc. Its overall length cannot exceed two inches plus one inch for each 10 points of the caster's STEEP in this K/S Area. The Casting's dweomer is then activated, and the properly prepared subject metal blade of small size which otherwise has no dweomers upon it has been given the following benefit:

Its Quality is one step higher than it was before the Effect was laid upon it. Thus, a Poor blade becomes Below Average, a Below Average one becomes Average, an Average is Above Average, the Above Average blade is now Exceptional, an Exceptional one is Unsurpassed, and the Unsurpassed metal blade is purified so as to accept further Heka-Forging or dweomer Effects with regard to its metal, not its influences.

In addition, the blade will extend from any one hidden place selected at the time of activation—such as a handle, shaft, haft, etc.—otherwise big enough to contain its mass upon activation of a mechanical switch or a command word. Extension will be in either an arc or straight forward according to the Heka forger's desire at activation. The extension will be of the entire blade length. Until retriggered, the blade will remain extended as a weapon, solidly affixed to and projecting from its previously concealing place. Note that if a straight extension *Springblade* dweomered blade is pressed against an unprotected target it will inflict full maximum Physical damage and has a Hit Location bonus of –30 if touching a Vital body area. Even arcing blades have extremely devastating effect when triggered from a place such as an armrest, chain back, etc....

Casting Grade IV

Attack Bonus II Formula:

Time: Permanent
Area: 1 object
Distance: Touch
Materia Cost: 4,000 BUCs per each +1 to BAC

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting enables the Heka-Forging of up to a 10-point bonus in the Base Attack Chance (BAC) value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this Formula does not necessarily need to be cast upon a weapon. Note however, that the object to contain this power—as with any Heka-Forged item—must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive sort upon the same object, as the two will absolutely nullify each other.

Damage Bonus II Formula:

Time: Permanent and Special
Area: 1 object
Distance: Touch
Materia Cost: 48,000 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When cast upon a prepared weapon or other enchanted device

capable of delivering harm, this Formula infuses it with a 2D6 bonus to its stated damage value.

Again, note that objects so enchanted need not be weapons, but they must be prepared to accept the Heka before the Casting is performed. It is never possible to cast this Effect with another of similar, offensive and damaging sort upon the same object, as the two will absolutely nullify each other.

General Pool Ritual:

Time: Permanent until used — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Special
Materia Cost: 10 BUCs per Heka-point capacity

E/F/M: Performance of the *General Pool* Ritual requires one Action Turn per 10 points of Heka to be stored in the *General Pool* object. Through this Casting, the Heka forger enchants and charges an item which is otherwise suitable and has been properly prepared to serve as a General Purpose Heka Reservoir. The maximum amount of magickal energy which can be stored in such a Reservoir is equal to the caster's STEEP, and this total will be stored in the Reservoir when the Casting is activated.

Optionally, the practitioner can increase the potential storage capability by expending additional points of Heka during the activation. For each point of Heka expended, the Reservoir will be capable of holding an additional point of Heka.

Note, however, that a Reservoir so created will not contain any Heka until subsequently charged by the caster or another individual capable of so doing. Note that in either case, the additional material cost does not include the cost of the object to be used as a Reservoir or any other associated costs of cleansing, preparation, etc.

This Reservoir cannot be recharged.

Purity Spell:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 object Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 400 BUCs per cubic foot of the subject object

E/F/M: Through the casting of a *Purity* Spell, the Heka forger is able to make an otherwise unacceptable object one whose substance is acceptable for the storage of Heka or the acceptance of a Casting Effect or similar dweomer. The need for this Spell will typically be found through the Grade I Casting, *Evaluate Item*. Note that influences are not removed through this dweomer, but the *Prepare Item* and *Cleanse Item* Rituals accomplish this. The Area cannot exceed one cubic foot volume per STEEP point of the practitioner laying the Effect on the subject. Note that, in regards to the result, the caster can aim at separation of two distinct kinds, or one distinct and discrete substance from some more complex admixture, rather than Heka-acceptance *Purity* Effect. In the latter case, for example, copper might be separated from tin in a copper-tin alloy, or salt removed from a volume of water (which is a complex admixture).

Casting Grade V

Amulet Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 500 BUCs

E/F/M: This Ritual of five ATs casting Time enchants a previously prepared item with a dweomer which will enable it to accept and repeat one sort of moderate protective power gained through the laying of a Casting upon it, thus making the subject object into a true amulet. Note that such an amulet will function strictly within the guidelines presented in the "Magickal Items" chapter of this book, regarding protective devices.

Defense Bonus III Formula:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 5,000 BUCs per Defense bonus point

E/F/M: This Formula enables the Heka forger to lay within the selected object up to a 15-point addition (bonus) or base to armor or as defense value. The cost, acquisition, preparation, suitability, etc. of the subject are not considered hereunder. While armor and shields are the obvious items for use with this Casting, this is not mandatory. Miscellaneous objects such as rings, jewelry, or clothing are only examples of the different types of things which can contain this dweomer. Note, however, that the object to contain this power—as with any Heka-Forged item—must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, defensive sort upon the same object, as the two will absolutely nullify each other.

Skill Bonus II Ritual:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 10,000 BUCs per STEEP point conferred

E/F/M: The performance of this Casting Ritual requires five Action Turns. This magickal Operation engenders a K/S bonus in an enchanted item. The object of this Casting will confer up to a 10-point Knowledge/Skill Area enhancement (plus to STEEP) to its possessor when held, worn, or presented. The Heka forger must possess the Knowledge/Skill Area imbued in the subject object, and must have a STEEP at least 6 times greater than the bonus thus conferred

It is never possible to cast this Effect with another of similar ability-enhancing sort upon the same object, as the two will absolutely nullify each other. Because of this, weapons are not usually imbued with this dweomer. However, if this Effect is conjoined with that conferring increased BAC (*Attack Bonus* Castings), the dweomers will not nullify, but this one will function only to enable parrying and on rolls for Hit Location—considerable benefit still!

Casting Grade VI

Attack Bonus III Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 6,000 BUCs per each +1 to Basic Attack Chance

E/F/M: This Casting enables the Heka-Forging of up to a 15-point bonus in the Base Attack Chance (BAC) value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this Formula does not necessarily need to be cast upon a weapon. Note, however, that the object to contain this power—as with any Heka-Forged item—must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive sort upon the same object, as the two will absolutely nullify each other.

Damage Bonus III Formula:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 72,000 BUCs

E/F/M: When cast upon a prepared weapon or other enchanted device capable of delivering harm, this Formula infuses it with a 3D6 bonus to its stated damage value. Again, note that objects so enchanted need not be weapons, but they must be prepared to accept the Heka before the Casting is performed.

It is never possible to cast this Effect with another of similar, offensive and damaging sort upon the same object, as the two will absolutely nullify each other.

Dedicated Pool Ritual:

Time: Permanent until used — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 10 BUCs per Heka-point capacity

E/F/M: Performance of the *Dedicated Pool* Ritual requires one Action Turn per 10 points of Heka to be stored in the *Dedicated Pool* object. Through this Casting, the Heka forger enchants and charges an item which is otherwise suitable and has been properly prepared to serve as a Special Purpose Heka Reservoir. The maximum amount of magickal energy which can be stored in such a Reservoir is equal to the caster's STEEP, and this total will be stored in the Reservoir when the Casting is activated.

Optionally, the practitioner can increase the potential storage capability by expending additional points of Heka during the activation. For each point of Heka expended, the Special Purpose Reservoir will be capable of holding an additional point of Heka. Note, however, that a Reservoir so created will not contain any Heka until subsequently charged by the caster or another individual capable of so doing.

Note that in either case, the additional Material cost does not include the cost of the object to be used as a Reservoir or any other associated costs of cleansing, preparation, etc.

This Reservoir cannot be recharged.

Casting Grade VII

Item Invulnerability Formula:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 700 BUCs

E/F/M: This Formula imbues an item with a powerful defense versus physical destruction, enabling it to withstand violent attacks of Mental, Physical, Spiritual, and even Heka-engendered nature. While this Casting is not mandatory for a Heka-Forged item's enchantment, it is necessary if the item will be subject to any form of attack—including being present upon the person of someone who is the focus of such an attack—and have a better chance of survival.

The subject object of this dweomer gains one step in its Durability, with all-metal objects gaining *Resiliency*-like benefit in that to destroy them requires twice the amount of Physical damage that a like object without this dweomer could withstand. Flammability is reduced by one step also.

Link Knowledge/Skill Ritual:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 700 BUCs per STEEP point imbued

E/F/M: The *Link Knowledge/Skill* Ritual requires one AT of performance Time for each 5 STEEP points or fraction thereof to be contained within the subject object. The object upon which this dweomer is to be laid must be pure and clean, free from all influences, and ready otherwise to accept enchantment. The use of this Casting enables the Heka forger to link a specific Knowledge/Skill Area ability to an item. Thereafter, any persona possessing the object will be able to draw upon the K/S STEEP contained within the device. Such skills or abilities should be considered as "programmed" by the caster, and do not represent any independent intelligence. Thus, without the dweomered item, the individual otherwise not possessing the linked K/S has no ability. The maximum amount of STEEP that can be placed within an object is equal to 50% the caster's STEEP in the particular K/S Area, although the Ritual can also be performed by several personas in conjunction in order to increase the effective STEEP. For further information on efforts by multiple personas, see "Combined Efforts" on page 124 of the **Mythus** book.

Skill Bonus III Ritual:

Time: Permanent and Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 14,000 BUCs per STEEP point conferred

E/F/M: The performance of this Casting Ritual requires seven ATs. This magickal Operation engenders a K/S bonus in an enchanted item. The object of this Casting will confer up to a 15-point K/S Area enhancement (plus to STEEP) to its possessor when held, worn, or presented. The Heka forger must possess the K/S Area imbued in the subject object, and must have a STEEP at least 7 times greater than the bonus thus conferred. It is never possible to cast this Effect with another of similar ability-enhancing sort upon the same object, as the two will absolutely nullify each other. Because of this, weapons are not usually imbued with this dweomer. However, if this Effect is conjoined with that conferring increased BAC (*Attack Bonus* Castings), the dweomers will not nullify, but this one will function only to enable parrying and on rolls for Hit Location—considerable benefit still!

Casting Grade VIII

Heka Binding Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Special
Materia Cost: 80 BUCs per Heka-point bound

E/F/M: Through this Ritual of eight ATs Time of casting, the Heka forger enables the binding of Heka to an object upon which the practitioner has laid a dweomer needing Heka to power its activation of Effect. This Effect allows the Heka-Forged item to contain and hold Heka energy, as the magickal Operation of this Ritual creates, and binds, a variable amount of Heka "cells," each holding 1 point of Heka and requiring a like additional expenditure amount to be spent by the caster at activation. This extra Heka then fills each "cell" with 1 Heka point. Note that unlike the Dedicated and General Purpose Reservoirs created through this K/S Area, the *Heka Binding* Ritual creates a permanent area to hold the magick energy. This permanence enables devices to be "recharged" once the energy they hold is withdrawn or used by innate Powers or Castings.

Compare the Dweomercraeft and Alchemy Castings of this same name.

Link Casting Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 8,000 BUCs per Grade of Casting subsequently laid

E/F/M: This Ritual of eight ATs performance Time enables the Heka forger or another persona working in conjunction with that practitioner to link a Casting to an object, thus creating a magickal device. As usual, the object must have been properly prepared for Heka-Forging. Use of this Operation will make innate the Effect from such Casting(s), and it (they) can be activated through a command touch, touch sequence, sound, sound sequence, word, or phrase as determined by the Heka forger or other pertinent individual when this Ritual is performed. Note that it is necessary for the Heka-Forging or associated persona to know the desired Casting so that it can be properly laid upon the subject object after the completion of this Ritual. A Special Success will have some increase in the Time, Area, Distance, Effect, Force, or Material of the innate dweomer, providing it is successfully laid, at the gamemaster's option. A Special Failure will ruin the object and all Heka and Materia devoted to it will be lost.

Link Mask Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 1 enchanted item — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 8,000 BUCs per Grade of Casting masked

E/F/M: The *Link Mask* Ritual requires eight Action Turns of performance to complete. The Effect allows the practitioner to forge a magickal mask upon an item, blocking attempts to detect Heka and/or negating attempts to identify the object's magickal powers and command words/phrases. However, any aural sight ability of superior power will certainly note the strangeness of the masking Force.

Casting Grade IX

Link Spirit Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil
Materia Cost: 900 BUCs per M TRAIT point to be contained

E/F/M: This Ritual of nine ATs performance Time is quite powerful in that it enables an object to hold the spirit of an intelligent animal, elemental force, or even that of a persona or Preternatural creature or being. Devices so enchanted become truly intelligent, and possess the Mental and Spiritual TRAITS and capacity of the spirit (K/S, Powers, etc.), such TRAITS also creating Heka on a 1-for-1 point basis if the object otherwise has Casting dweomer and Heka-storage capacities already within it.

Note, however, that an unwilling spirit must be coaxed or forced into the item, using Castings or other Powers. The use of a Pentacle or Pentacles is usual when this Ritual is enacted. A truly hostile spirit with any potent ability is certainly undesirable!

Such spirits, creatures, or beings can possibly be released from the item only if the would-be liberator first utilizes the *Unbinding* Casting (q.v.), and then successfully rolls in a K/S vs. K/S contest pitting SMCap against the spirit's SMCap. If the practitioner succeeds, the bound spirit is ejected from the object.

Permanence Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 9,000 BUCs per Grade of Casting to be made permanent

E/F/M: This Ritual Casting requires nine Action Turns and is used to bind permanently any single enchantment, ability, bonus, etc., to the Heka-Forged object. It creates a Resistance to any dispelling or negation of the object's dweomer, so that Castings under 250 Heka points power are not effective. (Heka added by the attacking practitioner to overcome Resistance will count toward this level, of course.)

Note that this Ritual also has an Effect which is the equivalent of a *Heka Binding* Casting (q.v.) upon the object, allowing it to be recharged.

Unbinding Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 900 BUCs per M TRAIT point to be contained

E/F/M: This Casting seeks to unravel the dweomered binding, or shatter the magickal chains, holding infused Heka and/or one or more Heka-engendered Power, or a spirit, to an enchanted device. If the item in question contains more than one Power or capability, or spirit, the practitioner may wish to attempt to undo several (or even all) of these. As shown in the table below, this will increase the Difficulty Rating of the Casting:

Number of Things Bound To Item	*DR Modifier*
1	0
2	+1
3	+2
4 or more	+3
Spirit(s) included	1 DR worse (+1)

Herbalist Archetypical Castings

43 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Auraread Spell	Botanomancy Spell
Chiromancy Spell	Detect Poison Charm
Healing Poultice Spell	Love Potion Spell

Grade II Castings

6 Total

Base Heka Cost: 35

Detect Disease Spell	Identify Disorder Spell
Identify Poison Cantrip	Parasitesrid Cantrip
Pestrid Cantrip	Sleep Potion Formula

Grade III Castings

6 Total

Base Heka Cost: 50

Adjust Chi Ritual	Herbal Poison Formula
Ointment of Speed Formula	Paralyzing Oil Formula
Resist Disease Formula	Resist Poison Formula

Grade IV Castings

6 Total

Base Heka Cost: 75

Animal Attractant Formula	Identify Potion Charm
Minimize Poison Spell	Ointment of Strength Formula
Painkiller Formula	Spikesprout Charm

Grade V Castings

6 Total

Base Heka Cost: 100

Antitoxin Formula	Flying Potion Formula
Healing Infusion Formula	Hekaberry Spell
Oil of Infection Formula	Truth Serum Formula

Grade VI Castings

5 Total

Base Heka Cost: 125

Add Chi Ritual	Arrest Disease Spell
Neutralize Poison Spell	Oil of Invisibility Formula
Psychic Infusion Formula	

Grade VII Castings

4 Total

Base Heka Cost: 150

Beast Repellant Cantrip	Effluvium of Delusion Formula
Mystic Oil Formula	Powercrystal Spell

Grade VIII Castings

2 Total

Base Heka Cost: 200

Balm of Regeneration Formula	Elemental Oil Formula

Grade IX Castings

2 Total

Base Heka Cost: 250

Effluvium of Æthereality Formula	Rejuvenating Draught Ritual

HERBALISM

Castings of the *Herbalism* K/S are used for the betterment of the well-being and health and vigor of living things. They are also to mix, brew, or otherwise create potions, concoctions, oils, powders, and other magickal substances. As opposed to those magickal Operations performed by alchemists, the substances produced through Herbalism Castings are frequently derived from living or dried flora, typically augmented by Mundane/Material or Preternatural forces. Thus, herbal potions and substances have more to do with life, healing, and curing than with the Elements or the Laws of Magick connected to higher planes/spheres—although by using the proper reagents, some advanced potions can be made.

Herbalism Castings are not necessarily or absolutely tied to any ethos in particular, although those who employ this ability tend toward the benign, so substances created through this K/S can just as easily poison, cause disease and/or death as cure them, albeit the intention behind this ability is, again, beneficent, not baneful.

Special Note Regarding Herbalism Castings: The duration of Formulas that are used to create Heka-imbued substances such as potions, oils, and the like is listed as "Special." This is because such substances will typically last for an indefinite period of time if stored properly in sealed containers. However, once the seal is broken, the reagents will begin to break down and their power will fade with time. Typically, for every day after the substance becomes exposed to air, there is a 1% cumulative chance that the substance will lose all magickal properties.

Casting Grade I

Auraread Spell:

Time: 1 CT
Area: 1 living subject
Distance: Sight to 1 foot/STEEP
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer's Effect enables the herbalist to discern the outstanding aural qualities of any living thing, but only in respect to general nature. This Casting enables the practitioner to do any one of the following through its Effect:

(1) Scan the aura of the subject for Heka, determining thereby if there is none, a small amount, a moderate amount, or a large amount.

(2) Look at the subject and see if it is basically well and sound or sick and/or injured.

(3) Examine the aura of the subject so as to have some idea as to whether it is beneficial, neutral, or baneful.

Botanomancy Spell:

Time: 1 CT/STEEP
Area: 1 subject
Distance: 1 foot
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell divines the true identity of a single Mundane or Preternatural herbal substance, either in natural or processed form. Such a positive identification allows the caster to verify its suitability for use as possible reagents. It requires one BT to subject the herbal substance to the scrutiny of this dweomer, and mixed substances will require one BT each, so the Time duration might disallow the examination of many specimens even for an herbalist with considerable STEEP.

Chiromancy Spell:

Time: Instantaneous
Area: 1 subject
Distance: Touch
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: *Chiromancy* is a Spell which diagnoses the nature of any Mundane physical problems, illnesses, or ailments of one subject. Thus, it will detect

poisons, diseases, etc. of normal sort, although it will not necessarily detail the exact nature of the harmful substances, organisms, etc. present. For example, poison noted might be toxins from a bacterial/parasitical infection/infestation. This general information provides the herbalist with some indication of the possible treatment or cure, or alerts the practitioner to the need for further Castings required to pinpoint the problem, aiding in the determination of treatment.

Detect Poison Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: This Casting enables the herbalist to determine the presence of any Mundane, Preternatural, or Supernatural poison or similar toxic substance within a subject. The dweomer will reveal how the poison was administered or came to be in the subject. The caster is otherwise unable to determine the identity of the poison, its STR rating, but in many cases this Spell will be adequate as a positive diagnosis.

Note that this dweomer will work to discover poison on or within a non-living subject.

Healing Poultice Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 120 BUCs

E/F/M: Through this Spell, the herbalist enchants a prepared poultice (from such healing herbal substances as the herbalist must have on hand), which will immediately heal minor Physical damage, and allow any remaining damage to heal at twice the normal rate. The practitioner rolls 2D6 to determine the point amount of PD thus healed. Note that the healing from this Casting does not affect poison or disease of any sort. Subjects who have been poisoned or exposed to a disease as a result of their wounds will still suffer any effects of these.

Love Potion Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 potion of 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 100 BUCs

E/F/M: The *Love Potion* Spell enchants a simple potion using the Magickal Law of Sympathy. The potion will affect the creature who consumes it by causing it to become enamored of, or attached by filial or brotherly love, to the first living thing seen after the potion is ingested. The extent of the Effect is similar to the power of the *Magnetism* K/S Area, and will begin to fade slowly in intensity after a a period in days equalling the herbalist's STEEP in this K/S Area.

Casting Grade II

Detect Disease Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: This Casting will allow the persona to determine the presence of any Mundane, Preternatural, or Supernatural disease within a subject. The caster can determine the identity of the disease, know its effects and contagiousness (STR/CON-R), and whether or not it is Heka-induced (though it will be unlikely that the exact source will be known, especially if the disease was acquired through normal contagion). This will enable treatment of appropriate sort.

Note that this dweomer will work to discover disease vectors of a non-living sort, so that contagion potential from objects or places can be determined.

Identify Disorder Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: Through this Spell, the herbalist is able to positively identify the presence and type of any Mundane or Preternatural Mental disease or disorder, whether Heka-induced or not. Such knowledge will enable the caster to determine the correct method of treatment. This Casting will not identify Supernatural disorders of the mind.

Identify Poison Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: Through this Cantrip, the practitioner is able to positively identify the presence and type of any Mundane, Preternatural, or Supernatural poison, its likely method of entering the subject's system, and its Strength (STR) rating. Such knowledge will enable the herbalist to determine the correct antidote and method of treatment. This Casting will also identify Entital poisons, but cannot provide the caster with sufficient knowledge to determine the required cure.

Parasitesrid Cantrip:

Time: Instantaneous or Special — *Other Heka Costs:*
Area: 1 dose Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 20 BUCs

E/F/M: The infusion, ointment or balm (herbalist's choice) enchanted through this Casting will destroy most internal parasites (worms, mites, etc.) if ingested, or when applied to the skin will kill insects outright on contact, and will repel fleas, ticks, horseflies, and other small insects/arachnids/myriapodia. The effects are instantaneous with respect to the infusion taken internally. Once either the ointment or the balm is applied to the subject's exposed skin, its repellant effect will last for one hour for every 10 STEEP points of the caster. Note that even giant-sized insects/arachnids/myriapodia will be affected. If the ointment/balm is used as a weapon poison, there will be one application per 10 STEEP of the herbalist, and each application will inflict an extra 2D6 PD to the subject insect/arachnid/myriapod. In regards to repelling effect, the Time duration will be reduced by the relative size of the subject.

Pestrid Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 20 BUCs

E/F/M: This Cantrip enables the herbalist to enchant floral substances so as to form a fumigant that will repel insects, arachnids, and/or myriapodia of all sorts for the Time indicated in an Area of Effect commensurate with the practitioner's ability. The herbage must be set alight, and it will then smoke and create a thin, nearly invisible haze over the Effect Area. This smoke will be sufficient to drive off even giant-sized insects for a reduced duration in relation to their abnormal size.

Sleep Potion Formula:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 dose of 1 ounce — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 20 BUCs

E/F/M: The potion created through this Formula Casting will cause one subject, with up to as many Physical TRAIT points total as the herbalist has

STEEP points, to become drowsy within 2D6 CTs Time, and instantly thereafter fall into a deep sleep. Of course, the potion must be ingested, but because it is almost odorless and nearly tasteless, and a single dose is only about one ounce in volume, it is easy to add to another liquid. The Effect will last for one hour for every 10 STEEP points of the herbalist, plus one AT additional period for each factor of the potion in excess of the subject's M TRAIT.

Multiple doses of this liquid can be combined so as to affect more powerful subjects or to keep one asleep for an extended period.

Casting Grade III

Adjust Chi Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 30 BUCs

E/F/M: The completion of this Ritual requires three Action Turns of performance with the subject a central part of the Casting. This dweomer enables the practitioner, through external and internal application of herbs to aid the whole of the individual's systems. The resulting Effect is to add 1D3 to each TRAIT, restoring damage sustained and balancing losses between Mental, Physical, and Spiritual damage to a like extent (1D3 from stronger to weaker), or else otherwise adding a false total to a TRAIT or TRAITS, and lending 3D3 points of personal Heka as well, for as many ATs duration as the herbalist has STEEP points.

Herbal Poison Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 dose of 1 ounce — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 30 BUCs

E/F/M: Using this Formula, the herbalist can create a lethal poison whose deadly form can be either powder or liquid. The liquid is colorless, nearly odorless, and almost tasteless. It can, for example, be introduced to a subject by being mixed with a drink or falsely labeled as another, beneficial potion. The rust-colored powder, also almost tasteless and nearly odorless, can be stirred into drinks or broth, for example. Either form has a Strength Rating (STR) equal to the caster's STEEP in points. The time Effect Rating of either form is as short as one AT minus the herbalist's STEEP point total in CTs—with a one Critical Turn minimum—or a period up to as long as the practitioner's STEEP in ATs. For more information regarding the STR and effects of poisons, please refer to Chapter 12 of the **Mythus** book.

Paralyzing Oil Formula:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 dose of 10 ounces — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 30 BUCs per ounce

E/F/M: This Casting creates a slippery, metallic-appearing oil which, when brought into contact with exposed flesh, will cause the subject to become completely paralyzed within 2D3 CTs. The oil's full effect lasts for a number of hours equal to the herbalist's tens of STEEP, with less than the full dose causing proportionately less paralyzation. It otherwise causes no lasting harm.

Note that if this stuff is poured, sprayed, thrown, etc. at a target, the attacking device or attacker must have a *Combat, Missile Weapons* rating to determine if a hit is scored. The GM will then decide on what sort of Exposure roll a target subject (or subjects) will have to make—1D3 for least possibility (multiple subjects) to 1D10 or even 1D3+7 for a "can't miss" situation.

Ointment of Speed Formula:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 300 BUCs

E/F/M: One Battle Turn after being applied to the soles of the feet, the ointment created by this magickal Formula enables the subject to move at double the normal rate, gain an Initiative bonus of –10, and have twice the normal attack rate. The magickal quickness conferred through use of the ointment lasts for as many CTs time as is indicated.

Resist Poison Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 dose vs. 1 specific poison — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 30 BUCs

E/F/M: This Formula magickally charges an infusion, providing the subject who drinks it with the ability to withstand all effects from a specific type of poison named by the herbalist as the dweomer was activated, for a period indicated by the Time duration noted above. Note that the poison itself is not neutralized, and the individual utilizing this infusion can be subject to the full effects of the poison if its Strength is not diminished over time or some other means, or if it is a time-delayed poison.

Resist Disease Formula:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 dose — *R&D:* Nil
Distance: Touch — *Other:* 1:1 D STR R
Materia Cost: 30 BUCs

E/F/M: The prepared infusion which is enchanted by this Formula enables the subject to resist contraction of most forms of disease. The dweomer's Effect will protect against diseases of 50 STR or less, and the herbalist can increase the level of Resistance by channelling additional Heka at the time of activation of the Formula. For every additional point of Heka that the caster expends when activating the Casting, an additional point of STR will be countered. Note, however, that while not itself subject to the resisted disease, a creature might be a vector, carrying a contagious disease.

Casting Grade IV

Animal Attractant Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 furlong diameter/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 40 BUCs

E/F/M: When spread upon creatures or surfaces of an area of about one square rod, the oily contents of the gallon of liquid dweomered of this Casting will attract animals of carnivorous and omnivorous kind from the Effect Area noted. The nearest will appear in 1D6 Action Turns Time after the *Animal Attractant* is exposed to the surface determined. Thereafter, a few more will appear each hour to the Effect's duration. Note that the responding creatures will be wild, and none of these animals will be friendly or tame. In a semi-civilized or very barren area, no more than 2D3 animals will appear. In normal wilderness, 1D3 animals per hour will be attracted. In regions teeming with wildlife, 3D6 per hour will come.

Identify Potion Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject potion — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: Through this Charm's dweomer, herbalists are able to instantly

identify with such assurance as is commensurate with their STEEP in *Herbalism*, tested at a DR of "Easy," the type of a Mundane potion, or at a DR of "Moderate" for a Preternatural potion, and at a DR of "Routine" (×1.5) for a Supernatural potion. Note that until a successful dweomer is laid upon the subject potion, the type and Heka utilized in the liquid....

Minimize Poison Spell:

Time: Instantaneous
Area: 1 dose of 1 ounce
Distance: Touch
Materia Cost: 40 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The magickal draught engendered as a result of this Casting's Effect will serve to reduce to the minimum amount damage caused by any single poison, slowing the effects until proper treatment can be found. This includes poisons which are of a time-delay nature, and those of staged damage, although the latter type will cause their minimum damage in each and every stage. In regards to poisons with a fixed Strength (STR) rating, the dweomer of the draught will cut the damage to one-tenth, but the time will be extended by a factor of 10 likewise, and there will be that many more stages of damage, too. Such toxins must be countered by antidote or some more powerful Heka-related neutralization agent.

Additional doses of this liquid do not further aid the subject or reduce poison effects.

Ointment of Strength Formula:

Time: 1 AT + 1 BT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 400 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This magickal formula creates a thick, white balm that engenders a temporary increase in the user's strength. One hour after rubbing the ointment onto the shoulders and arms of a subject, that individual will gain a bonus of 10 points each of PMCap and of PMPow, not to exceed 30 in either ATTRIBUTE in any case, for a period of ATs commensurate with the herbalist's skill. On the expiration of this time, however, the subject will suffer a *loss* of 5 PMCap and PMPow points for a like period Action Turns.

Painkiller Formula:

Time: 1 AT/STEEP
Area: 1 dose of 12 ounces
Distance: Touch
Materia Cost: 40 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This enchanted concoction will render a general anaesthetic Effect upon the subject who ingests it. The individual will gain a false P TRAIT addition of 4D3 points, which will be removed in calculating PD sustained before any actual harm comes to the subject. The subject will feel no pain from actual Physical damage of any sort, and so will not be aware of actual bodily well-being, but will suffer a 25% penalty to all rolls based on Mental Reasoning and Mental Mnemonic CATEGORIES. No more than one application of this drink will be effective at a time.

Spikesprout Charm:

Time: 1 CT/STEEP
Area: 1 cubic foot/10 STEEP
Distance: 1 rod/10 STEEP
Materia Cost: Nil
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When activated, this Casting's Effect causes clusters of needle-pointed thorns or spines to spring from all directions on selected wooden items and surfaces. Each and every creature or persona coming in contact with these sharp spikes will suffer 4D3 points of Piercing Physical damage, modified by armor and Heka protection, as applicable, of course. This Charm is especially nasty when cast upon wooden furniture, armor, or weapon handles.

Casting Grade V

Antitoxin Formula:

Time: Instantaneous
Area: 1 dose
Distance: Touch
Materia Cost: 50 BUCs
Other Heka Costs:
R&D: Nil
Other: 10:1 poison antidote

E/F/M: The simple liquid created through this magickal Operation will serve to completely neutralize the effects of all Mundane and Preternatural poisons, including those inhaled (gases) of 50 STR points or less. For each 10 points of the herbalist's STEEP in this K/S, and/or for each additional 10 points of Heka channelled by the caster at dweomer activation, the power of the antitoxin is increased by 1 STR point. The liquid can be drunk and, in the case of contact poisons, also applied directly to the poisoned area. Because the practitioner does not usually know the STR rating of a poison, it is always safer to administer too strong a *Antitoxin* simple than a too weak (and thus useless) one.

Flying Potion Formula:

Time: 1D10 ATs + 1 BT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 500 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Casting's dweomer, the herbalist is able to concoct a potion which confers the magickal power of flight upon the subject who imbibes the liquid. The duration of such a potion's effects is always variable, so the subject consuming the potion will never be certain of the exact period of the Time duration.

Healing Infusion Formula:

Time: Instantaneous
Area: 1 dose
Distance: Touch
Materia Cost: 250 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The Heka-bearing infusion created through this Formula restores immediately 5D6 (5-30) points of Physical damage to the subject who drinks it.

Hekaberry Spell:

Time: 1 day/10 STEEP
Area: Special
Distance: Touch
Materia Cost: Nil
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Hekaberry* Spell imbues a quantity of edible berries with magickal energy, enabling the herbalist to store Heka for later use. The caster stores 1 Heka point in each berry via casting this dweomer, and so infuses as many berries as she or he possesses points of *Herbalism* STEEP. These energy-charged berries can be used in creating herbal concoctions or drawn upon as a General Purpose Reservoir.

Oil of Infection Formula:

Time: Special
Area: 1 dose
Distance: Touch
Materia Cost: 50 BUCs
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Otherwise appearing as *Oil of Invisibility* (q.v.), the nasty substance generated by this Casting actually causes the user to become stricken with a potent and highly contagious disease. Within 1D3 Critical Turns after applying the substance, such subjects will develop hot flashes, their noses will begin to run, and they will begin sneezing uncontrollably (infecting others nearby,

most likely). The disease has a Contagiousness Rating of 50, a STR of 50, and causes a total of 50 points of damage over a period of 1D6+6 hours.

Truth Serum Formula:

Time: 1 BT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 50 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting's Effect generates a thick, sweet syrup which generally resembles honey, although the coloration can range from pale yellow to a dark sepia. When consumed by a subject, this substance begins immediately to take effect. For the Time duration indicated, the subject will literally be unable to lie, and will have to tell the complete truth to any who asks a question.

Casting Grade VI

Add Chi Ritual:

Time: Special
Area: 1 subject
Distance: Touch
Materia Cost: 60 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The completion of this Ritual requires six Action Turns of performance, with the subject a central part of the Casting. The Effect of the dweomer enables the practitioner through external and internal application of herbs to add 1D6 to each TRAIT, restoring damage sustained and balancing losses between Mental, Physical, and Spiritual damage to a like extent (1D6 from stronger to weaker), or else otherwise adding a false total to a TRAIT or TRAITS. In either case, this Casting also gives the recipient 6D6 points of personal Heka, this added energy remaining until used or for for as many ATs duration as the herbalist has STEEP points.

Arrest Disease Spell:

Time: Instantaneous & Permanent
Area: 1 subject
Distance: Touch
Materia Cost: 60 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Spell, when cast upon the herbal mixture prepared by the practitioner and then applied to the diseased subject, halts the progress of the infection, negates further damage, destroys the causative of the illness, and prevents further spread of that disease through its Contagious Rating, regardless of how potent it might be. Note however, that any damage suffered by the subject is not healed—there will just be no further effects from the disease.

Neutralize Poison Spell:

Time: Instantaneous
Area: 1 potion of 1 dose
Distance: Touch
Materia Cost: 60 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Spell, the caster is able to create a pale-colored liquid which effectively neutralizes any poison—Mundane to Supernatural. The base Strength neutralized by the potion is 60 plus 1 for each 10 points of the herbalist's STEEP in this K/S Area, plus 1 for each additional 10 points of Heka invested in the dweomer at the time of Spell activation. Because of the considerable power of the antitoxin thus created, it is seldom necessary for the practitioner to invest a large amount of extra Heka to create an antidote with sufficient strength to nullify all toxins. Regardless of how the poison entered the victim's system, this remedy must be consumed internally.

Oil of Invisibility Formula:

Time: 1 BT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 600 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When applied to the forehead and temples of a subject, the Heka-imbued substance created by this Formula confers the Power of Invisibility. No masking of odor or sound is conferred by this dweomer, however. The Effect of the magickal oil begins to work within 1D3 Critical Turns and lasts for a period of ATs commensurate with the herbalist's STEEP. Note that, unlike the Dweomercræft Casting which generates a like condition, rapid movement and combat will *not* negate the effects of the oil, and only after its effects wear off will the subject become visible again.

Psychic Infusion Formula:

Time: Instantaneous
Area: 1 dose
Distance: Touch
Materia Cost: 60 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The golden liquid dweomered through this Formula provides Mental and Spiritual healing to the subject who drinks it. The amount of damage restored is determined by the skill for the herbalist, and is equal to 1D3 points in each of the two TRAITS for each 10 points of STEEP possessed by the persona. Note that only one potion of this type will be effective on the same individual in any week.

Casting Grade VII

Beast Repellant Spell:

Time: 1 hour/10 STEEP
Area: 1 rod diameter/10 STEEP
Distance: Touch
Materia Cost: 700 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When spread upon creatures and/or surfaces within an area of one rod diameter, the silvery powder dweomered through this Casting will deter Beasts and Brutes of Nether and other Lower Plane/Sphere origination, as well as all Mundane predatory animals, repelling them from the Effect Area. This dust causes animals and like neutral subjects to avoid the Area of Effect entirely, and keeps even those who are directly hostile at bay for the Time duration indicated. The herbal mixture created through this Casting equals one pound in weight. Note that if one ounce of the granules contact a creature (Beast or Brute included) from the Netherrealms, the subject so contacted will suffer 1D3 points of Physical damage for each 10 points of the herbalist's STEEP in this K/S Area. (Normal *Combat* K/S ability will generally be required to score a hit thus, although some trap might dust the stuff upon the subject...)

Infusion of Delusion Formula:

Time: 1 AT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 70 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Formula creates a liquid which may or may not, at the herbalist's option, appear as any of the other sorts of herbal potions and concoctions. In fact, the caster can choose to have this potion take on the characteristics of another completely different substance—such as ale, milk, etc. When ingested, this liquid causes mind-wrenching delusions, and thus the subject will immediately be afflicted with an Insanity—roll on the Insanity/Madness Table (see Chapter 12 of the **Mythus** book), to determine its effect. The subject will be afflicted with the resulting Insanity for a period of hours as indicated above.

Mystic Oil Formula:

Time: 1 AT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 700 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The substance created by this Casting appears to possess a crystalline hue; and, if examined closely, it will display a faint, multicolored play, an iridescence. If the oil is applied to the middle of the subject's forehead, it will confer the ability to detect Heka and invisible things (whether spirits, NPM,

PPM, Æthereal, caused by Heka, etc.). In addition, it enables the subject to see the auras of creatures and beings and most other things. (See any of the *Aura Reading* Castings.)

If the subject possesses STEEP in the *Mysticism* K/S Area, the oil will also provide the persona with a temporary bonus of 10 points. The effects of this substance last the number of hours indicated by the herbalist's STEEP.

Powercrystal Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 700 BUCs

E/F/M: This dweomer enables the herbalist to Heka-charge a crystal so that, for the Time duration indicated, it can be employed for any one of the following purposes:

(1) To serve as a repository for any other Herbalism Casting or Castings of Grade V or lower, whose total Heka Cost is equal to or less than 100 points. Any one Casting's dweomer so carried in the crystal can be activated instantly (in the same Critical Turn) by the practitioner upon mentally willing its Effect. The Casting to be stored in the crystal requires no Heka, but the practitioner must concentrate on it for the length of time commensurate with its type (Charm, Cantrip, etc.).

(2) To serve as a Heka-shield against Mental, Spiritual, or Heka-engendered Physical damage, the protection afforded equalling 100 points.

(3) To serve as a general Heka Reservoir of 100 points, able to be used at will for the duration of the dweomer.

Upon full expenditure of its dweomer(s), otherwise at expiration of the Time duration, the crystal becomes dark, flawed, and worthless for any use whatsoever.

Important Note: Two *Powercrystal* stones of the same nature of charge within one rod will negate each other, but differing nature crystals do not have this effect.

Casting Grade VIII

Balm of Regeneration Formula:

Time: 1 month and Special — *Other Heka Costs:*
Area: 1 dose for 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 800 BUCs

E/F/M: This Formula creates a magickal balm which enables bodily regeneration. If used for healing of traumatic wounds, against poisons, diseases, etc., the balm must be applied liberally to the chest and back of the individual, and it will thereafter restore to the subject 1 lost point of Physical damage every BT for half as many ATs time as the herbalist has tens of STEEP. Thus, assuming a practitioner with 81 STEEP, the balm would restore 40 lost PD points to the subject over 20 Battle Turns Time period after application.

The substance will also be effective in the restoration of lost limbs and organs. To perform the regeneration, the damaged limb or organ/organ area (such as an eye socket) must have the balm applied daily for a period of one month. For the substance to be useful thus, it must be used within one month of its manufacture.

For every day after 30 that the compounded Materia has aged, the relative strength of the balm decreases by a random percentage equal to a 1D6 roll. Balm with under 90% strength will be ineffective for major limb or organ restoration. That under 70% effectiveness will not even regrow a lost digit.

Elemental Oil Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 8,000 BUCs

E/F/M: The herbalist performing this Casting is able to create a magickal oil that confers Invulnerability to all forms of Physical damage based upon or drawn from the Elemental forces of Air, Fire, Heka, Water, or Ærth. The power of the *Elemental Oil* created is singular, and the caster must stipulate which sort is being created at the time of Formula preparation and activation. One sort will protect against one Element only. Consumption of two oil concoctions is destructive and dangerous. The admixture will either negate the dweomer of each, or else it will cause the subject to have Susceptibility to one or both Elements. The duration of this Effect is equal to the number of ATs commensurate with the practitioner's skill in this Area.

Heka Elemental Invulnerability is not as broad and can be risky. The oil will confer its dweomer with respect to one sort only of Preternatural magickal energy—Mixed, Negative, or Positive.

If Mixed, then both Negative and Positive Heka will inflict 50% more damage. If Negative, then Mixed causes full damage, and Positive Heka damage is doubled. The same, in reverse, holds true for Positive Heka Invulnerability

Lightning, gas, and wind are of the Element of Air.

Fire and heat are of the Element of Fire.

Water, ice, and cold are of Elemental Water.

Metal and stone are of Elemental Ærth.

Wood is never protected against via this dweomer. Enchanted weapons of stone or metal are likewise not subject to the Invulnerability Effect.

Casting Grade IX

Effluvium of Æthereality Formula:

Time: 9 hours +1 AT/STEEP — *Other Heka Costs:*
Area: 1 dose Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 900 BUCs

E/F/M: The potion created by this Formula enables its quaffer, along with all that persona wears and holds, to become Æthereal at will. The Effect lasts for the Time duration noted, but if the dosage is halved or quartered, the minimum possible amount to be effective, the Effect will be cut to one-quarter or one-eighth standard duration Time. The subject is able to roam the Material or Æthereal Plane/Spheres, and is likewise able to perform as any Æthereal creature would while so attuned. Upon termination of the dweomer's Effect, while moving Æthereally in the Mundane Plane/Spheres or on the Æthereal or Astral Planes/Spheres, the subject will return immediately to Material form upon the Material Plane/Sphere at a location determined by position at the time of expiration. However, if the individual is otherwise on some other plane or sphere, he or she will be brought into Full Physical Manifestation upon that location, and this could be dangerous, if not fatal! For more details, see the Dweomercræft, General, Casting *Æthereal Travel.*

Rejuvenating Draught Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 900×1D6 BUCs

E/F/M: This Ritual requires a full nine Action Turns of performance to complete. Its dweomer creates a potent *Draught* of magickal liquid which restores lost youth/vitality to a single subject who consumes it after having been magickally aged by *Withering* or *Aging* or other like attacks. The amount of aging which is reversed by the dose is equal to only as many years as the herbalist has tens of STEEP, but the *Draught* also heals Mental, Physical, and/or Spiritual damage of up to 9D6 total for all TRAITS extent at the same time, distributing the healing equally in those TRAITS where damage has been sustained. Thus, despite the cost of this *Draught*, several might have to be consumed to bring the subject back to full, normal age and vigor.

MEDIUMSHIP

The function of the Castings of Mediumship is to attract, guide, or summon friendly or neutral spirits to the caster. In addition to those which call out to the spirit world, Castings of this K/S Area also allow for such things as information or abilities from the spirits, providing ectoplasm to the attracted spirit, as well as alerting and modestly protecting the medium from possible harm.

Since the Castings of Mediumship provide no means to bind or command spirits brought to the vicinity of the practitioner, it is usually well-advised that the caster be protected by some other Heka-engendered means from spirit-based attacks should a Special Failure occur—possibly drawing a hostile or antagonistic force.

Medium Archetypical Castings

36 Total

Grade I Castings

6 Total
Base Heka Cost: 20

Ancestral Spirit Formula	Apports Cantrip
Calling Ritual	Contact Other Sphere Ritual
Shade Formula	Spirit Lights Spell

Grade II Castings

6 Total
Base Heka Cost: 35

Levitation Cantrip	Materialization Cantrip
Nature Essence Formula	Reduplication Formula
Soothing Spirit Formula	Spirit Guide Spell

Grade III Castings

5 Total
Base Heka Cost: 50

Goodspirit Ritual	Mental Shield Cantrip
Messenger Spirit Spell	Muse Formula
Plasmaform Ritual	

Grade IV Castings

4 Total
Base Heka Cost: 75

Channel Vision Ritual	Cleansing Spirit Formula
Ghostwriting Spell	Healing Spirit Formula

Grade V Castings

5 Total
Base Heka Cost: 100

Phantom Hand Charm	Spirit Helper Spell
Warding Spirit Formula	

Grade VI Castings

3 Total
Base Heka Cost: 125

Deva Ritual	Spirit Guardian Spell
Tracking Spirit Formula	

Grade VII Castings

3 Total
Base Heka Cost: 150

Haunt Formula	Spirit Hunter Spell
Spiritual Shield Cantrip	

Grade VIII Castings

3 Total
Base Heka Cost: 200

Psychic Shield Cantrip	Spirit's Power Spell
Spirit Warrior Cantrip	

Grade IX Castings

3 Total
Base Heka Cost: 250

Freespirit Spell	Oracular Spirit Ritual
Tesseract Ritual	

Casting Grade I

Ancestral Spirit Formula:

Time: 1 BT/STEEP
Area: 1 spirit
Distance: Centered on caster

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting can be used to summon the spirit form, possibly even a ghost, of a deceased ancestor of the medium or such other persona for whom the practitioner casts this Formula. There is no Difficulty Rating modification, regardless of the spirit to be summoned. Casters need not specify a particular spirit if simply one their ancestors is desired, and the gamemaster should provide the details for a specific spirit or ghost, rolling randomly as needed.

A caster who wishes, however, to retrieve the *Ancestral Spirit* of another persona should know as much as possible about the desired spirit, such as its name, details of its former life, etc. (The GM will supervise and approve such "history.") The table below is consulted for the calling up of another's *Ancestral Spirit*, applying all applicable modifications to any such attempt:

Caster's Familiarity With Spirit	*DR Modifier*
No personal knowledge of subject	+4
Slight familiarity with subject	+3
Moderately familiar with subject	+2
Very familiar/subject well-known	+1
Performed in-depth study of subject	0
Knew subject when alive	–1
Close friend of subject when living	–2

Note that in all cases the spirit must be related to the medium or the one for whom the practitioner casts this dweomer.

Apports Cantrip:

Time: 1 BT minus Special
Area: Up to 1 square/cubic yard/STEEP
Distance: From 1 mile/STEEP

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer allows its casters to summon small items to themselves, and is similar to the Mental Psychogenic power of the same name (see Chapter 10 of this book).

Specifically, it enables mediums to summon to themselves small objects from elsewhere simply by concentrating on the desired object. The time delay between activation and appearance of the *Apports* is one BT less the practitioner's tens of STEEP in Critical Turns. Area of Effect is variable depending on the material summoned, of course, and the medium's desire. Distance is evident.

Apported material can be brought to a desired location by the practitioner consciously materializing the *Apports*. Objects can be brought to the caster's MRPow in feet distant and can then fly around, rain down, lay motionless, or move of their own volition (if any) according to the apporter's desire or by GM-determined probability.

The Difficulty Rating for successful activation of this dweomer depends on the sort of material the practitioner desires to be summoned:

Material Apported	*Difficulty Rating*
Gaseous	Easy
Liquid	Moderate
Mineral solid	Hard
Vegetable, non-living	Difficult
Vegetable, living or dead animal	Very Difficult
Animal, living	Extreme

Other Modifiers	*Adjustment*
Completely unfamiliar and Heka-protected	+3 to DR
Completely unfamiliar and Heka-laden	+2 to DR
Completely unfamiliar and very specific, but only heard a little about*	+1 to DR
Only seen/heard a lot about	No modification
Handled/examined**	–1 to DR
Very familiar†	– 2 to DR
Attuned to caster††	+3 to DR

*Such as for a particular blood type, a key for a certain lock, etc.

**In addition to having seen and/or heard of the item, the caster has tasted, touched, smelled, and/or read enough about it to have acquired some familiarity with it. In the case of a key, the lock would have to be similarly examined.

†Something belonging to the individual or to a close associate which has often been handled by the persona.

††An "attuned" item is one specially prepared by the medium and which none other handles, for if someone else does so, the vibratory "attunement" between the object and the medium is destroyed.

Virtually anything can be made to materialize when using *Apports*, including the following:

Poison gas	Blood	Sand
Noisome odors	Perfume drops	Stone
Smoke	Water	Metal coins
Fog/mist	Ink	Wood
Steam	Acid	Flowers
Oxygen	Paper	Fish
Hydrogen	Crustaceans	Birds
Jewels	Fruit	Animals

Objects to be apported which are a combination of materials use the highest DR: i.e., a knife with a wooden handle is a DR "Difficult," but an ivory handle makes it "Very Difficult" before adjustment.

Calling Ritual:

Time: Up to 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Ritual of 1D3 ATs performance Time is essentially a seance, used to summon a nearby spirit for the purpose of communication and information-gathering. The Non-Physical Manifestation can be a simple Mundane spirit, or a more powerful spirit, creature, or being of Preternatural or even Supernatural sort (GM's choice).

The medium can attempt to coax the attendant spirit being into communicating with those present via devices such as the Oracular Board (see Chapter 12), or even through "channelling." The latter method is potentially very dangerous, since there is no telling what type of spirit will come, and the medium can be Linked automatically should the spirit seek to engage in Mental or Spiritual combat (q.v.). A cooperative spirit will answer two important queries per AT, 1D3+1 per AT if a Special Success is rolled.

Contact Other Sphere Ritual:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Ritual requires one AT Time to perform. Its dweomer allows mediums to extend their Mental faculties to another sphere or plane. The contact is actually a form of extended Mental Link that does not provide combat capability. This extension is used primarily to communicate with other creatures or beings, randomly or specifically selected (rather as if one were seeking an interplanar "pen-pal"). The length of time the practitioner can maintain the Link varies with the relative number of spheres/planes the subject Linked is removed from the caster, as shown below:

Number of Spheres or Planes Removed	*Duration of Link*
Different sphere	8 ATs
1 plane	4 ATs
2 planes or plane/sphere	2 ATs
3 planes/spheres	1 AT
4 + planes/spheres	5 BTs

Of course, the more distant the subject, the greater the possibility of discovering truly different, exotic, and unusual information. A cooperative spirit so contacted will answer two important queries per AT, 1D3+1 per AT if a Special Success is rolled. The veracity of answers is brought into question depending on the ethos of the practitioner and the spirit contacted and/or the plane/sphere of contact. Note that in the case of this Casting, failure and Special Failure mean only that an undesired location is contacted....

Shade Formula:

Time: 1 AT + 1 CT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Formula empowers the medium to summon a shade, the spirit of a deceased human/humanoid being of neutral sort now dwelling on another plane/sphere. If a specific shade is sought, the medium must know its name, and even then there is a chance (failure) that another spirit will appear, unless the caster has not first utilized a *Messenger Spirit* (q.v.) to seek out the intended shade. As usual, the subject of the dweomer will be as cooperative and helpful as its nature dictates and its abilities allow....

Spirit Lights Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell causes a multitude of small (about two-inch diameter), colorful globes of radiance to dance about the medium's head. The caster can control the speed and distance of the multicolored lights at will, and they will continue to weave and dart in hypnotic patterns as long as the persona maintains concentration, for the Time duration indicated. Intelligent and semi-intelligent observers must successfully roll against their MRCap at DR "Hard" or stand and watch the *Spirit Lights* for as long as they spin.

Casting Grade II

Levitation Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Mediums using this Casting are able to cause one item or creature for every 10 STEEP possessed (including themselves) to rise or descend, at will.

It takes only one CT to ascend or descend one yard, so in one Action Turn

the subject could be made to rise 10 yards (taking one BT), remain floating for eight BTs, and in the last BT descend safely to the ground. It is possible to move by pushing off from an object, pulling oneself along, "swimming," and so forth when levitated. Use weightless movement in space as a guideline.

Wind, however, has an effect on a levitated subject. Each five mph of wind speed will move the individual five feet/CT in the direction it is blowing. Thus, a 10 mph wind from the north would blow a levitated persona 10 feet southwards in one CT. By sacrificing from the Time duration one CT per five mph wind speed, the levitator can remain stationary for one BT—i.e., to stay motionless one yard off the ground for one BT costs two CTs from the duration of the dweomer if the wind velocity is 10 mph.

This Casting is otherwise the same as the General Dweomercræft Casting *Levitate* (q.v.).

Materialization Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square/cubic ft./Heka point Special — *R&D:* Nil
Distance: 1 chain — *Other:* Special

E/F/M: This Casting enables the medium to create temporarily a non-magickal item of basic design and functionality. Thus, simple tools and devices can be generated for normal use. Any items, including weapons, so created through the *Materialization* dweomer are of Average Quality. For each cubic foot of volume of the item materialized, the practitioner must expend 1 point of extra Heka at the moment of Casting activation. Thus, for instance, if a ladder of 20 feet length was the Material Effect, about 20 extra points of Heka would be needed.

Compare the Mysticism Casting of the same name.

Nature Essence Formula:

Time: 1 minor service Special — *Other Heka Costs:*
Area: 1 Nature Essence — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: A *Nature Essence* is basically a type of Mundane spirit that is neutral in temperament, and will faithfully provide some form of minor service or information according to its Element and limited ability. Note that the spirit will not remain to serve beyond about one BT per STEEP point of the medium, nor will it be able to go beyond the Distance range noted to perform its service. The Nature Spirit summoned will not engage in combat on behalf of the practitioner in any event, unless an Elementary (q.v.) is accidently brought forth, and in that case it will attack the medium and any associates, not their foes.

This type of creature is relatively uncommon, for most Nature Spirits are usually uncooperative, if not downright hostile and belligerent. The practitioner should still observe caution, for spirits of this sort have little sense of responsibility, and often exhibit indifference and even impish deceitfulness towards those who call upon them. They do, however react favorably to music and those with pure intentions.

Nature Essences conform to the four basic Elements of Air, Fire, Water and Ærth. Mediums can choose to summon a particular type of Nature Essence, if they have has some Materia or Totem linked to a specific Element. Otherwise, the type will be random. Note that while a Special Failure of this Casting indicates that the persona has summoned a hostile Elementary, a Special Success may well bring forth one of the four great beings of this type: Pavana, Lord of Air; Kshiti, Lord of Stone; Agni, Lord of Fire; or Varuna, Lord of Water. These greater spirits might not be pleased to be called up thus, but that depends on circumstances. Time and Distance for these Lords is not a factor, albeit they will be likely to stay only a little while.

Reduplication Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Formula creates an exact (non-magickal) duplicate of an item or thing, naturally occurring or manufactured, the size and complexity of which are determined by the relative skill of the medium, as shown hereafter. Such an object will be physically indistinguishable from the original, although the caster will be able to tell the difference between the original and the Heka-engendered duplicate. Enchanted objects can be duplicated in form only, but the copy will not possess any magickal properties. Such objects will, however, radiate Heka if such is detected for, for all created through the *Reduplication* Casting do so. This is the result of the Casting, not of any Heka-engendered Power or the like.

Medium's Casting Grade	*Size/Complexity of Item/Thing*
I	1 cubic foot/single natural substance
II	2 cubic feet/2 mixed natural substances
III	4 cubic feet/3 mixed natural substances
IV	6 cubic feet/2 worked/alloyed substances
V	12 cubic feet/3 worked/alloyed substances
VI	1 cubic yard/4 worked/alloyed substances
VII	3 cubic yards/5 worked/alloyed substances
VIII	10 cubic yards/6 worked/alloyed substances
IX	1 cubic rod/any substances

Note that food brought into being thus has no nutritional value, although its other qualities will make it seem as if it were real. A few minutes after consuming such substance, the individual having done so will feel empty and hungry again.

Soothing Spirit Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 spirit Special — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Soothing Spirit* Formula brings to the medium's presence a benign spirit. It comes for the purpose of calming and reassuring the practitioner and any associates. If the Casting is successful, the *Soothing Spirit* will bestow Mental and Spiritual armor, or add to existing Mental and/or Spiritual armor possessed by the persona and any associates, 1D6 points in each CATEGORY. At the same time, the dweomer will remove any fear, terror, or the like from the subject(s).

Spirit Guide Spell:

Time: Special — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell enables the medium to draw a spirit from the Preternatural Planes/Spheres. This special spirit will serve as a guide to the practitioner searching for another, specific spirit, such as one which the caster is seeking via *Astral Projection.*

Casting Grade III

Goodspirit Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: Performance of the Ritual Casting requires three Action Turns. This dweomer makes it possible for practitioners to call into their presence a benign and well-intentioned spirit of some sort. A Special Success means that such mediums have managed to locate a ghost or shade of one they knew, possibly well. A success will bring some unknown like spirit, or a benign spirit creature. The helpful spirit can be utilized with such other dweomers as require assistance, including *Channel Vision*, described hereafter (Grade IV). Such a spirit will possibly serve to provide a corporeal form with the needed Spiritual TRAIT it otherwise lacks.

Note that a Special Failure brings a spirit of most malign sort with duplicitous and Evil intent, of course!

Mental Shield Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This defensive Cantrip provides an invisible shield designed to prevent Links for the purpose of Mental combat, or general Heka armor against Mental attacks of any sort. For every additional point of Heka channelled by the medium at the moment of activation of this dweomer, the shield will reduce 1 point of Heka used by an opponent for the purposes of forging a Mental Link or to inflict Mental damage. However, practitioners cannot provide themselves with more shielding than they have STEEP points in this K/S Area. Each point of attacking Heka shielded against by this Casting reduces the protective amount by 1. Furthermore, this protection is singular, non-renewing, and will not function with any other dweomer providing a like or similar benefit.

Messenger Spirit Spell:

Time: Special — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Spell summons a Preternatural Spirit to the caster and allows the medium to give it a simple message to be delivered to another spirit, creature, or being found on the Mundane or Preternatural Planes/Spheres. Note that the spirit to be brought thus must be specified by the practitioner, and the message to be delivered can not be longer than one word per STEEP point of the medium.

Muse Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Formula calls a minor Preternatural Spirit being to the medium's presence to provide insight into a situation or event. The spirit will confer a temporary bonus of 20 points to the medium's Spiritual Psychic CATEGORY score, thus acting as a source of inspiration to the persona. This benefit will then also add a variable amount of STEEP to Spiritual K/S Areas whose ATTRIBUTE(S) are of the Psychic sort, for the Time duration indicated. Each applicable ability will gain 3D6 points during the Time duration.

It is important to note that, should the spirit assisting the medium be driven off or expelled, the dweomer of this Casting is instantly negated.

Plasmaform Ritual:

Time: 1 AT + 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* 1:1 P TRAIT Special

E/F/M: The Casting of *Plasmaform* requires only 1 AT performance time. The purpose of this Ritual is to provide ectoplasm for summoned spirits, assisting their conversion from Non-Physical Manifestation to Partial (or Full) Physical form. The medium automatically provides the subject spirit or spirits with 1 Physical TRAIT point for each 10 STEEP points possessed. For every additional 1 Heka point of Heka channelled by the caster, and 1 point of Physical TRAIT damage accepted, 1 point is supplied toward the Partial or Full Physical Manifestation form of a spirit. Note that at the expiration of the Time duration, all the Physical substance provided by this dweomer is negated.

Physical damage points taken thus by the practitioner are restored only after the spirit or spirits depart. The medium then regains 1 for each AT of time resting, 2 if sleeping, until the TRAIT total is back to its normal level

Casting Grade IV

Channel Vision Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: 1 league/STEEP Special — *Other:* Nil

E/F/M: The Ritual is one which requires only a single AT of performance Time to complete. This dweomer opens a channel between the medium and such other spirit as is present and thus identified by the practitioner at the time the Ritual is activated. The spirit, travelling in the Mundane, Æthereal, or otherwise, then conveys to the mind of the medium all that it sees and hears for the Time duration noted. Material Plane experience has a limited Distance, but on other planes/spheres there is no such constraint. There is some considerable danger, however.

Should ill befall the spirit to whom the caster has a channel, the medium will experience that distress, and whatever Mental and/or Spiritual damage is suffered by the linked spirit will likewise be inflicted upon the practitioner. In addition, certain sights and sounds, particularly those of the Netherrealms and the Entital Planes and Spheres of Evil or Good could well unhinge the mind or damage the soul of the caster. If such places are determined as the destination for the spirit, the gamemaster will judge the results, with a base of at least one roll against the appropriate CATEGORY or TRAIT for each and every new (first time) plane/sphere so experienced by medium, and likewise for any horrific or beatific creatures or beings encountered thus.

Cleansing Spirit Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The spirit summoned via this Casting's dweomer is of a like ethos to the medium, and it will draw away all undesired Material and Preternatural influences that are currently affecting the caster's aura. This includes the negation of minor Heka-engendered Effects, Grade I or that equivalent.

Ghostwriting Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: Through this Spell, a medium calls upon a deceased human's spirit to give assistance. A writing instrument and surface must be on hand. The practitioner then goes into a trance state, holding the writing instrument above the surface to be written on. The attracted spirit then acts. The Material Effect will be some form of message with desired information: a name, a map, a hint, a warning, or perhaps even some text relating to a Casting.

Healing Spirit Formula:

Time: Special — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting's Effect summons an intelligent force from the Positive Plane, capable of healing up to 4D6 points of Mental, Physical, or Spiritual damage suffered by the medium. This ability is usable but once, whereupon the spirit will take its leave of the medium and return to its own place.

Casting Grade V

Phantom Hand Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer summons a weak Phantom Spirit to the medium's presence. Being totally non-corporeal, the Phantom cannot do anything Physical, but it can and will lend whatever illusory service it can to the practitioner. The spirit can take on any appearance it wishes—or is asked to by the medium—that which looks human or otherwise, as long as the form projected is no more or less than about twice or half human normal size. It can make itself appear exactly the same as the medium, or as one other persona, although it will not mimic their actions perfectly, if at all. However, it can adjust its appearance as to appear to do things, fight, take damage, etc.

Note that, in full daylight, this spirit's illusionary form will be semi-transparent. Its illusion will not register in the infrared or ultra-violet light spectrums.

Spirit Helper Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* 1:1 P TRAIT Special

E/F/M: The Ærth Spirit brought forth through this Formula is capable of assuming a Partial Physical Manifestation of 101 points with a PMPow of 15. It will not engage in combat or do anything other than labor at the direction of the practitioner. If attacked, the spirit will return to its plane/sphere. It must operate only within the Distance indicated. In addition, however, the spirit has a limited form of *Telekinesis*, usable up to one chain from its own position, and is able to move objects with a weight equal to one-half its PPM value. Thus, the spirit can move items weighing 50 pounds or less.

Note that, should the caster and any others present contribute ectoplasm to the spirit, the spirit's PMPow increases by 1 for each 6 so given, and the amount of weight telekinetically affected increases. For each additional 1 point of Heka channelled by the caster, and each additional 1 point of Physical damage that persona or an associate accepts, the spirit is supplied with 1 point toward its Physical form. No more than 161 points can ever be possessed by such a spirit. Note that at the expiration of the Time duration, all the Physical substance provided by this dweomer is negated.

Physical damage points taken thus by the practitioner and/or any associates are restored only after the spirit departs. The medium and any others then regain 1 Physical TRAIT point for each AT of time resting, 2 if sleeping, until the TRAIT total is back to its normal level

For more information, see the *Mediumship* K/S Area description in Chapter 11 of the **Mythus** book.

Warding Spirit Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Formula brings a spirit to its casters for service as a sentinel, while such practitioners sleep, rest, or pursue such other activities as otherwise occupy their attention and prevent them from being alert. It will guard one subject only, noting any threat to it within the Area indicated. The subject of the spirit's watchful attention can be the caster, another person, or some other object or creature. Stationary or in motion, the watchful force will guard its subject. The spirit will immediately alert the caster should some creature or event, including the intrusion of Heka, threaten to disturb the subject of the warding.

Casting Grade VI

Deva Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 Deva — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The completion of this Ritual takes five Action Turns of Time. A Deva is a powerful Supernatural being from the Concordelysian Plane. All are either of Sunlight, Moonlight, or Shadowy Darkness Ethos. When summoned by a medium, the Deva will usually provide any reasonable information the caster desires, but will not perform any other service unless such a task is also beneficial to the Deva's ethical standards or interests.

The abilities, attacks, and Powers of any form of Deva are as follow:

Evil/Nether/Pandemonian-oriented creatures and beings must make a morale check vs. their SMCap at DR "Hard" or flee in panic to avoid looking at/confronting it.

It can lay Dweomercræft, Exorcism, and Priestcræft Castings as if possessing 100+7D10 STEEP, and with Heka equal to 20 times combined M and S TRAIT (around 8,000 points).

It can perform *Thought Reading* of surface thoughts of any creature or being within sight, unless such subjects are protected by a thought shield.

It can *Detect Non-Corporeal, Invisible, Secret,* and/or *Hidden* creatures, beings, or things.

It can *Bestow Power* of usual (minor) sort upon one of like ethos.

Powers according to the ethos of the Deva are as follow:

Sunlight: Illumination equal to full sunlight in 70 foot diameter. *Empyreal Energy* which dispels all shadows for seven BTs and negates Entropical influence for seven CTs.

Moonlight: Evil-weakening *Mist* in a 70-foot radius, the cloud draining 7 points of Mental and Physical TRAIT each CT from each subject of Preternatural or Supernatural sort within its area.

Gloomy Darkness: Displacement of up to seven feet, regardless of how the opponent sees or perceives the Deva, Mentally, Physically, Spiritually, or by some other Heka-enabled means. *Spiritual Harpoon* which enables the Deva to affix an opponent with lower S TRAIT than itself to the spot on the CT of its operation, and thereafter draw the subject closer by seven yards each successive CT until within 1 yard of the Deva; initial Spiritual damage being 3D6+3, subsequent 1D6+1 per CT until within one yard.

Base Scheme (+/– 1D20/1D3):

M: 200, EL: 160		P: 200, CL: 180		S: 200, EL: 160	
MR: 100	MM: 100	PM: 100	PN: 100	SM: 100	SP: 100
MRCap: 40	MMCap: 40	PMCap: 40	PNCap: 40	SMCap: 40	SPCap: 40
MRPow: 25	MMPow: 25	PMPow: 25	PNPow: 25	SMPow: 25	SPPow: 25
MRSpd: 35	MMSpd: 35	PMSpd: 35	PNSpd: 35	SMSpd: 35	SPSpd: 35

Devas are from the Concordelysian Plane and Spheres and called or summoned to service through Heka-application. Only lesser ones are called to the medium's vicinity, of course, for the more potent have other responsibilities and duties. Beings of this nature are much more powerful than most Preternatural sorts in that the latter typically have attack forms which are not greatly effective against them.

A Deva is armed with a "shield," "long sword," and 1D6+1 "javelins." The "shield" is of Heka-energy and absorbs 100 points before being negated. The "long sword" is a force of positive energy, which is enchanted in that it is Heka-engendered, has a Speed Factor of –10 and 7 Weapon Points, and does 7D6+7 PD (negating all armor save that of enchanted or Heka-based sort). The "javelins" are energy bolts which can be hurled up to 100 yards distant, have a 10 yard by one yard strike path, and inflict 7D6+7 Electrical PD of Positive sort on all within the strike path area. BAC for a Deva is 70.

Devas are invulnerable to non-enchanted/non-Heka-based attack forms, disease, poison, fire, electricity, chemical, and cold of Preternatural or Supernatural sort, and also to direct Positive energy.

Armor Scheme

Area	*Pierce*	*Cut*	*Blunt†*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	40	40	*	*	80	*
Super	30	30	30	*	*	60	*
Vital	20	20	20	*	*	40	*
Non	10	10	10	*	*	20	*
Average	25	25	25	*	*	50	*

*Invulnerable to all but acids.

†Applies to Impact damage as well.

Spirit Guardian Spell:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Similar to a *Warding Spirit*, this intelligent force is capable of assuming Full Physical Manifestation form of 150 P TRAIT points, as well as possessing minor offensive Heka Castings of its own. It will have Grade I, plus one to three (1D3) higher Grades of Castings of *Dweomercræft* K/S sort, castable as if it had 50 STEEP

and with 500 Heka points in reserve to accomplish its ends. The medium will be aware of the spirit's Casting potential and what Castings it can employ. (The player must write up a list, and after the GM approves it, with whatever alterations decided to be necessary, the player will act for the spirit, playing its part.)

The Formula's activation brings the spirit to the medium for service as a guard, while the practitioner sleeps, rests, or pursues such other activities as otherwise occupy his or her attention and prevent the persona from being alert. It will protect one subject only, noting any threat to it within the Area indicated. The subject of the spirit's watchful attention can be the caster, another person, or some other object or creature. Stationary or in motion, the watchful force will guard its subject. The spirit will, through Mental warning, immediately alert the caster should some creature or event, including the intrusion of Heka, threaten to disturb the subject of the warding. It will then assume PPM so as to be able to use its own Heka Castings to keep the threat at bay or eliminate it. It will not engage in Physical combat.

Tracking Spirit Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Through the dweomer of this Formula, the medium attracts and calls into service a special intelligent force for tracking the movements of one specified subject. This *Tracking Spirit* is able to follow another spirit and creature or being with Partial or Non-Physical Manifestation, or ability to assume such, regardless of where that subject goes—including through other planes and/or spheres. At the end of the Casting's Time duration, the spirit will return briefly to the medium, informing the caster of the past movements, current path, and probable location of the quarry.

Casting Grade VII

Haunt Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Casting calls a neutral but malign-natured spirit from the Entropical Plane to negotiate with the medium. Such a creature is called a Haunt, and it is described more fully hereafter. It can remain on the Material Plane/Sphere for no longer a duration than indicated by Time. It is confined to the indicated Area while on the Material Plane/Sphere. The spirit is in no way committed to help the practitioner, but it will listen to an entreaty, and bargain with the caster. If an arrangement is reached with the spirit, it might agree to do anything from lurking in an area for a specified time and frightening away intruders to mentally tormenting a sleeping victim.

Haunt

Base Scheme (+/– 1D3×1D6):

M: 150, EL: 120		P: 30, CL: 27		S: 90, EL: 72	
MR: 100	MM: 50	PM: 20	PN: 10	SM: 30	SP: 60
MRCap: 60	MMCap: 30	PMCap: 8	PNCap: 4	SMCap: 15	SPCap: 25
MRPow: 30	MMPow: 15	PMPow: 8	PNPow: 4	SMPow: 10	SPPow: 25
MRSpd: 10	MMSpd: 5	PMSpd: 4	PNSpd: 2	SMSpd: 5	SPSpd: 10

A Haunt is a malign-natured, but not always totally Evil, spirit from the Entropical Plane which is brought to the Material Plane/Sphere through some great mental suffering, or else called or summoned by a practitioner.

A Haunt feeds vampirically on mental anguish, suffering, fear, etc. When such feelings and emotions are present, the nearby Haunt will play upon them. This causes all within one rod of the spirit to suffer 1 point each of Mental, Physical, and Spiritual damage per AT per 100 Mental TRAIT points of the Haunt. This process meanwhile increases the Haunt's own TRAIT totals accordingly. Otherwise, the Haunt will send nightmares and evil dreams and fantasies to those within its range. Any subject failing to succeed in a roll versus Mental Reasoning CATEGORY at DR "Hard" will then begin to feel nervous, jittery, fearful, and so forth, meanwhile suffering from the nightmares, and also taking damage as indicated above. Sanity checks must be made when a subject's M or S TRAIT is brought to EL or lower. Anyone actually slain by such process becomes an *Apparition* (q.v.), or a hapless ghost if not of Evil nature.

Thus, the Haunt is useful for for invisibly protecting an area, or else as an insidious assailant. It can, of course, pass through material objects when without FPM. While a subject is within range of the Haunt's radial area, there is no escaping it! However, these spirits are basically untrustworthy and malign, so at best a Haunt must be considered dangerous even to the one calling it hither and bargaining with it!

In Physical combat, the PPM Haunt will cause fear by its appearance, and those seeing one and failing their roll against MR CATEGORY at DR "Hard" will flee in panic for 1D6 ATs time. A Special Failure means paralyzation with fright, and inability to move for 2D6 CT (but then, if able, running away for their life), meanwhile suffering 2D6 each M, P, and S damage per CT. If the Haunt is in FPM, thus subject to Physical damage, the effect is that of PPM, plus the touch of the Haunt inflicts 1D3 M, P, and S damage, meanwhile *Aging* the victim 3D3 years.

Armor Scheme: A Haunt is Invulnerable to normal weapons, Poison, Fire, and Chemicals of all sorts. Susceptibility to quicksilver is double normal.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	24	24	48	*	*	48	40
Super	18	18	36	*	*	36	30
Vital	12	12	24	*	*	24	20
Non	6	6	12	*	*	12	10
Avg.	15	15	30	*	*	30	25

*Invulnerable.

Spirit Hunter Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: 1 mile/STEEP — *Other:* Nil

E/F/M: This Casting summons a neutral spirit that will pursue and attack the medium's named and identified enemy, if so directed and within the Distance range permitted. The *Spirit Hunter* has 150 points each in its Mental and Spiritual TRAIT scores, and it utilizes all forms of either type of attack—all Mental and Spiritual combat forms—with an effective Heka point total of 500. It likewise is subject to such sorts of attack and damage.

The intelligent force travels at a movement rate equal to the medium's own running speed. It will seek out and assail its subject, continuing for as long as the Time duration permits.

Spiritual Shield Centrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* 1:1 S armor Special

E/F/M: This defensive Casting is designed to protect mediums from Spiritual Links, attacks, and damage by creating an invisible shield surrounding them. The shield is easily visible to those capable of viewing auras, and the intensity and thickness of the *Spiritual Shield* are determined by the amount of magickal energy channelled into it when it is activated. The base dweomer provides 50 points of protection. For every additional point of Heka channelled by the medium at the moment of activation, the shield will reduce 1 point of Heka used by an opponent for the purposes of forging a Spiritual Link or to inflict Spiritual damage or Effect. However, practitioners cannot provide themselves with more

shielding than they have S TRAIT plus STEEP points in this K/S Area. Each point of attacking Heka shielded against by this Casting reduces the protective amount by 1. Furthermore, this protection is singular, non-renewing, and will not function with any other dweomer providing a like or similar benefit.

Casting Grade VIII

Psychic Shield Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 M&S Armor Special

E/F/M: This Cantrip creates a *Psychic Shield* Force capable of resisting Mental and Spiritual Links, negating either sort of damage, or protecting against harmful Effects of other sort aimed at the medium's mind or spirit, or those of such a subject as the practitioner lays this dweomer upon. The base dweomer provides 50 points of protection. For every additional point of Heka channelled by the medium at the moment of activation, the shield will reduce 1 point of Heka used by an opponent for the purposes of forging a Mental/Spiritual Link or to inflict Mental/Spiritual damage. However, practitioners cannot provide more shielding than they have STEEP points in this K/S Area, other than to themselves, in which case the total protection possible is equal to their M and S TRAITs times one-half, plus STEEP. Each point of attacking Heka shielded against by this Casting reduces the protective amount by 1. Furthermore, this protection is singular, non-renewing, and will not function with any other dweomer providing a like or similar benefit.

Spirit's Power Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This dweomer bestows upon the medium a Power of Mental sort determined at random through chance contact with a benign spirit. The gamemaster will consult the table on page 310 of this book to choose which Power the practitioner acquires for the Time duration noted. Regardless of what the Power otherwise allows, the maximum number of uses of the ability cannot exceed nine, but there is no base Heka cost for utilization, only Other Heka Costs as applicable.

Spirit Warrior Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 shade — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Casting calls up to the medium's presence the shade of an ancient, heroic warrior, as named and described by the medium. This shade will faithfully guard and protect the practitioner when she or he is calling forth other spirits, potentially dangerous or otherwise. In this regard, assume that the Force of the spirit is able to neutralize and dispel any hostile spirit whose M and S TRAIT totals are less than those of the medium's plus 9D6. On the other hand, it will itself be sent away by any stronger force. A *Spirit Warrior* will also attack the caster's enemies if so directed and within the Distance indicated. It has the Physical TRAIT of the caster in FPM, and will be armed and armored according to the era and place of its Material life. Assume a minimum Heka protection equal to the medium's M TRAIT, and all hand weapons materialized to be enchanted to SF –5, BAC +5, and PD +1D6. The gamemaster will, perforce, adjudicate all such matters. While the *Spirit Warrior* summoned can engage any other manifestation present, if the shade is present in the area when further calling forth is attempted, there is a 50% chance that any benign spirit will not appear, or else will leave promptly.

Casting Grade IX

Freespirit Spell:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 spirit — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This dweomer is a sort of reverse calling which allows the medium to loose a bound spirit, creature, or being with non-Full Physical Manifestation.

The Difficulty Rating for success depends on the kind of subject to be unbound/freed:

Origination of Spirit/Subject	*Difficulty Rating*
Material/Mundane and benign/neutral	Easy
Material/Mundane and malign	Moderate
Preternatural and benign/neutral	Routine (×1.5)
Preternatural and malign	Hard
Supernatural and benign/neutral	Very Hard (×0.75)
Supernatural and malign	Difficult
Entital and benign/neutral	Very Difficult
Entital and malign	Extreme

The practitioner generally assumes that the loosed subject will be duly appreciative. (This is not always the case...) Failure always alerts the one who bound the subject , if applicable, to the attempt to free it. A Special Failure might, at worst, bind the medium as the spirit is bound!

Oracular Spirit Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 spirit Special — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The type of spirit attracted by this Casting is of the most powerful sort from the Celestial Plane. If properly appeased and assured of the benign and righteous nature of the medium, this intelligence might prove extremely helpful to the practitioner and any associates. Not only is the spirit able to explain influences and effects surrounding the medium and group, there is a 9D6% chance that this Celestial being will reveal prophetic or oracular information relating to the caster and the plan of action that persona is following or about to undertake.

In any case, this intelligence will not remain with the practitioner for any reason for longer than a maximum of the caster's STEEP in BTs time—i.e., around 8-10 ATs if there is an *Oracular* pronouncement to be made.

For game purposes, assume that the Celestial spirit intelligence is a sort of *Deva* (q.v.). However, in no event is this force brought to the medium to serve as an aid in combat!

Tesseract Ritual:

Time: 1 month — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This unique Ritual of nine ATs Casting Time in performance enables the medium to create an interplanar construct linked to a Mundane doorway, opening, or building interior. The outer (Material) dimensions of the construct are unrelated to the interior size, which is equal to 9,000 cubic feet, plus 100 cubic foot per additional 1 point of Heka expended by the practitioner at the moment of Casting activation.

Although the *Tesseract* is a temporary structure only, it will remain active for one additional month for each extra 50 points of Heka likewise channelled by the caster at activation.

Thus, for example, the caster might choose a disused cellar entrance upon which to lay this dweomer. When this entrance was opened, the space beyond would be evidentially far greater. In fact, a large cabinet could thus contain a palace inside its Material Plane dimensions!

MYSTICISM

Of all the various Heka-related Areas, mysticism has the greatest Eastern influence. Much of its eldest lore comes from the mountains of Hind, Tibet, and the Far East of Azir. As discussed in the description of the *Mysticism* K/S Area in Chapter 11 of the **Mythus** book, the Castings of Mysticism provide a fairly broad range of effects. In addition to those Castings which draw upon the Powers of nature, balance, and Good (the mix known as Wicca in the West), the *Mysticism* Knowledge/Skill Area also provides Castings that help the mystic interpret dreams and visions, sense unseen presences and "links," divine the source and flow of Heka, assist in bettering the capacities and abilities of individuals, and direct helpful influences of Eastern sort to the subject.

Also germane to this K/S Area are those Castings which are crystal and gem-related, either with regards to the properties and Powers of such, or in the actual charging of these items with minor amounts of Heka.

Casting Grade I

Clairaudience Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: 1 chain/STEEP — *Other:* Nil

E/F/M: This Casting enables the mystic to hear distant conversations and the sounds of events clearly even though not physically present at their point of origin.

If the area in which sounds are desired to be heard is not in sight, the practitioner needs to merely think of the location desired, concentrate, and the dweomer's Effect enables the caster to hear in that location, up to the Distance indicated. Sounds and the audial information can even be heard through barriers. However, for every 1 foot in thickness of solid substances such as wood, brick, stone, etc., the Distance range is reduced by 1 chain. One inch of metal cuts the Distance range by 1 furlong (10 chains). Note that barriers can effectively place an area out of range of *Clairaudience* Effect. Of course, things such as lead, gold lining or Heka barriers bar this dweomer entirely.

Clairvoyance Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 furlong/STEEP — *Other:* Nil

E/F/M: The *Clairvoyance* Formula enables mystics to see what is taking place in a different location, as if they were physically present. If the target area in which sight is desired is not in actual view, the practitioner needs to merely think of where he or she wishes to see, concentrate, and the dweomer's Effect enables this to occur up to the Distance indicated. Sights and other visual information can even be observed through barriers. However, for every 1 foot in thickness of solid substances such as wood, brick, stone, etc., the Distance range is reduced by 1 furlong. One inch of metal cuts the Distance range by 1 mile (8 furlongs). Note that barriers can thus effectively place an area out of range of *Clairvoyance* Effect. Of course, things such as lead, gold lining or Heka barriers bar this dweomer entirely.

Crystalomancy Spell:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 crystal — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: This dweomer allows the mystic to enchant temporarily a single crystal, thus imbuing it with the Powers and properties of the next higher class. As detailed in the description for the *Mysticism* K/S Area, there are six different grades of magickal crystals, enabling various different sorts of abilities. See the discussion of the *Mysticism* K/S, on page 190 of the **Mythus** book, for details.

Mystic Archetypical Castings

60 Total

Grade I Castings

10 Total
Base Heka Cost: 20

Clairaudience Formula	Clairvoyance Formula
Crystalomancy Spell	Faith Healing Ritual
Fakir Cantrip	Hemisphere of Yin Cantrip
Mah Chi Spell	Materialization Spell
Mystic Dreams Spell	Ophidian Hypnosis Charm

Grade II Castings

8 Total
Base Heka Cost: 35

Aural Sight Cantrip	Discern Presences Spell
Hemisphere of Yang Cantrip	Hour of the Rooster Ritual
Hyperæsthesia Spell	Penetrate Disguise Formula
Sending Ritual	Transfer Consciousness Ritual

Grade III Castings

8 Total
Base Heka Cost: 50

Ætheric Sight Spell	Astral Projection Formula
Clairsentience Formula	Mah Chi Wind Spell
Mystic Skill Bonus Formula	Mystic Visions Spell
Power of Wood Charm	True Sight Cantrip

Grade IV Castings

8 Total
Base Heka Cost: 75

Circle of Balance Cantrip	Heka Sight Spell
Hour of the Goat Ritual	Mass Hypnosis Cantrip
Mystic Bullets Charm	Phase Shifting Spell
Telepathy Cantrip	Torpify Charm

Grade V Castings

6 Total
Base Heka Cost: 100

Baraka Ritual	Hour of the Cat Ritual
Hour of the Horse Ritual	Mah Chi Flower Spell
Mystic Missile Charm	Power of Ærth Charm

Grade VI Castings

6 Total
Base Heka Cost: 125

Expanded Consciousness Cantrip	Hour of the Boar Ritual
Hour of the Dog Ritual	Hour of the Rat Ritual
Mystic Circle Ritual	Power of Water Charm

Grade VII Castings

6 Total
Base Heka Cost: 150

Celestial Sight Formula	Good Fortune Formula
Hour of the Buffalo Ritual	Hour of the Monkey Ritual
Hour of the Snake Ritual	Power of Metal Charm

Grade VIII Castings

5 Total
Base Heka Cost: 200

Hour of the Tiger Ritual	Mah Chi Season Spell
Misfortune Spell	Power of Fire Charm
Sixth Sense Charm	

Grade IX Castings

3 Total
Base Heka Cost: 250

Astral Sight Ritual	Dimension Track Ritual
Hour of the Dragon Ritual	

Faith Healing Ritual:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of 2 ATs performance time enables the caster to heal 2D10+2 points of either Mental, Physical, or Spiritual damage in one subject. Note that this form of healing is based upon the subject individual's faith in the mystic, and thus the amount of damage points restored can never exceed the subject's Spiritual Psychic Capacity ATTRIBUTE score. Also, this is a temporary method of healing, and half of the damage removed will return in the Time duration indicated, so the subject must seek a more permanent form of healing (such as rest or other Castings).

Fakir Cantrip:

Time: 1 AT + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 STEEP

E/F/M: This dweomer's Effect gives the mystic or another individual temporary Knowledge/Skill in either the *Endurance* or *Yoga* Area at the practitioner's option. STEEP is conferred through the expenditure of additional Heka at the time of Casting activation, each 1 point thus channelled giving 1 STEEP point to a maximum of the caster's STEEP in this K/S Area. Note that neither the mystic nor another subject individual need have either ability conferred to utilize this Casting. Recipients of this dweomer who already have the K/S Area conferred by the Effect simply have their STEEP built up accordingly for a temporary period.

Hemisphere of Yin Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Hemisphere of Yin* Casting creates a dweomer which is purely defensive. It is a shell which repels spirits and non-corporeal forms as well as absorbs Heka. Spirits with an S TRAIT less than the mystic's own plus STEEP in this K/S cannot enter the hemisphere. At the same time, this Effect absorbs as much Heka energy cast into it as the practitioner has STEEP. When as much Heka as possible has been absorbed by the hemispherical Effect, the dweomer is negated.

Mah Chi Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 plaque/10 STEEP — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: In order to utilize this dweomer the mystics must have prepared a special set of plaques: rectangles of animal bone engraved with painted pictograms (as hereafter described), becomes *attuned* to them, and retains the set in a silken pouch. Upon activation of the Casting, the practitioners then draw one of the plaques forth at random from their special pouch. Such mystics may opt to have it apply to themselves or another individual, but no more than one plaque can ever apply to one subject, even though they may be tiles of another sort. Casters can draw forth only as many plaques as they have tens of *Mysticism* K/S STEEP. Whichever sort drawn is active, whether desired or not.

There are three indicator pictograms—the Number indicating the Mental, the Wheel indicating the Spiritual, and the Staff indicating the Physical. To find which sort of plaque is drawn roll D%:

01-33 = Number (M) or Red Dragon
34-66 = Staff (P) or Green Dragon
67-00 = Wheel (S) or White Dragon

In each indicator series are nine integers; 1 through 9. The integers indicate the number of added STEEP points the recipient gains from the *Mah Chi* plaque. However, if a 1 or a 9 is drawn, the recipient gains a full 10 STEEP. To determine the integer roll 1D10. If the result is a 0, then instead of an integer the recipient has gained a dragon. If the indicator is Mental, then the subject gains the STEEP in whichever of his or her Mental TRAIT K/S Areas, as decided at that moment. The same is true with regard to Physical or Spiritual indicators and Physical or Spiritual TRAIT K/S Areas.

Besides the indicator pictograms there are three dragon pictograms. When a zero (0) is rolled on the integers' die, an equivalent dragon is drawn instead of an integer. The dweomer of the dragon pictograms is 10 STEEP addition plus:

Red Dragon = Time duration of extra STEEP is extended to twice normal.
Green Dragon = Bonus of -10 on Initiative.
White Dragon = One Joss Factor applicable to any Spiritual K/S check roll.

Materialization Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 square/cubic foot/Heka point special — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Special

E/F/M: This Casting enables the mystic to create temporarily a non-magickal item of basic design and functionality. Thus, simple tools and devices can be generated for normal use. Any items, including weapons, created through the *Materialization* dweomer are of Average Quality. For each cubic foot of volume of the item materialized, the practitioner must expend 1 point of extra Heka at the moment of Casting activation. Thus, for instance, if a ladder of 20 feet length was the material Effect, about 20 extra points of Heka would be needed.

Compare the Mediumship Casting of the same name.

Mystic Dreams Spell:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Casting is designed to provide mystics with portentous dreams while they sleep. Though the Effects of this spell will last as long as the persona is sleeping restfully, only one divination can be performed per week (unless gamemasters decree otherwise, for it is they who dispense the mighty portents!). Also, the caster must be allowed to sleep without a single disturbance, or else the dweomer will fail. However, as a side benefit, the undisturbed rest is equal to a trance state with regard to recovery of Heka and damage!

Ophidian Hypnosis Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: This dweomer requires that the mystic have the Physical K/S Area, *Music*, and be able to play a woodwind, reed, flute, or like instrument. Upon activation of this Charm the practitioner needs merely play the sort instrument indicated, and as many snakes with combined Physical TRAIT as do not exceed the caster's Spiritual TRAIT score plus STEEP points will be kept hypnotized and docile by the sound of the music produced. However, if the playing is interrupted for even a CT, the dweomer is then negated.

Casting Grade II

Aural Sight Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: Sight to 3 rods — *Other:* Nil

E/F/M: The *Aural Sight*'s dweomer enables the persona to view the aura of

enchanted objects and living creatures and beings. This ability is quite useful in determining the basic ethical alignment of beings, as well as providing a rudimentary knowledge of such a being's relative Power, although masking or alteration can produce misleading or false results.

For full details of aural colors and areas, see the Fortune Telling *Aural Sight* Casting on page 210 of this book.

Discern Presences Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 chain/10 STEEP — *Other:* Nil

E/F/M: This Casting enhances the K/S Area ability of *Perception, Mental,* and enables the mystic to actually see Non-Physical Manifestations, whether spirits or otherwise, who would otherwise be invisible. The spirits, Æthereally projected, Astral form, or NPM creatures or beings will appear to the practitioner as misty shapes, only vaguely discernable as auras. The coloration of such spirits, however, can serve to provide a general indication of their ethos.

Hemisphere of Yang Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Hemisphere of Yang* Casting creates a dweomer which is purely offensive. It is a radiance which radiates fierce rays of the whole ultraviolet spectrum of light as well as increases the potency of Castings sent forth from it. Any creatures or beings with Susceptibility or sensitivity to full daylight/ultraviolet light will be subjected to a base 2D3 points of Physical damage when within the Area of Effect. At the same time, this Effect energizes further Heka force cast from its confines, so that the practitioner's Distance range begins at the verge of the Area, (if applicable and desired), and Castings are at 90% of normal Heka cost. However, when as much Heka as the mystic has STEEP in this K/S Area has thus been conserved, the dweomer is negated.

Hour of the Rooster Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires two Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer confers the following to the recipient:

(1) A bonus of –1/10 STEEP of the mystic who cast the Effect, on any rolls against the subject's Spiritual TRAIT, CATEGORIES, or ATTRIBUTES.

(2) The subject radiates the full spectrum of ultraviolet light to SPCap total in feet, and those with Susceptibility to that (or full daylight), as well as all Evil/malicious spirits, NPM and PPM creatures and beings from the Nether Planes/Spheres, suffer 1D3 each Physical and Spiritual damage per Critical Turn while within that radius.

(3) The dreaded Cockatrice itself will be turned to stone by the subject if it comes within the caster's SPSpd range in feet and the individual spends a Critical Turn "crowing" (shouting) to cause this Effect to occur.

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Hyperæsthesia Formula:

Time: 1 AT + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Hyperæsthesia* Formula's Effect is the increase of the subject's normal senses, or even the addition of a new one. All relate to sensory increase, with the exception of *Hyperæsthesia, Vibratory,* which translates to *Sensory Capacity, Vibratory.* Only one sensory increase or addition can be active on the same individual at the same time through this Casting. At the moment of Casting activation the mystic must name what sort of *Hyperæsthesia* is to be conferred. The Distance range of each sensory increase (or the new sensory ability) is given hereafter. The subject desiring to utilize the dweomered ability must concentrate to do so and then make a K/S roll based on the mystic's STEEP. The Difficulty Rating for the performance of any of the Effect functions of *Hyperæsthesia* is based upon the nature of the information to be discovered:

Nature Of Examined Material	*Base DR*
Large, gross, course, loud, odoriferous, strong, etc.	Easy
Less than above	Moderate
Barely detectable normally under the best of circumstances	Hard
Faint, indistinguishable to normal senses of superior sort	Difficult
Typically detectable only by creatures with remarkably keen sensory ability	Very Difficult
Minute, barely discernable to any normal creature	Extreme

The Effect of each form is described below:

Sight: This is the ability to see telescopically and microscopically, as well as to distinguish objects camouflaged or screened. When totally screened (say by a thin curtain interposing in the line of sight, or paper covering a container) only the most singular feature can be "seen"—the size, shape, or color which is predominant and strongest visually. For example, someone using *Hyperæsthesia, Sight* to examine a chest without opening it would see a mass of brown blobs if, say, it were stuffed full of leather pouches containing coins and jewels. Telescopic/microscopic vision can be up to 100× power, magnifying something to appear 100× larger/closer than it is.

Hearing: This ability covers not only acuteness of audial perception, but also indicates the type of sound heard. That is, a faint click might be identified by the individual as the release of a metal tumbler encased in teak wood. Furthermore, if the persona's voice is capable of doing so, she or he is capable of mimicking sounds heard Hyperæsthetically—voices, musical instruments, bells, animals, etc. Individuals utilizing this Power will have hearing at least similar to that of dogs (or owls), or about 20× or better than the human normal.

Smell: When exercised, the Hyperæsthetic sense of smell imparts to the subject a nose as keen as any wolf's. This allows the persona to do such things as identify perfume traces, chemicals, individual body scents, water proximity, and so on. Sneaking up on someone who has this Effect active is almost impossible to do, save downwind. Just as the audial Hyperæsthetic might hear people talking in a closed room down the hall, the olfactory Power of someone with this dweomered ability will allow the persona to detect (and probably identify) them based on their scents. Note, however, that until having a broad range of experience, the persona might not be able to tell just what it is that is being smelled! For instance, having never smelled an Ogre, the subject might note the intermingled odors; acrid sweat, grease, and a stench which resembles rotten oranges and decaying fish. "Disgusting, sharp, and and nauseating—but I can't say what sort of awful creature I'm smelling...."

Touch: Subjects using *Hyperæsthesia, Touch* can tell as much or more about an object by touching it as they could by seeing it. Size, weight, composition, shape, and color are all types of information which can be obtained. The fibers of a cloth can be determined as to weave, weight of thread, content (e.g., "flannel") and color (e.g., "red and black") in a lightless room. Small particles, such as bits of dried blood on an object can likewise be detected and even the blood type discerned (at a DR of "Very Difficult" or so)! By touching the ink on a page, large, clearly written or printed words can

be read with a DR of "Hard," and fine writing with a pen or pencil is "Very Difficult" for example. Again, experience will aid the individual greatly in making sense of what is learned from some touch. Common things will be known, but the unusual is likely to be a puzzle until learned.

Taste: The sense of taste is as acute in subjects under this Effect as is the olfactory Power in others. That is, a minute bit of something placed in the mouth or merely touched with the tip of the tongue will convey to the persona all manner of information. Gases have tastes, as do liquids and solids. "This wine was stored in a faerie-grown oaken cask for two—no, three!—years. I think the bung was made of pearwood though. I can taste a hint of leather—horsehide—and also wool. One of the workers must have lost a button from a coat, and it dropped into the wine cask. No matter, it is an excellent vintage of claret—a Bordeaux from the Saint Emilion region. Hmmm.... Likely from the Chateau Laroque—97...3!" (Not a few wine tasters can actually do that...almost. For a Hyperæsthetic with Taste sense, however, the above display is of DR "Moderate" only!) Determining the type of poison used from a week-old collection of residue might be a bit more difficult.

Vibratory: This is a "new" sense to a human (and most other likely subjects of the dweomer too) and refers to the ability to sense water, ground, and air vibrations as well as the presence of invisible beings and spirits with less than a Full Physical Manifestation. Movement can thus be sensed, but the farther away, the more difficult (except in a liquid medium, where the penalty for distance will be less), but the maximum Distance for operation of "less than 1 furlong (660')" applies nonetheless. Generally speaking, normally visible (but currently invisible) creatures will be easier to detect than spirits. The more powerful and hostile the spirit, the easier the sensing, unless the intelligent force is being careful to conceal its presence. Strong spirit visitation of a recent nature ("Difficult"), or continuing manifestation in a location ("Hard"), can possibly be detected by a sensitive exposed to the exact area. A Special Success might even enable the individual to say just what sort of spirit is or was there.

Distance is a variable factor which depends on the form of *Hyperæsthesia* being utilized, as is shown below:

Hyperæsthetic Sense	*Distance Range Maximum*
Sight	Microscopic to 1 furlong/STEEP point
Hearing	1 chain/STEEP point
Smell	1 chain/STEEP point
Taste	1 inch/STEEP point*
Touch	Not applicable
Vibratory	1 rod/STEEP point

*Applicable to very strong substances with a potent odor, which will be discernable to the subject as a vague "taste" at the distance indicated.

Penetrate Disguise Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight up to 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting enables the mystic to see beyond Mundane disguises, personal illusion magick changing appearance, and possibly Supernatural masking dweomers too. It will reveal the true features of subjects so altered by Heka, if they approach within range of the Casting. If Supernatural disguise is involved, however, the practitioner must roll against S TRAIT at DR "Difficult" in order to discern the masking. Therianthropes, for instance, will be revealed if the mystic succeeds in such a roll while this dweomer is active.

Sending Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 recipient subject — *R&D:* Nil
Distance: 1 mile/STEEP — *Other:* 1:1 Distance

E/F/M: This Ritual of 1 AT performance Time enables the practitioner to send a one-way message to another, known individual. Note that the mystic must mentally form the message in the native language of the subject who is to receive it, or else the communication will be received as unintelligible gibberish. The practitioner can extend the range by expending Heka on a 1 point per 1 mile extra Distance basis by investing the appropriate amount to do so at the moment of the Ritual's activation.

Transfer Consciousness Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 willing subject — *R&D:* Nil
Distance: Touch — *Other:* SM total special

E/F/M: This Ritual or 2 ATs performance time allows the mystic to possess a willing subject's body in a manner somewhat similar to the Conjuration Casting *Possession* (q.v.), but without hostile or harmful intent or ability. Note that an animal bonded to the practitioner (such as through *Animal Friendship*) is the only sort which is "willing." Casters can remain only so long as a subject is a willing host, and if such individuals decide to eject a mystic, they can do so by successfully rolling against their Spiritual Metaphysical CATEGORY at a DR of "Easy." An animal host will remain willing for the Time duration indicated. While the practitioner and the host are together in the same body, they share knowledge and act nearly as one!

The possession of any physical body, including that of an animal, requires the expenditure of Heka equal to the subject's Physical TRAIT by the mystic. After completion of the Ritual, practitioners can hold the Effect for as many BTs time as they have tens of STEEP, but this held time counts against the dweomer's Time duration overall.

Controlling an unintelligent, animal subject is a simple matter, and need not be dealt with in detail.

When possessing an intelligent subject, the mystic effectively replaces the Mental and Spiritual facilities of the target, but the subject knows what is going on and can "talk" to the practitioner, share knowledge, give the persona ideas, etc. Two humans (or a human and near-human) under the Effect this Ritual do not add STEEP, but control can be shared so that K/S Area abilities might be increased. However, there is a lag of 1 BT as one psyche leaves off control and another assumes command of the shared body. The individual who has been possessed will have full memory of what went on during the time of Effect.

Note that this dweomer does not and need not forge a Link to be effective. Furthermore, once in possession of a subject, the mystic cannot influence or affect the subject's psyche by any means, Heka-engendered or otherwise. Mental and Spiritual combat between the possessor and the possessed is not possible. Casters are not capable of harming, let alone destroying, the body of a subject while they are in control.

Note that the abandoned Physical body of the mystic becomes a defenseless shell which can be destroyed (or even possessed by another) unless properly protected. The body of the absent, possessing spirit is possessed, in turn, automatically while the mystic is out of it doing likewise. If this happens, when such mystics eventually leave the possessed body, they become disembodied spirits, unable to do anything but wander the Material Plane in search of another body! For this reason, many practitioners employ Pentacles and other dweomers for safeguarding their Physical form.

Casting Grade III

Ætheric Sight Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight — *Other:* Nil

E/F/M: This Casting empowers the mystic to see clearly all Partial and Non-Physical Manifestations, including spirits and those in the Æther or Astrally present, within normal vision range. Æthereal and Astral subjects, creatures, and beings will be discernable to the practitioner, and such subjects will possibly be

aware that the practitioner sees them. The planar vibration pattern of subjects viewed thus will identify the malign, neutral, and benign creatures from planes/spheres other than the Mundane. Apparitions, Ghosts, Phantoms, Shades, and so forth will be instantly visible to the mystic. Because spirits are likely to know when they're being noticed, it is always a good idea to be protected by Heka so as to be able to withstand the likely Mental and Spiritual attacks which malign spirits and their ilk might launch.

Astral Projection Formula:

Time: 1 AT/STEEP	*Other Heka Costs:*
Area: Caster	*R&D:* Nil
Distance: Special	*Other:* Nil

E/P/M: This Casting enables mystics to project their spirit into the Astral Plane and elsewhere too. *Astral Projection* differs considerably from *Astral Journeying* (q.v.). *Astral Projection* enables the practitioner to travel virtually anywhere in the universe in Non-Material Manifestation form. Utilization of this dweomer requires mystics enter a trance state (similar to deep sleep), for their body will remain behind as the spirit travels. (Compare *Phase Shifting*, page 242.) Such practitioners' bodies should be carefully guarded physically and warded magickally, for in such a state the physical bodies will be especially vulnerable to Physical attack or possession. (It takes 1D10 CTs for a mystic's subconscious to realize that something is wrong, though return to the body is instantaneous once that occurs.) It is also possible that a spirit could come in and take over the "empty" body.

The spirit form of the individual can be either Non-Physical (NPM) or Partial-Physical (PPM) in nature, at the practitioner's choice, but in no case can it influence physical objects. Furthermore, it is able to roam anywhere in the spheres and planes of the Universe but is attached to the material body by a cord-like energy flow of silvery color.

Going into the trance state requires 1D3 ATs during which time mystics must be completely undisturbed. A K/S roll (at a DR of "Easy") is required to "lift out" of the material body. Additionally, K/S rolls are necessary whenever the spirit form seeks to transfer from one plane/sphere to another. Rolls are necessary as follows; note that any failure of a roll will result in such practitioners being forced back immediately to their physical body, whereupon they must rest for 24 hours before making another attempt to project:

*Traveling To Area**	*Base DR*
Another plane or sphere of the same type, such as from one Preternatural Sphere to another (Air to Positive or Air or Æthereal, for example).	Easy
One removed: To a Preternatural Plane from the Material (Sphere of Ærth to the Sphere of Air, for example), or from the Preternatural Plane to the Supernatural, etc. Also from one tier or sphere of a Supernatural Plane to another (such as from the 6th to 7th Netherhell). From any non-Preternatural Plane to the Æthereal.	Moderate
To a Plane two "rings" removed: To a Supernatural Plane from the Material, or to an Entital Plane from the Preternatural.	Routine (1.5)
Subject to a "storm" on any foreign non-Material Plane/Sphere except the Astral Plane or the Æthereal Plane/Sphere.	Hard
Subject to a "storm" on the Astral Plane or the Æthereal Plane/Sphere.	Difficult

*See page 21 of this book for a map and description of the multiversal layout.

Storm: This refers to being subject to the Astral Storm, Æthereal Wind, or some similar hazard. The listed roll must be made immediately; failure means such personas are forced back to their body, taking 4D6 points of Spiritual damage if cast from the Supernatural regions and 8D6 if from Entital regions, and remaining in a coma for 1D6 days after returning to physical form. There is a 20% chance that the Astral Storm will break the Silver Cord!

Once Astrally Projected, the rates of travel per hour are as follows:

Within the Material Plane	1,200 mph
In the Preternatural/Supernatural Planes/Spheres	12,000 mph
In space between between worlds or spheres on any plane. Anywhere on the Entital Planes	12,000,000,000 mph

Naturally, one can move at any slower speed than the maximums given, moving or remaining still as desired. Note that this is a highly perilous state to be in if enemies are prepared for an Astrally Projected visit; such as there are Evil spirits, creatures or beings able to assume NPM or PPM nearby, and/or magickal traps are laid for spirits in that area. The Astral body is essentially a standard NPM or PPM one, normally subject to Mental and/or Spiritual attacks and damage. In addition, very powerful Evil spirits/creatures/beings can physically attack the Silver Cord and break it, thus severing the connection with the body and slaying the persona in a flash! Any (usually Evil) being met while in Astral state has a chance to succeed in such an attack, though but one attempt can be made per CT. The (non-cumulative) chance for success varies with the nature of spirit/creature/being:

Spirit/Creature/Being	*Chance Of Success*
Greater Supernatural or any Entital being	10%
Supernatural being	5%
Minor Supernatural or Preternatural being	1%

Individuals so attacked can try to flee, battle the foe, or return their Astral form to their body. If the spirit/creature/being chooses to pursue (which it usually will), a fleeing practitioner can escape by beating it in a contest of MR CATEGORIES (good luck). Such creatures can be mentally and/or spiritually attacked, and will retreat if they suffer damage which equals or exceeds their EL. Returning to the physical body, however, is the most sure means of escape—the process is an instantaneous transportation similar to *Teleportation*.

Furthermore, if in a plane or sphere where there are natural hazards such as the Æthereal Wind, Astral Storm, Abyssal Cyclone, etc., then individuals also risk death from having their silvery energy cord broken. The gamemaster will determine where such hazards are located, and the likelihood of fatality (usually 2D10%) if encountered. Even if surviving these hazards, however, it is likely that such mystics will have been blown far off course and forced very roughly back to their physical body (see above).

Navigating in Astral form is, for the most part, done instinctively. By concentrating on a particular individual or place, personas will naturally tend to glide towards it. As with other Non-Physical Manifestation spirits/creatures/beings, those in an Astrally Projected state are invisible to all but other non-corporeal spirits (or those personas with certain Powers or Heka Castings) and totally insubstantial in mundane terms. A persona with *Vibratory Hyperæsthesia* (q.v.) though, might be able to sense the presence of an Astral body, and various forms of Castings enable visual sighting, sensing of, or trapping of such spirits. Otherwise, the Astrally Projected body can walk through walls, sink into rock, etc. Partial Physical Manifestations are similar but visible to all.

Note that it is possible to cross very large distances in another Plane by traveling through the Astral or Æthereal for a ways and then flipping back. One mile in the Æthereal Plane is equivalent to 10 in the Material, Preternatural, or Supernatural

(in space or spheres), and one mile in the Astral Plane is equivalent to 10 in the Æthereal or 100 elsewhere. For example, if desiring to go from point A to point B, some 820 miles away, a persona could project into the Æthereal Plane, travel 82 miles, then flip back and be there. However, it can be very difficult to navigate while so doing (such personas might discover that they wound up in point C or point D miles removed from the desired point B!), and so this technique is mainly reserved for getting "most of the way there" on long journeys and circumventing hazards of travel in other planes.

Obviously, *Astral Projection* is a useful means of traveling great distances to discover information, and in many cases the practitioner will be invisible to those under observation. It might also be a means of communication between far-removed parties who wish to exchange information but because of possible eavesdropping or interception or messages do so by *Astral Projection*. The latter can offer near-fool-proof means if one persona can detect the projected individual, or if both parties are Astrally projected.

Clairsentience Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 mile/STEEP — *Other:* Nil

E/F/M: This Casting is a combination of *Clairvoyance* and *Clairaudience* (qq.v.), together with the added component of smelling, thus enabling the mystic to experience all but touch and taste when utilizing the dweomer to view the area selected within Distance range. The Formula's Effect is such that it is as if the practitioner were physically present at the target location. If the target area, in which *Clairsentience* is desired, is not in actual view, casters need merely think of where they wish to have sensory perception, concentrate, and the dweomer's Effect enables this to occur up to the Distance indicated. Sensory information can even be obtained through barriers. However, for every 1 foot in thickness of solid substances such as wood, brick, stone, etc., the Distance range is reduced by 1 mile. One inch of metal cuts the Distance range by 1 league (3 miles). Note that barriers can thus effectively place an area out of range of this Effect. Of course, things such as lead, gold lining or Heka barriers bar this dweomer entirely.

Mah Chi Wind Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 plaque./10 STEEP — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: In order to utilize this dweomer, the mystic must have prepared a special set of plaques (rectangles of animal horn engraved with painted pictograms as hereafter described), become *attuned* to them, and then retain the set in a silken pouch. Upon activation of the Casting, such practitioners then draw one of the plaques forth at random from their special pouch. They may opt to have it apply to themselves or another individual, but no more than one plaque can ever apply to one subject, even though they may be tiles of another sort. Casters can draw forth only as many plaques as they have tens of *Mysticism* K/S STEEP. Whichever sort is drawn is active, whether desired or not.

In the set of tiles are three general sorts of pictogram plaques. There are three sorts of indicator pictograms—the *Number* indicating the Mental, the *Staff* indicating the Physical, and the *Wheel* indicating the Spiritual. To find which sort of plaque is drawn roll D%:

01-10 = a Wind
11-40 = Number (M) or Red Dragon
41-70 = Staff (P) or Green Dragon
71-00 = Wheel (S) or White Dragon

In each indicator series are nine integers, 1 through 9. The integers indicate the number of added STEEP points a recipient gains from the *Mah Chi* plaque. However, if a 1 or a 9 is drawn, the recipient gains a full 10 STEEP. To determine the integer roll 1D10. If the result is a 0, the recipient has gained a dragon. If the indicator is Mental, then such recipients gain the STEEP in whichever of their Mental TRAIT K/S Areas they decide at that moment. The same is true with regard to Physical or Spiritual indicators and Physical or Spiritual TRAIT K/S Areas.

Besides the indicator pictograms, there are three dragon pictograms. When a zero (0) is rolled on the integers die, an equivalent dragon is drawn instead of an integer. *The dweomer of the dragon pictograms is a 10 STEEP* addition of the appropriate indicator sort, plus one of the following:

Red Dragon = Time duration of extra STEEP is extended to twice normal.
Green Dragon = Bonus of –10 on Initiative rolls.
White Dragon = One Joss Factor applicable to any Spiritual K/S check roll.

The Wind pictograms are the most potent of these plaques, however. To find which Wind prevails for the subject receiving the plaque, roll D%:

01-25 = East Wind
26-50 = South Wind
51-75 = West Wind
76-00 = North Wind

East Wind brings 20 STEEP to the K/S Area of choice for twice the Time duration normal for the benefit. Once during the period of activity of this Effect, recipients can call up in 1 CT's time a Wind of 75 mph force which will sweep away from their pointed finger, in a path up to 10 rods wide to a Distance of 1 furlong. All subjected to this blast of "Green Dragon" Wind sustain 5D6 Impact PD and are hurled back by 5D6 yards distance.

South Wind brings 20 STEEP to the Spiritual K/S Area of choice. Once during the period of activity of this Effect, recipients can call up in 2 CTs time a "Red Phoenix" wind of 50 mph velocity and 100° F temperature, in a path up to 10 rods wide, to a Distance of 1 furlong, which lowers by 5 points all Physical ATTRIBUTE scores of all creatures subjected to its force for a period of time equal to 5D3 CTs. Note that P TRAIT and CATEGORIES are thus reduced by 30 and 15 respectively during the active period of this Effect.

West Wind brings 20 STEEP to the Mental K/S Area of choice. Once during the period of activity of this Effect, recipients can call up in 3 CTs time a wind of 35 mph velocity, in a path up to 10 rods wide, to a Distance of 1 furlong, which causes *Fear* in all subjected to its force, unless they succeed in a roll against their Spiritual Psychic CATEGORY at Difficulty Rating "Hard." Those who fail this check will flee in the direction of the "White Tiger" Wind.

North Wind brings 20 STEEP to the Physical K/S Area of choice. Once during the period of activity of this Effect, recipients can call up in 4 CTs time a "Black Tortoise" wind of 25 mph velocity and –10° F temperature, in a path up to 10 rods wide, to a Distance of 1 furlong, which slows the movement of all subjected to its force by one half speed and causes a penalty of +1D6 to Initiative rolls in all subjected to its force for 5 CTs time.

Mystic Skill Bonus Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows the mystic to confer a temporary K/S STEEP bonus upon another persona. The practitioner need not have any ability in a K/S Area to confer the benefit of this dweomer. For each 10 points of STEEP of the caster in *Mysticism* K/S, the subject of this Effect gains 1 STEEP point in the Area or Sub-Area selected by the recipient. Individual mystics cannot confer a *Mystic Skill Bonus* on themselves. No more than one such dweomer can be active on the same individual at the same time.

Mystic Visions Spell:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The mystic utilizing this Spell is granted a prophetic vision of some event that is destined to occur. Once the Casting has been activated, the persona must meditate in a serene and totally undisturbed environment, and will soon slip into a trance-like state for 1 AT time. The visions which the practitioner then experiences will relate in some way to the mystic or an associate as regards to the event destined to happen. A Special Success is similar in nature to the Divination Casting *Prevision* (q.v.). As a side benefit to this dweomer, practitioners, while meditating, heal up to 1D3 damage in each and every TRAIT area where they have suffered loss.

Power of Wood Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Power of Wood* Casting creates a dweomer which relates not only to wood, lumber, and trees, but to all flora as well. The principal Effect is that the mystic, or another subject, can employ any wooden instrument or tool at a STEEP bonus equal to 1 for each 10 STEEP the practitioner possesses in *Mysticism*. Similarly, the subject has renewing Heka armor of equal value against Physical damage inflicted by wooden weapons such as clubs, staves, bo sticks, etc. (but not from metal-tipped wood). Secondarily, various dweomers which cause vegetation to hinder, trip, bind, snare, pierce, etc., will not operate in respect to the individual upon whom the *Power of Wood* Casting has been laid.

True Sight Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 rod/10 STEEP — *Other:* Nil

E/F/M: This Casting confers enhanced visual perception upon its casters, enabling them to penetrate Preternatural disguises and maskings effected by illusions and shadows. In addition, such personas will be able to detect the alteration of any material, object, creature, being, or Aura (although the Casting does not enable a practitioner to determine the aural colors). Invisible or hidden things or spirits and the like are not revealed by this Effect.

Casting Grade IV

Circle of Balance Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The circling *Hemispheres of Yin & Yang* generated by this Casting create a dweomer which is both defensive and offensive. It is both a shell which repels spirits and non-corporeal forms as well as absorbing Heka, and a radiance which radiates fierce rays of the whole ultraviolet spectrum of light as well as increasing the potency of Castings sent forth from it.

The *Yin* Effect causes spirits with an S TRAIT less than the mystic's own, plus STEEP in this K/S, to be unable to enter the Area. At the same time, this Effect absorbs as much Heka energy cast into it as the practitioner has STEEP, feeding it directly to the mystic's own personal Heka supply. When as much Heka as possible has been absorbed by the hemispherical Effect, or the *Yang* Effect is complete, the dweomer is negated.

The *Yang* Effect causes any creatures or beings with Susceptibility or sensitivity to full daylight/ultraviolet light to be subjected to a base 2D6 points of Physical damage when within the Area. At the same time, this dweomer energizes further Heka force cast from its confines, so that the practitioner's Distance range begins at the verge of the Area, if applicable and desired, and Castings are at 90% of normal Heka cost. However, when as much Heka as the mystic has STEEP in this K/S Area has thus been conserved, or the *Yin* Effect is complete, the dweomer is negated.

Heka Sight Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 rod /10 STEEP — *Other:* Nil

E/F/M: This Spell enables the mystic to actually see the source and flow of Heka in the affected area. The nature of Heka—Preternatural, Supernatural, or Entital, Mixed, Negative, or Positive—will be noted. The Casting will reveal items and devices of a magickal nature, and its Effect will also uncover areas influenced by Castings which might otherwise go undetected until an unwary subject entered. In addition, the persona will be able to make a general estimate (+/–20%) of the amount of Heka present.

Hour of the Goat Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires 4ATs of time to complete before the Casting can be laid upon the subject. There are three different forms of this Casting, and mystics must decide at the moment of activation which they are going to lay—the *Black*, *White*, or *Red* form—for each has different Effects. The dweomer confers the following basic benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to any STEEP used to attempt a Casting which affects weather or creates wind.

(2) Immunity to Electrical Physical damage!

The three sub-forms of this dweomer have the following benefits:

Black: A +1 per 10 STEEP points of the mystic to any STEEP used to attempt a Casting which employs illusion or shadow, or any STEEP otherwise utilizing shadow or illusion.

White: A +1 per 10 STEEP points of the mystic to any STEEP used to attempt a Casting which employs light and/or negates or dispels illusions, darkness, or shadows.

Red: A –1 per 10 STEEP points of the mystic to rolls for Initiative, and Immunity to Heka-engendered Fire Physical damage!

Multiple forms of this Casting on the same individual are not possible. It is never possible for one recipient to have more than one Casting of this sort active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Mass Hypnosis Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/SP CATEGORY — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When this Cantrip is used, all animals, creatures, and/or beings facing and paying attention to the mystic must succeed in a roll against their Spiritual Psychic CATEGORY score at DR "Extreme" or become hypnotized by the practitioner for a number of BTs equal to the difference between the number they rolled and that which would have succeeded. For example, one needing an 11 and rolling a 61 would be under hypnotic influence for 50 BTs (5 Action Turns) time. Subjects under this dweomer's Effect will stand and do nothing except watch the mystic with rapt attention. Those free of the Effect will act as they choose, of course.

Mystic Bullets Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 or more target subjects — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* 20/4D3 special

E/F/M: Somewhat similar in nature to the Dweomercraft, General Casting *Heka Darts* (q.v.), this Charm directs one or more pebble-sized spheres of positive Heka energy aimed at inflicting Spiritual, rather than Physical, damage upon an Evil, malign, Nether Plane, or negative nature foe. Such a missile

flies faster than the eye can see to unerringly strike its target. The practitioner generates 1 such missile through activation of this Casting and can create additional *Mystic Bullets* at a cost of 10 Heka points per missile, to a maximum of 1 extra for every 20 points of *Mysticism* STEEP possessed. Each one does 4D3 points of Spiritual damage and is not affected by any type of armor save that of Spiritual sort. Thus, only magickal protection—such as provided by Castings or enchanted armor—can negate this kind of damage. A mystic who desires to do so can direct these missiles at multiple targets, dividing the number of *Mystic Bullets* sent to strike subjects to up to as many targets as there are missiles, or otherwise in any combination desired.

Phase Shifting Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Casting enables the mystic, or another subject, to change form, along with all that persona wears and carries, from material to either of the two stages of non-material form. It is the same as the Grade VI General Dweomercræft Casting of the same name (q.v.).

A Partial Physical Manifestation is a ghostly form. A Non-Physical Manifestation is totally invisible to normal human senses. Subjects are able to remain in whichever form they have shifted into for as long a period of Time as the Casting's duration allows. Neither form needs to breathe, drink, eat, rest, sleep, etc.

To go from Full Physical Manifestation (FPM) to a Partial Physical Manifestation (PPM) takes 1 CT. To then go from PPM to Non-Physical Manifestation (NPM)—thus being able to enter many other Spheres and/or Planes of the universe—requires another CT of time. In any case, personas are unable to do anything else while *Phase Shifting*.

In PPM, mystics may opt to be either visible (as near-transparent, ghostly or wraith-like, figures) or be essentially invisible. But in either case, they will be incapable or making noise or otherwise using physical means to influence material objects. Such practitioners will be capable of walking through walls, floating through the air (at normal movement rate), levitating up and down (through ground, walls and floors), and will likewise be completely immune to all types of normal Physical damage, though they will be unable to cause any such damage either. The ill effects of any Physical damage previously suffered (shock, dazing, etc.), however, will still continue to plague them in their Phase-Shifted state of Partial Physical Manifestation.

In Non-Material Manifestation, personas are essentially on the Æthereal Plane and viewing the Material as if through a thin, gauzy veil. Of course, NPM personas are quite undetectable to normal human perception. In many respects this form is the same as the PPM, invisible, but in addition the persona can journey Astrally at will. See the *Astral Journeying* Casting for details of movement in this state. Note, however, that the Phase-Shifted individuals are not connected to any "silver cord," and they can change from NPM to PPM or FPM when they desire. That is a danger! To become Material while in some totally alien, deadly environment is to doom such personas to death. Even willing return to Material form can be dangerous. However, this state of *Phase Shifting* provides a very, very powerful means of travelling, exploring, investigating, and so forth!

Successful activation of this Casting takes the mystic out of phase, and 1 CT later the persona will be in PPM form.

In no case can the Phase-Shifted persona cause someone else to do so.

Telepathy Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: The *Telepathy* dweomer can be laid upon its casters themselves or upon another subject. This Cantrip's Effect enables several different capacities for the subject: (1) It enables two-way or broadcast communication between the caster and another who, if not also able, will be "read" and receive thoughts from the caster, or to all able to receive a broadcast; (2) It empowers the reading of thought messages and the thoughts (mind reading) of others; (3) This Casting also brings the capacity for control of another mind through Telepathic means.

All functions are operative during Casting Time duration, and each function is detailed in the paragraphs which follow.

Two-Way Communication: The base distance of any telepathic channel is equal to 1 league per STEEP point of the caster. This is modified by the relative familiarity of the subject to the caster, as well as whether or not the subject is capable of telepathy or other similar mental projection. This is shown below:

Subject	*Distance*
Unknown to caster	–10 leagues
Well-known to caster	+10 leagues
Has Mental Powers	+5 leagues
Able to use Telepathy	+100 leagues
Mentally seeking caster	+100 leagues

Broadcast: Thoughts can be "broadcast" to virtually any distance. Thoughts that are broadcast can be received by any being with telepathic ability who is awake and not concentrating on something else, so don't send out any secret information! However, one can channel thoughts along a "tight beam" aimed only at at a specific person or group, and so an eavesdropper would have to be aware of the "channel" being used and be concentrating so as to monitor it. To channel thoughts, however, requires that the practitioner either be able

to see the persona on the receiving end, know that persona, or have some other pre-arranged manner of contact. Eavesdropping personas are considered to know what "channel" is being used if they possess the same information about the recipient as does the broadcaster.

Telepathic Reception: Probing minds requires one of two cases: (1) The persona under the Effect must be in visual contact with the subject to be "read," or (2) The one empowered by this dweomer must have had previous mental contact with the subject (whether initiated by the probing persona or the subject), and must know the general whereabouts of the subject within a 1 mile radius of a known locale (regardless of that locale's distance). When visual contact is the case, it must be maintained throughout the whole of the probing.

In either case, whether at a distance or within visual contact, able individuals must make a K/S check against M TRAIT at a DR to be found by consulting the table below each BT they Telepathically probe a subject's mind. Thus, if the K/S check proves to be successful, the telepath is thereafter able to spend up to 10 CTs mind reading.

The Difficulty Rating for K/S checks and the Heka cost depend on the type of thoughts read by probing. This is as follows:

Target & Thought Level	*Base DR*
Surface thoughts of an unintelligent (M less than 36) subject	Easy
The strong surface thoughts of an intelligent subject	Moderate
Guarded surface thoughts of an intelligent subject	Routine (1.5)
Secondary thoughts*	Hard
Guarded secondary thoughts**	Difficult
Deep thoughts†	Very Difficult

*Includes recent memories.

**Includes memories about one year to five years old.

†Includes memories over five years old.

Willing subjects can allow their minds to be read, so the DR is then two levels easier than usual (as above). Unwilling personas who are aware of the attempt are at one DR harder, however, and those who possess *Telepathic* Power; Sensory Capacity, Thought; or Mental Command can "shield" their minds to make the DR three levels harder.

On the table above, *Surface* thoughts refer to what is immediately on an individual's mind. Those are the only kinds of thoughts which those with a Mental TRAIT lower than 36 possess. *Secondary* thoughts are those things which are close to the surface but are not actually being mentally "spoken" at the moment. *Deepest* thoughts are things which are not at all a part of what the conscious mind is currently up to. *Guarded* thoughts are any thoughts which personas would not particularly care for mind readers to know they have.

Personas with any Mental Powers will be able to tell when someone is attempting to read their mind, and they may prevent such individuals from doing so by tying or beating them in a contest of K/S Areas—the mind reader using STEEP in this Sub-Area and the subject opponent whatever Heka-producing K/S area or Power is most applicable to the ability to engage in a contest of this nature. Both the attacker and the defender may expend Heka on a 1 for 1 basis to increase effective STEEP rating for this struggle. A tie allows the attacker to try again, but a defeat means that the persona cannot again so attack the defender for a period of 24 hours. If the attacker wins, however, she or he may then proceed normally, but must suffer the Difficulty Rating increase for a "Shielded Mind" (if the defender is capable of shielding as noted above), or merely that of an "Unwilling Subject" otherwise.

Telepathic Control: Telepathic Control requires a successful probing of thoughts at the "Deep" level. Of course it is most probable that a K/S versus K/S battle will be required. In any event, if a probe of deep thoughts succeeds, the able persona can then, instead of reading those thoughts, elect to control the mind of the subject. In order to do this, such practitioners must expend Heka equal to the M TRAIT of the individual they are aiming to exercise mind control over. If for any reason such additional Heka is not expended, there is no control, and contact with the subject is lost.

Control: This suppresses the ego of the subject. The persona of the subject will be under total control of the telepathic individual for as long as the duration of Time for this Casting's Effect lasts. Thereafter, control is lost instantly. The controlling practitioner will have the sensory viewpoint of the subject. The subject's mind will have to be read normally, however, if that is desired. The Difficulty Rating of this process is based on memories, though, rather than current thoughts, so DR runs from "Difficult" for recent ones to "Extreme." The superego of the controlled individual is readable as memories, and the id can be probed at 1 DR easier because there is no ego there to repress it. Controlling personas can operate such subjects' bodies as if their own, walking, talking, etc., in the same way as the controlled persona would. Other people who know the subject, however, will have a 1% cumulative, (plus their *Perception* STEEP), chance per hour of interaction with the controlled to notice something is "odd." The GM will have to decide such matters.

Meanwhile, the body of the practitioner controlling the subject is no longer "awake." With the active mind gone, the body sinks into a trance state, relaxing as if it were asleep. (Spirit possession at such a time is a very possible danger!)

There are some important things to keep in mind about telepathically empowered personas and a controlled body. The practitioner's Mental and Spiritual TRAITS *et al.*, transfer to the controlled body, and with them go all K/S Areas. Physically, however, the TRAITS, CATEGORIES, and ATTRIBUTES are those of the controlled, while Physical K/S Areas are not. These Areas are also of the telepathic persona's own, except that they function at 50% STEEP only. This is because of the link between mental command and neural/muscular response is not well established. For each AT the practitioner is in control of the body, 1% of STEEP is returned, so that only after 50 or more ATs of control can such telepathic personas use their Physical K/S to their actual potential.

A telepathic persona has some advantage while in control of another's body, for in its trance-like state, the telepath's own body is recovering Heka at twice the normal rate for mere sleep. As there is an invisible channel between the telepath's body and mind, such personas are able to utilize the Heka reserve of their own body at will. This is fortunate in another way, for they can't tap the controlled body's Heka as long as they are attuned to their own body. If anything untoward occurs to their own body, so that it dies, then such telepathic personas could be in real trouble!

Bodily death in such a case means that the telepath's mind is trapped inside the controlled body. The ego of that body will have to dispatched somehow, or else there will be far more trouble than merely running out of Heka to use. The gamemaster must have an immediate K/S versus K/S contest take place, telepath's M TRAIT versus that of the controlled persona's. Special Failure means that the practitioner's mind is destroyed. Failure means that the caster's ego is suppressed inside the body—and more about this matter later. Success means that the ego of the controlled remains repressed. Special Success means that the suppressed ego is destroyed, and the controller is now the person in who's body he or she has been mentally residing.

It is evident, then, that there are only two clear cases of defeat and victory, Special Failure and Special Success. Failure or Success otherwise indicates that there is a body with two minds and two egos, two M TRAITS and two S TRAITS. The solution to this which we propose the gamemaster is:

There are now dual egos within the body of the subject persona!

Allow the two egos to have a conversation, mind-to-mind as it were, and work out an arrangement. This can be a regular, non-hostile sharing of being in control, turn on turn. It can also be a shared alertness and "pooling" so to

speak. Each ego is then there to experience and contribute. This makes for an exceptionally powerful persona with a whole lot of K/S Areas and high STEEP, for the higher score in any common K/S Area would be the one used. Ambidexterity will be developed with ease. When one ego (mind) is "outside" of the body, the other will be there to operate and protect it. However, gamemasters have many options to allow this and still keep things in balance. First, adverse "Quirks" used liberally set matters right. Next, Speed ATTRIBUTES can be reduced according to the force of personality of the two egos—the stronger the two, the slower the reactions, based on a minimum penalty of –2 and a maximum of –6 (intercommunication takes time!). Finally, a division of APs between the two separate sets of M TRAIT K/S Areas and the two S TRAITS K/S Areas slows development towards a super-persona. There will be duplication of effort and building up of the same ability in each ego that way. (This should provide a really fun HP to play and to GM for too!)

Torpify Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: When directed at a physically manifest subject by the attacking mystic, this Casting's Effect causes the sensory abilities of that individual to become slowed. While a subject so affected will move and attack at only one-half normal rate, the greater advantage of this dweomer is that all attacks or other actions requiring the affected senses will have a 50% reduction in the effective chance of success—i.e., STEEP is cut in half.

Casting Grade V

Baraka Ritual:

Time: Permanent special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Heka reserve

E/F/M: Performance of this Ritual requires five weeks of time. Once each week, for a period of five Action Turns, the mystic must cast the dweomer of the *Baraka* Ritual upon the chosen subject—an animal or tree, some other thing, or special place (such as a pool, unusual rock, etc.). The Effect creates a secret, personal General Heka Reservoir for the practitioner. No mystic can ever have more *Baraka* Reservoirs than 1/10th of *Mysticism* STEEP. If two such Reservoirs are within five furlongs or closer to each other, only one will function.

When the Ritual is completed, the *Baraka* Reservoir holds a number of Heka points equal to 1/10th of the practitioner's STEEP, and can be further charged at a rate of 1 point for each extra Heka point channelled into it, up to a maximum of the mystic's Spiritual TRAIT in such energy.

Regardless of the Heka charge contained within a *Baraka* Reservoir, it will generate an additional 1 point of such energy each day until the maximum Heka level is attained. Each month, the level rises by 1 factor, so that after one full year a Reservoir can contain the mystic's S TRAIT score plus 12 points of Heka energy. The maximum possible pool of force so contained is as follows:

Reservoir Type	*Max. Heka Points*
Small body of still water	700
Tree	600
Small waterfall or other flowing water	500
Rock or other mineral	400
Horse	300
All others	200

Note, however, that if a *Baraka* Reservoir is ever drained of *all* Heka, the dweomer is destroyed, and the Ritual must be recast to effectuate its Power once again. Of course, destroying the subject of the dweomer will disperse the Heka stored and the possibility of laying the Casting again as regards to that subject.

The *Baraka* Reservoir will show as only a dim and weak source of energy to one able to detect Heka, unless such an individual scrutinizes the source with special care. Such scrutiny will reveal the true nature of the Reservoir, but only another mystic will be able to utilize the Power.

Hour of the Cat Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires five Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer then confers the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Criminal Activities, Physical* STEEP.

(2) A +1 per 10 STEEP points of the mystic to *Dweomercraeft* and *Magick* STEEP—balanced between the two so as to keep them even, of course.

(3) Never being Surprised or Totally Surprised.

(4) Minimum Impact PD from falling!

(5) Immunity to Negative Heka Effects!

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Hour of the Horse Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires five Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer then confers the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Endurance* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(2) A +1D6 to each Physical Muscular ATTRIBUTE, with a corresponding increase in the CATEGORY and TRAIT, so as to create a false total against which PD is first applied.

(3) A running movement rate at twice the recipient's normal one, and this rate can be maintained for twice normal duration plus any *Endurance* K/S modifier as applicable.

(4) Immunity to shadow magick!

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Mah Chi Flower Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 plaque/10 STEEP — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: In order to utilize this dweomer, the mystic must have prepared a special set of plaques (rectangles of ivory engraved with painted pictograms as hereafter described), become *attuned* to them, and then retain the set in a silken pouch. Upon activation of the Casting, the practitioner then draws one of the plaques forth at random from their special pouch. Mystics may opt to have it apply to themselves or another individual, but no more than one plaque can ever apply to one subject, even though they may be tiles of another sort. Casters can draw forth only as many plaques as they have tens of *Mysticism* K/S STEEP. Whichever sort is drawn is active, whether desired or not.

In the set of tiles are three general sorts of pictogram plaques. There are three sorts of indicator pictograms—the *Number* indicating the Mental, the

Staff indicating the Physical, and the *Wheel* indicating the Spiritual. To find which sort of plaque is drawn, roll D%:

01-10 = A Flower
11-40 = Number (M) or Red Dragon
41-70 = Staff (P) or Green Dragon
71-00 = Wheel (S) or White Dragon

In each indicator series are nine integers, 1 through 9. The integers indicate the number of added STEEP points the recipient gains from the *Mah Chi* plaque. However, if a 1 or a 9 is drawn, the recipient gains a full 10 STEEP. To determine the integer, roll 1D10. If the result is a 0, then instead of an integer, the recipient has gained a dragon. If the indicator is Mental, then the subject gains the STEEP in whichever Mental TRAIT K/S Areas decided at that moment. The same is true with regard to Physical or Spiritual indicators and Physical or Spiritual TRAIT K/S Areas.

Besides the indicator pictograms, there are three dragon pictograms. When a zero (0) is rolled on the integers die, an equivalent dragon is drawn instead of an integer. The dweomer of the dragon pictograms gives a 10 STEEP addition plus:

Red Dragon = Time duration of extra STEEP is extended to twice normal.
Green Dragon = Bonus of –10 on Initiative rolls.
White Dragon = One Joss Factor applicable to any Spiritual K/S check roll.

The Flower pictograms are the most potent of these plaques, however. To find which Flower prevails for the subject receiving the plaque, roll D%:

01-25 = Peach Blossom
26-50 = Lotus
51-75 = Poppy
76-00 = Chrysanthemum

Peach Blossom brings 20 STEEP to the K/S Area of choice for twice the Time duration normal for the benefit. The recipient becomes invulnerable to any dweomers which employ slowing, aging, or withering. During the period of activity of this Effect, the recipient has a renewing 5 points of Heka armor against any form of damage, and this armor works in conjunction with any other of this sort of protection.

Lotus brings 20 STEEP to the Spiritual K/S Area of choice. The recipient becomes invulnerable to any dweomers which employ water, and can breath in that Element as if it were air. During the period of activity of this Effect, the recipient has a renewing 10 points of Heka armor against any form of Spiritual damage, but the armor will not function in conjunction with any other kind of Spiritual armor protection.

Poppy brings 20 STEEP to the Mental K/S Area of choice. The recipient becomes invulnerable to any dweomers which employ fire. During the period of activity of this Effect, the recipient has a renewing 10 points of Heka armor against any form of Mental damage, but the armor will not function in conjunction with any other kind of Mental armor protection.

Chrysanthemum brings 20 STEEP to the Physical K/S Area of choice. The recipient becomes invulnerable to any dweomers which employ cold or ice. During the period of activity of this Effect, the recipient has a renewing 10 points of Heka armor against any form of Physical damage, but the armor will not function in conjunction with any other kind of Physical armor protection.

Mystic Missile Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 chain/10 STEEP — *Other:* Nil

E/F/M: Similar in nature to the Dweomercreft *Heka Bolt* (q.v.), this Casting directs energy which inflicts Spiritual damage upon an Evil, malign, Nether Plane, or negative nature foe. Such a missile flies faster than the eye can see to unerringly strike its target. The damage done by the *Mystic Missile* is 5D6+5 points to the Spiritual TRAIT (subtracting any applicable armor). As usual, a Special Success for activation indicates that the dweomer scores full potential SD of 35 points.

Power of Ærth Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Power of Ærth* Casting creates a dweomer which relates not only to dirt, sand, and clay, but to all things formed from them as well. The principal Effect is that the mystic, or another subject, can travel tirelessly at double normal movement rate over such surfaces for the Time duration indicated. The individual can also actually sink into dirt *et al.*, and move therein at normal walking movement rate likewise, breathing easily and having no restriction of action. Secondarily, various dweomers which cause damage, slowing or movement, and similar Effects through the Element of Ærth, will not operate in respect to the individual upon this dweomer has been laid. Lastly, anything contained within something of Ærth—brick, ceramic, glass, pottery, porcelain, etc.—which is touched will be observable and generally known to the individual. Thus, a potion will be detected, but its exact type will not be revealed through this dweomer.

Casting Grade VI

Expanded Consciousness Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 rod radius/10 STEEP — *Other:* Nil

E/F/M: The Effect of this Casting enables the mystic, or another subject, to open him or herself to a form of mental communication with one or more other beings who are not otherwise capable of conversing with the subject, and who are within the Distance range indicated. This mental "conversation" consists mostly of pictures, emotions, feelings, and iconical "dialogue" with the likes of such ones as Æthereal beings, Partial and/or Non-Physical Manifestations, animals, etc. It is possible to also use this Casting to learn historical information by reading the psychic records of places, provided that important or traumatic events took place in the location.

Note that this is a potentially dangerous Casting, for it opens the persona up to automatic Mental Links should an enemy be within the Area or capable of perceiving the mystic's presence.

Hour of the Boar Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires six Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer then confers the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Combat, Hand-to-Hand* (both kinds) STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

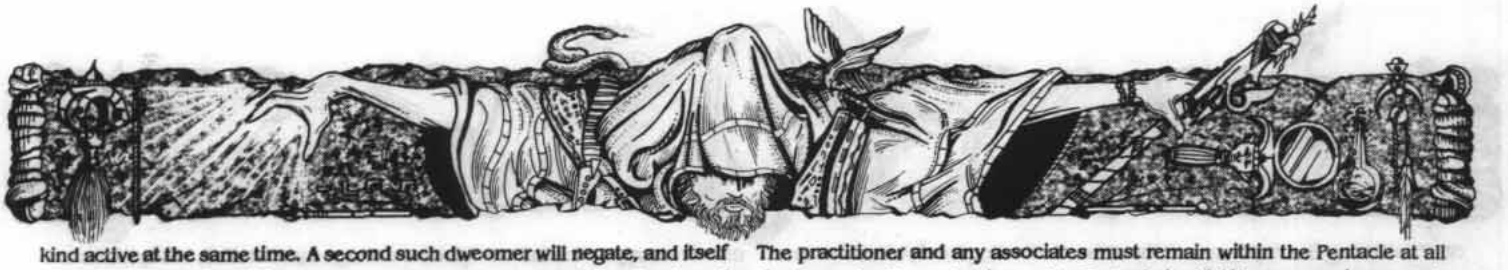
(2) A +1D6 to Physical damage inflicted in any form of combat.

(3) A –1 bonus to any die roll required for the performance of a Mental K/S Area or Mental check of any kind.

(4) A +1 per 10 STEEP points of the mystic to any rolls made to check against the effects of illusions or imaginary effects generated by Heka.

(5) Immunity to fear, terror, panic, and any Sanity check requirement!

It is never possible for one recipient to have more than one Casting of this



kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Hour of the Dog Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires six Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer then confers the following benefits to the recipient:

(1) A +2 per 10 STEEP points of the mystic to *Endurance* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(2) The ability to see invisible spirits and Partial or Non-Physical Manifestations of other creatures and beings, including those Æthereally and Astrally existing or projected, within vision range.

(3) The ability to sense Evil and/or malign spirits, creatures and/or beings within the recipient's SPCap in rods distance.

(4) The ability to detect Portals within the recipients SPCap in yards distance.

(5) Night vision of two steps above human norm, so that a "dark, moonless, and cloudy night" affords vision as if it were "clear and partial moonlight," and vision into the ultraviolet light spectrum in normal total darkness.

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Hour of the Rat Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires six Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer confers then the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Criminal Activities, Mental* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(2) A +1 per 10 STEEP points of the mystic to *Criminal Activities, Physical* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(3) A +1 per 10 STEEP points of the mystic to *Perception, Mental* STEEP.

(4) A +1 per 10 STEEP points of the mystic to *Perception, Physical* STEEP.

(5) The ability to sense precious metals within the recipient's SPCap in feet.

(6) Vision into the ultraviolet light spectrum in normal light spectrum total darkness.

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Mystic Circle Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch + special — *Other:* Special

E/F/M: This Ritual creates one of the various forms of Exclusive Pentacles in an Area surrounding the caster. The Exclusive Pentacle serves as protection for the personas inside, also enabling further Casting without interruption by outside forces, if a "door" for such is provided for by the practitioner. The practitioner and any associates must remain within the Pentacle at all times, or else the protection or the Pentacle itself, if temporary, is negated.

The types of Pentacles which can be created, and their effectiveness, are listed below:

Pentacle Type	*Casting Time*	*Duration*	*Base DR*
Simple, Physical	5 Battle Turn	Temporary	Easy
Simple, Mental	5 Battle Turn	Temporary	Moderate
Simple, Runic	1 Action Turns	Temporary	Moderate
Complex, Physical	2 Action Turns	Temporary	Moderate
Simple, Physical	2 Action Turns	Permanent	Routine (1.5)
Complex, Mental	2 Action Turns	Temporary	Routine (1.5)
Simple, Runic	3 Action Turns	Permanent	Hard
Complex, Physical	3 Action Turns	Permanent	Hard
Complex, Runic	4 Action Turns	Temporary	Hard
Complex, Runic	5 Action Turns	Permanent	Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle may also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the mystic through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's S TRAIT plus 2× the *Mysticism* STEEP in points. For details of how Pentacle's STR is applied in defending against Heka attacks, see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (1 DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (2 DRs harder).

However, for each doubling of Casting performance time (time spent preparing and working on the Pentacle), the Difficulty Rating is decreased by one step, up to three steps easier or "Hard" DR, whichever is the least favorable.

This Ritual may be performed in conjunction by several personas with STEEP in *Mysticism*, in order to lend Heka or STEEP to the Casting.

Power of Water Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Power of Water* Casting creates a dweomer which relates not only to water, rain, and mist, but to any other form of the Element as well, including ice. The principal Effect is that the mystic, or another subject, is invulnerable to damage from water *et al.*, and can travel tirelessly at double normal movement rate walking on the surface or going within a body of water, for the Time duration indicated. When so immersed, such individuals can breathe easily, have no restriction of action, and have all of their senses functioning as if they were not submerged. Secondarily, as noted, various Effects which utilize the Element of Water will not operate in respect to the individual this dweomer has been laid upon. Lastly, anything contained within a body of water which is touched by such individuals and is within their S TRAIT score in feet distance will be generally known to them. Thus, a pond in which a Wyrm dwells and at the bottom of which is a horde of gold coins will be detected, but the exact type of monstrous guardian or the amount of precious metal will not be revealed through this dweomer.

Casting Grade VII

Celestial Sight Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 chain/10 STEEP — *Other:* Nil

E/F/M: The enhanced visual capacity conferred through the dweomer of

this Casting allows the mystic to see Æthereal, Supernatural, and/or Entital spirits, creatures, and/or beings and forces (including the Heka flow generated by these things and/or forces). In addition, the true Auras of any subject creature, being, spirit, force, or item will be detected and readable by the practitioner, even if such is the subject of a magickal alteration. Finally, anything shifted out of phase, invisible, cloaked by shadow, or otherwise invisible will be seen through the Power of this Effect.

Good Fortune Formula:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula generates temporarily 1D3 Joss Factors for use by the subject against Evil, malign, or Nether Plane opponents, or actions taken by such foes. Note that while this Casting is active, no other JF's for the same subject can be created via this Casting Effect, and another such dweomer laid on that individual within that time will produce no result (other than the loss of the caster's Heka, of course).

Hour of the Buffalo Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires seven Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer confers the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Alchemy* STEEP.

(2) A 2+1D3 to each of the four Physical Capacity and Power ATTRIBUTES, with a corresponding increase in the CATEGORY and TRAIT, so as to create a false total against which PD is first applied.

(3) *A penalty of +10 on Initiative die rolls!*

(4) Minimum points possible taken for all Blunt and Impact PD taken in combat.

(5) Heka armor equal to the recipient's own Spiritual TRAIT score, non-renewing, and non-operative with other Heka armors.

(6) Invulnerability to cold and Exposure Physical damage!

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Hour of the Monkey Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires seven Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer confers the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Influence* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(2) A +1 per 10 STEEP points of the mystic to Deception STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(3) A +1 per 10 STEEP points of the mystic to *Mountain* (or any form of) *Climbing* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(4) A +1 per 10 STEEP points of the mystic to *Escape* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(5) A +1D3 to each Mental Mnemonic ATTRIBUTE, with a corresponding increase in the CATEGORY and TRAIT, so as to create a false total against which MD is first applied.

(6) A +1D3 to each PMCap, PMSpd, PNCap, and PNSpd, with a corresponding increase in the CATEGORIES and TRAIT, so as to create a false total against which PD is first applied.

(7) +1 per 10 STEEP points of the mystic to Attractiveness, or Inner Beauty if that total is at 20.

(8) *Susceptibility to illusions and shadow-employing dweomers!*

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Hour of the Snake Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires seven Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer confers the following benefits to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Hypnotism* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(2) A 2+1D6 to each Spiritual Psychic ATTRIBUTE, with a corresponding increase in the CATEGORY and TRAIT, so as to create a false total against which SD is first applied.

(3) +1 per 10 STEEP points of the mystic to Attractiveness, or to Inner Beauty if that total is at 20.

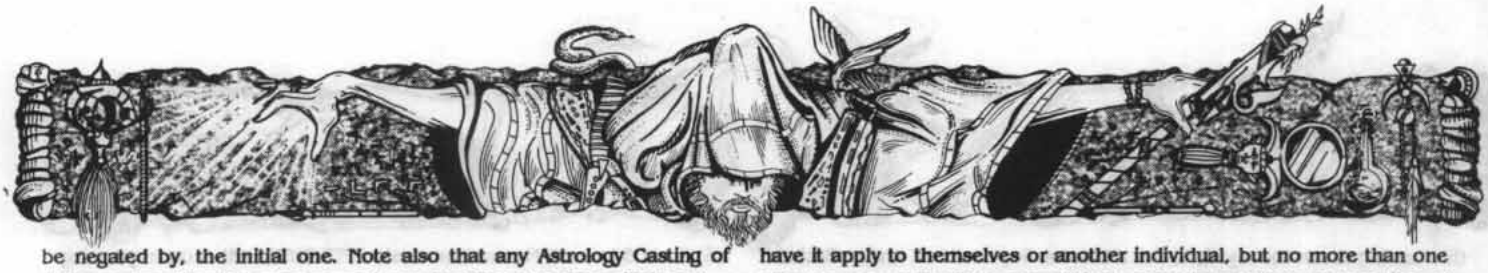
(4) *Intuition* which is similar to *Premonition* and *Prevision* (qq.v.) but lacks some data and detail. That is, recipients have "hunch" ability and at any time can try to see if they have an intuitive feeling about something. The gamemaster will rule after a secret K/S check (rolled by the GM against such a recipient's SP CATEGORY total) has been made. The following table lists the base Difficulty Rating according to the situation:

Situation	*Base DR*
Inconsequential, in immediate future.	Very Easy (4)
Inconsequential, within 24 hours; or of minor importance and in the immediate future.	Easy
Inconsequential, within next month; or of minor importance and within 24 hours.	Moderate
Minor importance, within the next month; or important and within the next hour.	Routine (1.5)
Important, within the next 24 hours; or critical, within the next hour.	Difficult
Important, within the next month; or critical within the next hour.	Very Hard (0.75)

If the K/S roll succeeds, the gamemaster will allow the persona to pose a single question of about 10 words maximum length. The answer should be of a one-word sort (or as close to one-word as possible)—i.e., yes or no, up or down, stay or go, and so forth. In the case of a Special Failure a wrong answer is given, though a Special Success might give a second or third word word, or allow another query at no additional Heka cost (so a Special Failure might also allow such "extra" information!).

(5) Immunity to all fascinating, hypnotic, and mesmerizing effects!

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself



be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Power of Metal Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Power of Metal* Casting creates a dweomer which relates to all kinds of pure and/or alloyed metal material. The primary Effect is that the mystic, or another subject, can employ any metal or principal instrument or tool at a STEEP bonus equal to 1 for each 10 STEEP the practitioner possesses in *Mysticism*. Similarly, such individuals have renewing Heka armor of equal value against Physical damage inflicted by metallic weapons such as axes, daggers, swords, etc.—including that from metal-tipped wood such as spiked flails or clubs, arrows, and spears insofar as Cutting and/or Piercing Physical damage from such metal is concerned. Secondarily, various dweomers which affect metal associated with the recipient will not operate in respect to that individual, save that electricity will still be effective. Lastly, the individual will be able to pass in FPM form through metal as if it were thin air.

Casting Grade VIII

Hour of the Tiger Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires eight Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer confers then the following effects upon to the recipient:

(1) A +1 per 10 STEEP points of the mystic to *Combat* (any and all forms possessed by the recipient) STEEP.

(2) A +1 per 10 STEEP points of the mystic to *Influence* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(3) A +1 per 10 STEEP points of the mystic to *Leadership* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(4) A +1 per 10 STEEP points of the mystic to *Magnetism* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(5) A bonus of –5 on *Perception* die rolls.

(6) A bonus of –5 on Initiative die rolls.

(7) Plus 1 Joss Factor.

(8) Visual capacity into the infrared light spectrum.

(9) Invulnerability to Mixed (standard form) Heka Effects!

(10) The inability to retreat. *While under this dweomer, the subject will never flee from a confrontation or combat!*

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Mah Chi Season Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 plaque/10 STEEP — *R&D:* Nil
Distance: Touch + special — *Other:* Nil

E/F/M: In order to utilize this dweomer, mystics must have prepared a special set of plaques (rectangles of jade engraved with painted pictograms as hereafter described), become *attuned* to them, and then retain the set in a silken pouch. Upon activation of the Casting, the practitioners then draw one of the plaques forth at random from their special pouch. They may opt to have it apply to themselves or another individual, but no more than one plaque can ever apply to one subject, even though they may be tiles of another sort. Casters can draw forth only as many plaques as they have tens of *Mysticism* K/S STEEP. Whichever sort drawn is active, whether desired or not. In the set of tiles are three general sorts of pictogram plaques. There are three sorts of indicator pictograms—the *Number* indicating the Mental, the *Staff* indicating the Physical, and the *Wheel* indicating the Spiritual. To find which sort of plaque is drawn, roll D%:

01-10 = A Season
11-40 = Number (M) or Red Dragon
41-70 = Staff (P) or Green Dragon
71-00 = Wheel (S) or White Dragon

In each indicator series are nine integers, 1 through 9. The integers indicate the number of added STEEP points a recipient gains from the *Mah Chi* plaque. However, if a 1 or a 9 is drawn, the recipient gains a full 10 STEEP. To determine the integer, roll 1D10. If the result is a 0, then instead of an integer the recipient has gained a dragon. If the indicator is Mental, then the subject gains the STEEP in whichever Mental TRAIT K/S Areas is decided at that moment. The same is true with regard to Physical or Spiritual indicators and Physical or Spiritual TRAIT K/S Areas.

Besides the indicator pictograms, there are three dragon pictograms. When a zero (0) is rolled on the integers die, an equivalent dragon is drawn instead of an integer. The dweomer of the dragon pictograms is 10 STEEP addition plus:

Red Dragon = Time duration of extra STEEP is extended to twice normal.
Green Dragon = Bonus of –10 on Initiative rolls.
White Dragon = One Joss Factor applicable to any Spiritual K/S check roll.

The Season pictograms are the most potent of these plaques, however. To find which Season prevails for the subject receiving the plaque, roll D%:

01-25 = Spring
26-50 = Summer
51-75 = Autumn
76-00 = Winter

Spring brings 20 STEEP to the K/S Area of choice, for twice the Time duration normal for the benefit. Recipients have all six ATTRIBUTE Speeds increased to equal the corresponding Capacity, as applicable, and a –10 bonus on Initiative Rolls. They are invulnerable to any dweomers which employ weather magicks, and to the effects of electricity and thunder too. During the period of activity of this Effect, recipients have a renewing 8 points of Heka armor against any form of damage, and this armor works in conjunction with any other protection of this sort.

Summer brings 20 STEEP to the Spiritual K/S Area of choice. Recipients have Spiritual ATTRIBUTE Speeds increased to equal the corresponding Capacity, as applicable, and a –10 bonus on Initiative Rolls for actions of Spiritual K/S. They are invulnerable to any dweomers which employ heat or fire. During the period of activity of this Effect, recipients have a renewing 16 points of Heka armor against any form of Spiritual damage, but the armor will not function in conjunction with any other kind of Spiritual armor protection.

Autumn brings 20 STEEP to the Mental K/S Area of choice. Recipients have Mental ATTRIBUTE Speeds increased to equal the corresponding Capacity, as applicable, and a –10 bonus on Initiative Rolls for actions of Mental K/S. They are invulnerable to any dweomers which employ Mental confusion, fear, drowsiness, sleep, or unconsciousness Effect. During the period of activity of this Effect, recipients have a renewing 16 points of Heka armor against any

form of Mental damage, but the armor will not function in conjunction with any other kind of Mental armor protection.

Winter brings 20 STEEP to the Physical K/S Area of choice. Recipients have Physical ATTRIBUTE Speeds increased to equal the corresponding Capacity, as applicable, and a –10 bonus on Initiative Rolls for actions of Physical K/S. They are invulnerable to any dweomers which employ disintegration, slowing, poisoning, withering, or aging Effect. During the period of activity of this Effect, recipients have a renewing 16 points of Heka armor against any form of Physical damage, but the armor will not function in conjunction with any other kind of Physical armor protection.

Misfortune Spell:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Casting requires eight Action Turns. The *Misfortune* Ritual generates 1D3 Anti-Joss Factor for use by the subject of the Casting against any Evil, malign, or Nether Plane enemy, or any actions such foes might attempt or perform. At any time during the Time duration period indicated, the subject can apply the Anti-Joss Factors gained, but any remaining at expiration of the dweomer will be lost.

Power of Fire Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Power of Fire* Casting creates a dweomer which relates not only to fire but to heat and light as well. The principal Effect is that the mystic, or another subject, is invulnerable to the effects of fire, heat, and light (insofar as damage is concerned). When subjected to physically damaging fire or heat, such individuals actually receive the damage as restored Physical TRAIT points previously lost and/or Heka energy expended, up to the limit of their personal amount total, of course. Secondarily, as noted, other various Effects which utilize the Element of Fire will not operate in respect to individuals upon whom this dweomer has been laid. Lastly, anything contained within a conflagration or a body of molten material which is touched by these individuals and is within their S TRAIT score in feet distance will be generally known to them.

Sixth Sense Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The Power engendered through this Casting confers upon mystics an ability to detect unseen presences and Links. In addition, the dweomer enables practitioners to detect impending danger so they can never be the subject of Total Surprise, and when they're concentrating on danger they cannot even be Surprised. Any area they scrutinize for danger will alert their *Sixth Sense* if there's any form of trap of foe lurking therein.

Casting Grade IX

Astral Sight Ritual:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Performance of this Ritual requires a full nine Action Turns to complete. This Casting grants the mystic the ability to see the true form of, and comprehend the actions and basic intent of, any and all creatures and beings on the Outer Planes who are actively viewing and/or thinking about the mystic and/or any immediate associates. Such creatures and/or beings can be anywhere, as long as they are currently occupied in observing and/or thought regarding the caster and any allies. The Ritual must be continued for as many AT after activation as the mystic desires to utilize the *Astral Sight* dweomer, subject to a maximum equal to the persona's SPPow in ATs time. Note that any creature or being of Supernatural origin will possibly know that someone is monitoring them (but not necessarily who or how), while Entital creatures and beings will probably sense the observation of the mystic, but again not necessarily know who or how, unless they are of full deital potency.

Dimension Track Ritual:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Completion of the Ritual takes 9 ATs time of performance. Thereafter the dweomer enables "tracking."

By this Casting's Effect, the mystic seeks to trace the movements of other creatures or beings through other planes and/or spheres. Success will discern the movements of the practitioner's quarry, allowing the mystic to pinpoint the subject's location. The Distance is not so much a factor, but again, familiarity of the subject is paramount. This is shown in the following table:

Familiarity	*Distance*
Barely known/seen once	3 spheres/1 plane
Known slightly/seen several times	6 spheres/2 planes
Met by caster/personal acquaintance	Any sphere/3 planes
Well known by caster	4 planes
Intimate acquaintance of caster	5 planes

Consider the IV and higher Dimensions as one plane, but each universal shift as another one plane. Obviously, in an infinite multiverse, the limitations of this Casting are clear if the quarry has potent Heka use so as to enable considerable travelling.

Hour of the Dragon Ritual:

Time: 1 hour + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this Ritual requires nine Action Turns of time to complete before the Casting can be laid upon the subject. The dweomer then confers the following benefits to its recipient:

(1) A +1 per 10 STEEP points of the mystic to *Combat, Hand Weapons* STEEP.

(2) A +1 per 10 STEEP points of the mystic to *Combat, Missile Weapons* STEEP.

(3) A +1 per 10 STEEP points of the mystic to *Perception, Mental* STEEP, giving this K/S ability at applicable STEEP to the subject without it, as dictated by the practitioner's own capacity in *Mysticism*.

(4) A +1 per 10 STEEP points of the mystic to any Spiritual K/S STEEP which generates Heka and utilized Castings.

(5) Immunity to fear, terror, panic, etc.

(6) Immunity to all Insanity checks.

(7) Plus 1D3 Joss Factors.

(8) Visual capacity into the infrared and ultraviolet light spectrums.

(9) Invulnerability to Positive Heka Effects!

(10) Invulnerability to Fire Physical damage!

It is never possible for one recipient to have more than one Casting of this kind active at the same time. A second such dweomer will negate, and itself be negated by, the initial one. Note also that any Astrology Casting of *Influence*-type likewise negates and is negated by a dweomer of this sort.

Necromancer Archetypical Castings

66 Total

Grade I Castings

11 Total
Base Heka Cost: 20

Discover Tomb Wards Formula	Find Corpse Cantrip
Find Skeleton Spell	Imbue Remains With Strength Formula
Open Albiers Cantrip	Protection From Charnalrats Charm
Protection From Dead Spell	Questiondead Formula
Revitalize Bones Formula	Revitalize Corpse Formula
Skeletalguise Spell	

Grade II Castings

10 Total
Base Heka Cost: 35

Animate Corpse Spell	Animate Skeleton Spell
Call Corpses Formula	Call Skeletons Formula
Charnelreek Cantrip	Imbue Remains With Speed Formula
Protection From Deadspirits Cantrip	Protection From Deathrot Cantrip
Query Deadspirit Spell	Unhallowed Path Spell

Grade III Castings

6 Total
Base Heka Cost: 50

Arrowbones Charm	Disarm Tombtrap Cantrip
Find Deadspirit Cantrip	Locate Hidden Tomb Spell
Pass Through Stonetomb Spell	Protection From Undead Spell

Grade IV Castings

6 Total
Base Heka Cost: 75

Compatibility With Deadspirits Spell	Find Undead Cantrip
Imbue Remains With Cunning Spell	Necropire Formula
Rotflesh Spell	Stoneskeleton Spell

Grade V Castings

6 Total
Base Heka Cost: 100

Compatibility With Undead Ritual	Find Unliving Formula
Ghostlyguards Formula	Shrouds Of Iron Spell
Ultrazombie Formula	Wraithform Formula

Grade VI Castings

6 Total
Base Heka Cost: 125

Command Corpse Company Formula	Compatibility With Unliving Spell
Ghoulsfeast Formula	Hekasafe Charm
Hide Desecration Spell	Rigormortis Cantrip

Grade VII Castings

6 Total
Base Heka Cost: 150

Command Skeletal Company Formula	Horrify Charm
Summon Deadspirits Spell	Unsanctify Ground Ritual
Withertouch Spell	Wormsplague Formula

Grade VIII Castings

5 Total
Base Heka Cost: 200

Deathshead Formula	Deathstouch Spell
Feed On Death Spell	Summon Undead Formula
Undead Lieutenant Formula	

Grade IX Castings

5 Total
Base Heka Cost: 250

Compatibility With Netherlife Cantrip	Enter Deadrealms Formula
Reapersblade Cantrip	Summon Unlife Ritual
Unliving Lieutenant Formula	

Special Grade Castings

5 Total
Base Heka Cost: 300

Cheat Death Cantrip	Charnel Juggernaut Ritual
Gravesink Spell	Spectral Form Formula
Unliving Counsellor Formula	

NECROMANCY

Castings of Necromancy are used in dealing with the remains of the dead, death, the Undead, and Unalive beings, as well as those dwellers of the Netherrealms who draw power from death and dying. Certainly they are at best of neutral sort, and more likely to be malign and Evil in nature and ethos! Thus, the Heroic Persona will shy away from their use whenever possible.

The Archetypical Castings of the necromancer are shown below by Grade and name, with the base Heka cost opposite each.

Casting Grade I

Discover Tomb Wards Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Formula enables the necromancer to divine the existence and location of any hidden or invisible wards or Heka-engendered protections located on or around a burial place. However, the Effect operates only in regards to protections of this nature which are equal to or less than the practitioner's own Casting Grade, so this is by no means a foolproof dweomer.

Find Corpse Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: With this Cantrip, the necromancer can locate any corpse or corpses within the Area. A specific corpse, if known, can be located within a mass of bodies.

The Effect intelligences the caster as to which amongst two or a multitude of subjects is or are the most useful for his or her purposes.

Find Skeleton Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: With this Cantrip, the necromancer can locate any skeleton or skeletons within the Area. A specific kind of skeletal remains can be located if the practitioner so desires, and assuming such is actually within the Area of Effect. This dweomer intelligences casters as to which amongst two or a multitude of subjects is or are the most useful for their purposes.

Imbue Remains With Strength Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* 2:1 each PMCap & PMPow

E/F/M: The function of this dweomer is to provide 1 point to each of PMCap and PMPow of the subject for each 2 points of Heka channelled to an animated corpse or skeleton. Such an increase confers any bonuses to damage inflicted as is appropriate to the final total. However, no single subject can ever receive an ATTRIBUTE total greater than the necromancer's own, with a variable of +1D3. Note the subjects need not be under the control of the practitioner who laid the dweomer, so multiple necromancers can work in conjunction.

Open Allbiers Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Casting sunders instantly all fastenings, closures, and non-magickal seals, and causes the lid or cover of a coffin or the like, which weighs equal to or less than the necromancer's STEEP in pounds, to become ajar. It does not affect magickal locks or closures, but it will open magickally trapped seals if the mechanism itself is non-magickal in nature. Note, however, that the traps placed upon any seal of this sort will be triggered instantly by this Casting.

Protection From Charnalrats Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this dweomer is such that all rats and similar rodents—even the largest, hungriest, and most ferocious—will avoid the caster. Note that even those which are controlled by some outside intelligence will not be able to enter the Area. However, if any such rodents are within the radius when the Casting is laid, they are not removed nor held by the power, so they are free to act as they will.

Protection From Dead Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Special

E/F/M: Through the Effect of this Casting, the necromancer erects a magickal barrier surrounding themselves. This dweomer repels the dead which have been animated through Heka, but not by spirit possession. This includes corpses and skeletal remains. The Effect prevents their approach so such things are then unable to attack. For each additional dead subject beyond 10 to be kept away, the practitioner must channel one additional Heka point at the moment of Casting activation.

Questiondead Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject remains — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This divinatory Formula allows the necromancer to speak with the dead, by forcing a body's spirit to return for the Time duration indicated, enabling the caster to gather information. If the former ethos/nature of the remains was opposed to the caster, such communication will be one or more Difficulty Ratings harder than normal, and the corpse will attempt to sidestep many of the questions. For each STEEP point possessed, the necromancer is are able to call back and query the associated spirit from one year's time of passing.

Thus, for instance, a practitioner with 25 STEEP points could question remains (the spirit thereof) dead up to 25 years.

Revitalize Bones Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 skeleton — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This formula restores damage inflicted upon human or humanoid skeletons or skeletal creatures at the rate of 1D6 points (of P TRAIT *et al.*) per 10 STEEP points of the caster. The necromancer can also use this Casting to regenerate the bones of a smashed skeleton, provided there is at least one complete and unbroken bone available.

Revitalize Corpse Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 corpse — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting is used to repair Physical damage inflicted on zombies or other controlled corpses, as well as regenerate lost limbs or other pieces. (Yuch!) When activated, the necromancer can restore 1D6 points for every 10 STEEP points possessed.

Skeletalguise Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Skeletalguise* empowers necromancers, or such other subject as they choose to lay this dweomer upon, to appear as a skeleton to normal visual inspection. A persona with the ability to see Auras, or one with the capability to detect life will not be fooled by this form of disguise, and many other Castings which penetrate illusions and falsehoods will discover this ruse.

Casting Grade II

Animate Corpse Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject corpse — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: A single corpse is provided with motive power and placed under the necromancer's command through the Effect of this dweomer. The length of time the corpse will remain animated and subject to command is determined by the amount of additional Heka channelled into the being, plus the caster's STEEP score. This is shown in the table below:

Heka & STEEP	*Animation Time*
Under 26	2D10 ATs
26-50	3D6 hours
51-75	2D5 days
76-100	1D3 weeks
100+	1D3 months

Animate Skeleton Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject skeleton — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: Similar to the *Animate Corpse* Casting, this Spell enables the necromancer to animate and command a single skeletal remains, human or otherwise. The length of time the skeleton will remain animate and responsive to orders is likewise determined by a combination of the caster's STEEP and additional Heka channelled during the activation of the spell, see the table on *Animate Corpse* Spell.

Call Corpses Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Formula animates and summons 1D6 corpses for every 10 STEEP points of the necromancer, provided such number are within the Area of Effect. The corpses will be under the control of the necromancer, and will remain animated for the Time duration indicated by the practitioner's STEEP. In order to have longer command, the necromancer must employ other dweomers. Note that non-human corpses are subject to this Effect, but they must fall within the general Physical TRAIT parameters of humans.

Call Skeletons Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Formula animates and summons 1D6 skeletons of human or other sort for every 10 STEEP points of the necromancer, provided such numbers are within the Area of Effect. The skeletons will be under the control of the necromancer, and will remain animated for the Time duration indicated by the practitioner's STEEP. In order to have longer command, the necromancer must employ other dweomers.

Charnelreek Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Cantrip generates a nauseating stench that permeates the entire Area of Effect. While this stench of death and decay will repulse most creatures of mundane origin, it will also tend to attract any vermin and scavengers located nearby, causing them to cluster at the site as they forage for anything edible. Rats will be drawn to this odor on an average or one per STEEP point of the practitioner. Ghouls and their ilk might also be attracted....

Note that animated dead, Undead, and spirits (or PPM/NPM) are not affected by the reeking odor, nor is the the necromancer. Humans and similar creatures and beings must succeed in a roll against their SM CATEGORY at DR "Hard" (DR "Extreme" if possessing *Hyperæsthetic* or similar olfactory power) to enter the Area. Even if able to enter, all sensitive to the reek will suffer a +1 penalty to Initiative and Mental or Spiritual K/S operation rolls while the Effect is active. A brisk breeze will dispel the stench, thus negating the Casting.

Imbue Remains With Speed Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* 2:1 each PMCap & PMPow

E/F/M: The function of this dweomer is to provide 1 point to each of PMSpd and PNSpd of the subject for each 2 points of Heka channelled to an animated corpse or skeleton. Such an increase confers any bonuses to damage inflicted as is appropriate to the final total. However, no single subject can ever receive an ATTRIBUTE total greater than the necromancer's own plus a variable of +1D6. Note the subjects need not be under the control of the practitioner who laid the dweomer, so multiple necromancers can work in conjunction.

Protection From Deadspirits Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Special

E/F/M: This Cantrip works the same as *Protection From Dead*, above, except that this Casting includes remains possessed by spirits, or the free spirits and Partial Physical and/or Non-Physical Manifestations of creatures or beings as well. For each additional spirit subject beyond 10 to be kept away, the necromancer must channel 1 additional Heka point at the moment of Casting activation. Note that Preternatural, Supernatural, or Entital Spirits are unaffected by this dweomer.

Protection From Deathrot Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 CON R

E/F/M: This protective dweomer negates the effective contagiousness of all normal, Mundane disease possible for remains, as well as those associated with certain Undead creatures. The number of STEEP points possessed by the caster is the maximum Contagiousness Rating that can be warded against; but for each 1 point of extra Heka channelled by the necromancer at activation, the Casting's protection against higher contagion is similarly increased.

Query Deadspirit Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject spirit — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The power of this dweomer allows the caster to commune with any spiritual manifestation of a formerly living creature capable of speaking and understanding the language employed by the necromancer. Note that the subject spirit might be that forced back to its Physical remains, or one located in a place or called up or summoned by the practitioner. Thus such things as apparitions, ghosts, shades, spectres, wraiths, etc., can be made subject to this Effect. The queried spirit does not necessarily recognize the practitioner as a necromancer, and may attempt to persuade the caster to relay a message to the living. Also, a basically neutral or benign spirit will be more likely to be of assistance to the caster, while Evil ones may require more effort (such as a contest versus Spiritual Metaphysical CATEGORY scores) to force response.

Unhallowed Path Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot by 1 yard/STEEP points long — *R&D:* Nil
Distance: As caster directs — *Other:* Nil

E/F/M: The power of this dweomer allows the caster to cross sanctified and otherwise protected areas without suffering the damage inflicted upon Evil and malign trespassers normally associated with such action. The pathway of the Area of Effect can be straight or as circuitous as the necromancer desires to arrive at the objective of the dweomer's use. Note that only the practitioner is able to employ the Area of the pathway. Others attempting to utilize it will negate the Casting. The *Unhallowed Path's* Effect will linger in the locale, readable as a bad Aura and/or a faint, dark Heka radiance for as many weeks after its expiration as the necromancer has STEEP points. This can be masked with a *Hide Desecration* Spell.

Casting Grade III

Arrowbones Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Through the use of this Casting, necromancers can turn normal bones into enchanted, self-propelled missiles. They must pick them up as they prepare the dweomer. Casters can hold two suitable bones for each 10 STEEP points of Necromancy possessed. Upon activation of the Effect, two of the *Arrowbones* then fly forth from the caster's hands as rapidly as do bolts from a crossbow, unerringly striking their target, each such missile doing 4D3 points of Piercing Physical damage. Practitioners can launch two missiles of this sort per Critical Turn, selecting one or two targets each CT as they desire, until their supply is exhausted, their concentration is broken, or the Time duration expires.

Disarm Tombtrap Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 trap — *R&D:* Nil
Distance: 1 rod — *Other:* 1:1 Special

E/F/M: This handy Cantrip is used to disable a single ward or trap placed upon an object or location within a burial place. The trap is not triggered, but is actually disarmed harmlessly. Heka up to that amount equal to the necromancer's STEEP is affected by the dweomer, but that of greater energy is not, save if extra Heka is channelled into the Casting at the time of its activation. If more than one trap is present within the Area of Effect, the weaker/weakest will always be disarmed first.

Find Deadspirit Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Centered on caster — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting enables the necromancer to divine the presence of any spirit of a deceased human or humanoid or like sentient creature within the Cantrip's Distance range. If such a spirit is present, its type, nature, and general location will be revealed by the dweomer. The practitioner can detect one subject spirit for each 10 points of STEEP possessed in this K/S Area.

Locate Hidden Tomb Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell enables the necromancer to detect and locate the placement of—and even possible entrances to—hidden tombs. Dweomers which hide such places are overcome by this Effect only if their Heka power is less than the necromancer's STEEP.

Pass Through Stonetomb Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell enables the necromancer to penetrate all mundane walls, portal closures, or barriers of stone blocking entrance to (or exit from) warded tombs, crypts, and the like by bestowing upon the practitioner the ability of walking through solid stone at a rate of one-foot thickness per Battle Turn. Casters can go through as many feet of solid stone thus as they have tens of STEEP in this K/S Area. If the stone is of greater thickness (or there is sufficient magickal protection, see hereafter) then the Casting is negated and the practitioner's effort (and Heka) wasted. Heka warding is negated only to the extent that its energy is equal to or less than the necromancer's STEEP, and any such protection that exceeds that total will bar entry by the practitioner. Note that this Casting can be used to be able to pass through other sorts of stone walls if the necromancer so desires.

Protection From Undead Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this Spell creates an invisible barrier surrounding the necromancer. This circle is proof against all forms of Undead creatures and the spirits of the dead as well. This protective warding applies to Partial Physical and Non-Physical Manifestations such as apparitions, ghosts, etc., as well, holding all such things at bay for the Time duration indicated. Intelligent subjects (vampires, ghosts, liches, spectres, etc.) can attempt to overcome this barrier through a contest of Spiritual TRAIT scores, although their Difficulty Rating in such an attempt will be at best "Difficult," while the necromancer will have one of "Moderate."

Also note that telekinesed, hurled, or projectile missiles are not affected by the barrier, although the subject attempting such an attack must do so at DR "Difficult."

Casting Grade IV

Compatibility With Deadspirits Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting surrounds necromancers with a personal Aura detectable by all spirits of deceased humans and humanoids capable of perceiving them. The Aura provides necromancers with the ability to sense and communicate with such spirits, and makes them seem to be no more than a like spirit unless such casters desire otherwise. In that case, it identifies them as a necromancer and enables them to negotiate with an effective *Influence* STEEP equal to their *Necromancy* STEEP score.

Find Undead Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Cantrip divines the location and kind of an Undead creature within its Area of Effect. If no such creature is present, the Casting will return a negative result. Note that a number of Undead up to the necromancer's tens of STEEP in this K/S Area can be found and identified thus.

Imbue Remains With Cunning Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell provides a single animated corpse (zombie) or skeleton with a base level of cunning that is actually similar to a false intelligence. Though such a being is not truly intelligent, it will be more effective in strategic situations, such as combat or pursuit. The subject of this dweomer will gain a +1 STEEP point in its *Combat* K/S for each 10 points of the necromancer's STEEP, and a like gain in its *Perception, Physical* K/S ability in regards to following prey. Moreover, the subject will be capable of hiding and attempting the ambushing of others, and thus it gains the ability to Surprise or Totally Surprise unsuspecting opponents. Treat the cunning as if it were a Mental TRAIT score equal to one-half that of the caster.

Necropire Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The necromancer must lay this Formula's Effect upon an animated corpse under his or her control. The subject must have been previously imbued strength, speed, and cunning (as per the Castings above). The result of the addition of this dweomer will then create a *Necropire*, a zomboid thing which will go forth to attack the victim designated by the necromancer. The Necropire must bite its victim just as if it were a vampire, sinking its teeth into the subject's neck. This attack will then drain 3D6 points Mental, Physical, and Spiritual from each of the victim's TRAITS totals. At such time as a victim has arrived at zero points in any TRAIT, all TRAITS go to zero, and the persona is dead. The subject then becomes an animated corpse in control of the *Necropire*, and that thing will bring the zombie back to the necromancer.

Rotflesh Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: *Rotflesh* is a particularly vile Casting, doing 6D3 points of Physical

damage as it corrupts the flesh of the target subject. Note that an aware, resisting target requires the necromancer to actually score a hit on the subject through *Combat, Hand-to-Hand* (either type) to touch the victim. When the necromancer touches the target, the subject must roll immediately versus Spiritual Metaphysical CATEGORY total, with a result equal to or less than the score indicating the Casting failed. Failure at the roll, however, means the subject's skin immediately begins to bubble and blister in obnoxious, leprous sores. This will continue for a number of Critical Turns equal to the Physical damage inflicted, and during that period of time the victim will be unable to do anything more than scream in pain and horror! Note that permanent scarring from such an attack is 10% more probable than with most other sorts of wounds, save those caused by fire or acid.

Stoneskeleton Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject skeleton — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Special

E/F/M: This enchantment enables the necromancer to confer extra Physical protection upon an animated and controlled skeletal remains. Invulnerability to all Cutting PD is thus conferred. Additionally, for each extra 1 point of Heka channelled by the practitioner at time of Casting activation, the skeleton will gain 1 point of natural, stone-like armor. However, no more than the necromancer's SMCap in points can be conferred thus. Note that the skeleton subject to this dweomer can have other Effects active at the same time this one is working.

Casting Grade V

Compatibility With Undead Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or perception — *Other:* Nil

E/F/M: The performance of this Ritual requires four Action Turns. Through this Casting, a necromancer generates a personal Aura which is visible to any Undead creature within range of perception. This Aura allows the caster to communicate with such beings and identifies him or her as a necromancer. Non-intelligent Undead will not harm the caster, and all others will treat the persona as if she or he had an *Influence* STEEP equal to that of the *Necromancy* K/S.

Find Unliving Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This dweomer indicates the location of a single Unalive creature or being, also identifying its type, if one such subject is within the Formula's Area of Effect. Note that it will not indicate the presence of multiple subjects, and in such case which sort it locates and identifies is a purely random function.

Ghostlyguards Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 spirit/10 STEEP — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Formula allows the necromancer to summon one or more spirits of deceased humans or humanoids and assign them the task of guarding/protecting an item, creature, or area of no greater extent than the practitioner's STEEP in feet radius. One spirit is thus brought to the locale of the caster for each 10 STEEP points possessed in Necromancy. The exact sort of spirit of the dead (apparition, ghost, shade, etc.) is left to the gamemaster to decide, based upon the location of the caster at time of activation of the dweomer and the overall campaign.

The practitioner can attempt to bargain with the such spirits, in order to extend the length of their service, offering them various rewards and incentives to do so. Acceptance is never guaranteed, but it is possible for the necromancer to lengthen Time duration of service by performing some action which is desired by such subjects, and which they are normally unable to do because of the lack of Physical ability.

Shrouds Of Iron Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: By surrounding a subject with constricting, shroud-like and form-fitting wrappings of iron, this Casting holds an Undead or Unliving creature or being motionless. For each point of PMPow above the necromancer's SMCap, a subject has a 5% chance of sundering the bonds created thus, but a subject can make but a single attempt to break free by Physical means. Note that a victim enwrapped by *Shrouds of Iron* cannot utilize any Casting or Power to dispel or negate the Material Effect.

Creatures or beings who are susceptible to ferrous metal are thus subject to harm from contact with the *Shrouds of Iron* and will take Physical damage equal to 1D3 points for every Critical Turn that they are so bound. The duration of the Casting is equal to one Critical Turn for each point of STEEP possessed by the necromancer.

Ultrazombie Formula:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject corpse — *R&D:* Nil
Distance: Touch — *Other:* 1:1 T extension

E/F/M: With this magickal performance, the necromancer is able to imbue with the capacity of *Perception, Physical* and halting, slurred speech, the fresh remains of any human or humanoid. If the corpse subject is one recently slain by a *Necropire* (q.v.), the chance for Casting success is one DR easier. A zombie of this nature is also then empowered as if a *Necropire*, in that it has imbued strength, speed, cunning, and the ability to deliver damage of the same sort as does that form of zombie—i.e., a bite inflicting 1D6 each M, P, and S damage per Critical Turn.

For each 1 point of additional Heka expended by the practitioner at the moment of activation, the duration of Effect can be extended by one hour. Note that when the Time expires, the subject disintegrates into a fetid pile of ash and bone fragments.

Wraithform Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The *Wraithform* Formula enables necromancers to assume a Partial Physical Manifestation, shed it whenever they wish for their own FPM, and resume it thereafter. A change requires but one CT of time to accomplish. In the Partial Physical Manifestation form practitioners are able to travel tirelessly at a speed equal to either their normal running Movement Rate or the speed of the wind, if faster, along the ground or through the air. This form is silent in all respects and nearly invisible even in well-lit areas. A necromancer in this guise is able to literally walk through walls and other solid objects, sink into the ground, etc. In fact, the only things capable of impeding a caster's movement while in *Wraithform* are pentacles and barriers of iron and silver. Note that a necromancer in this form may be trapped in a spirit trap until the duration of the Casting has expired.

Casting Grade VI

Command Corpse Company Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 furlong radius — *Other:* Nil

E/F/M: This powerful dweomer confers the ability to marshal the forces of the newly dead, leading them in whatever endeavor the necromancer desires. All human and/or humanoid remains not dead beyond more that a number of days equal to the practitioner's tens of STEEP, which are in a radial area of one furlong

centered on the necromancer, are subject to the Effect. These remains are then the exact equivalent of zombies when under the dweomer. Since large numbers of corpses are most often found at the scene of battle, this Casting is frequently used to launch a retributive strike. This is by no means the extent of its use, however, for corpses are quite useful in accomplishing dangerous or otherwise distasteful tasks such as mining, construction, etc.

Note that the necromancer must devote complete attention to the subjects, or else the Effect of the dweomer will terminate, and they will fall lifeless to the ground. For this reason, casters often designate an *Undead* or *Unalive Lieutenant* (qq.v.) to control the corpses while they pursue other courses of action.

Compatibility With Unliving Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight or perception — *Other:* Nil

E/F/M: This Casting, similar to *Compatibility With Undead* (q.v.), enables necromancers to communicate and negotiate with any Unliving creature or being within Distance equal to their sight or range of perception. Such creatures and/or beings will treat the caster as if he or she had an *Influence* STEEP equal to that of the *Necromancy* K/S.

Ghoulsfeast Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By means of the *Ghoulsfeast* Formula, necromancers are able to attract, feed, and otherwise entertain as many Undead ghouls as they have 10 of STEEP in this K/S Area. These ghouls will come within 1D6 hours of Casting activation and remain for the Time duration indicated, feeding on the charnel banquet provided by this Effect. They will, while under the influence of this dweomer, remain within the radial Area of Effect. Naturally, this assumes that the necromancer has located by touch the Area in such a place as creatures of this sort would otherwise feel at home in—i.e., a dank and gloomy deserted building, an underground space, etc.

Note that if a Special Success is rolled, such creatures as ghulaz and/or gholles will answer the calling of this Casting.

Hekasafe Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Heka armor Special

E/F/M: This defensive Charm creates a moving, protective Area surrounding the necromancer. All within the radius of this dweomer will be completely unaffected by Heka-engendered Powers or Castings for the duration of the Effect, or until its protective energy is negated through attacking Heka. Each 1 point of Heka negated lowers the armor value of the *Hekasafe* Area by 1 point. A base Heka protection equal to the Caster's STEEP in *Necromancy* is generated through the Charm, and the practitioner can enhance that at a ratio of 1-to-1 by channelling additional Heka into protective armor at the moment of activation of Effect. No more than the caster's Spiritual TRAIT total in points can be added to the armor of the protective circle. Note that this Casting will not function with other protective dweomers of this sort. Only one such Casting can be in effect at the same time in the same area. When this dweomer's Time duration expires, another like it can be laid so as to restore protection.

Hide Desecration Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Casting, the violation and desanctification of a locale by a necromancer can be so disguised as to be almost undetectable. Only a Priest of the same ethos and pantheon as that one or group who *Consecrated* the place will be able to discover the depredation. This can be accomplished through a dweomer permitting Aural and Heka seeing together. Either ability alone will not reveal the masking Evil. Note that while this Effect is active, even the presence of Evil and malign spirits, creatures, and/or beings within the Area will be hidden from Heka-enabled Powers and Castings!

Rigormortis Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer enables the practitioner to attack one individual each CT of its Time duration. When touched by the necromancer activating this Cantrip, the subject is affected by an advanced form of paralyzation. An unwilling subject able to act to avoid being touched requires that the practitioner score a hit in *Combat, Hand-to-Hand* (either kind) to succeed in contacting the victim's exposed flesh. Individuals thus touched must make a successful roll versus their Physical Neural CAPACITY score at DR "Hard," or they will die as their heart slowly (2D3 CTs time) stops beating from the Casting's Effect. Even if such subjects survive, their muscles will stiffen instantly, and they will remain frozen in place for a number of Critical Turns equal to the caster's STEEP in *Necromancy*.

Casting Grade VII

Command Skeletal Company Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 furlong radius — *Other:* Nil

E/F/M: This powerful dweomer confers the ability to marshal a force of skeletal remains, leading them in whatever endeavor the necromancer desires. All human and/or humanoid skeletons not dead beyond more than a number of years equal to the practitioner's STEEP, which are in a radial area of one furlong centered on the necromancer, are subject to the Effect. These remains are then the exact equivalent of Relicts when under the dweomer. A Special Success will gain skeletal remains equal to Revenants.

Note that as with the Casting *Command Corpse Company*, the necromancer must devote complete attention to the subjects, or else the Effect of the dweomer will terminate, and they will fall to the ground. For this reason, casters often designate an *Undead* or *Unalive Lieutenant* (qq.v.) to control the skeletons while they pursue other courses of action.

Horrify Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: When this dweomer is activated, all subjects within the Area who are facing and able to see the necromancer or that caster's general location will be subjected to the Effect of the *Horrify* Charm. The sight of the true Evil and vileness which the Casting evokes inflicts 7D3 Spiritual damage on the subjects, and all such individuals must succeed in a roll against their Spiritual Metaphysical CATEGORY total at DR "Hard" or else flee the place, running at their utmost speed for as many CTs time as equals the number of points by which they failed their roll, twice as long if a Special Failure was rolled.

Summon Deadspirits Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 spirit/10 STEEP Special — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: Through use of this Spell, necromancers call forth spirits of the dead, summoning them to their service. The sort of spirits—ghosts, spectres, wraiths, etc.—which answer the summoning is determined by the GM, but all will be Evil and malign. There will always be at least one spirit summoned, but for every 10 points of STEEP, the necromancer has a chance of calling one extra spirit. The chance of success for summoning each additional spirit is equal to the caster's

Necromancy K/S STEEP score, as modified by the gamemaster for the campaign circumstances.

Whatever sort of spirit or spirits answer will not attack the necromancer nor others within 1 chain's Distance of that persona. They will be aggressive and likely to assail anyone of any nature or ethos they are able to attack, though.

Unsanctify Ground Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 1 square chain/10 STEEP — *R&D:* Nil
Distance: 1 chain/10 STEEP — *Other:* Nil

E/F/M: The performance of this dark Ritual requires nine ATs Time to complete. This dweomer affects all types of consecrated, blessed and otherwise hallowed ground, and the edifices thereon, making them safe for those of Evil, malign, and Nether Plane origination to walk thereon and/or therein, without fear of damage or such other ill effects as are latent in such Good, benign, and sacred places. (However, this Casting does not necessarily negate, let alone detect, specially prepared traps and wards.) Much, if not all, of this vile work can then be cloaked through the use of a *Hide Desecration* Spell.

Withertouch Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject/use — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Casting's Effect, the touch of the necromancer on exposed flesh causes an individual subject to wither and age one year per STEEP point the practitioner possesses in this K/S Area, up to that maximum or any lesser amount as determined by the practitioner. An unwilling subject attempting to avoid being touched requires that the practitioner score a hit in *Combat, HTH* (either kind) to succeed in contacting the victim's exposed flesh. Note that although Undead/Unliving creatures and/or beings are not affected by this Spell, all living, mortal creatures are subject to such Effect. When the Time duration has expired, the *Withertouch* Cantrip is no longer active, but its Effect on subjects remains until somehow removed. The Effect is:

15 years Limb (only): Limb weakened by 6 Capacity, Power and Speed ATTRIBUTE points so when used it affects actions accordingly, but P TRAIT same.

15 years Body: Subject loses 3 each from all P ATTRIBUTES and TRAIT total is adjusted accordingly.

30 years Limb (only): Limb withered to uselessness save hobbling or holding very light object.

30 years Body: Subject loses 9 each from all P ATTRIBUTES and TRAIT total is adjusted accordingly.

60 years Body: Subject so affected as to be a doddering weakling barely able to get around with P TRAIT of 18+1D6.

Note that this dweomer is effective even on subjects whose aging rate is normally longer or far longer than human norm. Those with shorter rate of aging will be slain by Withering in excess of their normal age expectancy. See also the Priestcræft, Ethos of Gloomy Darkness, Casting, *Withering*.

Wormsplague Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain diameter/10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: This Supernatural infestation of terrible and disgusting worm-like creatures from the Nether Planes affects all living things of Material or Supernatural origination who are so unfortunate as to be within the Effect Area. Each "worm" is a bloated, leech-like thing about a span to a cubit in length. The things attack by fastening their sucker-like mouth to their victim, biting and devouring flesh to inflict 1D3 points of PD, as their very presence on the individual causes 1D3 points damage to each Mental and Physical TRAIT.

A "worm" takes only 3D3 PD points to destroy, but if killed when affixed to a victim, the death-throes of the thing release a poison of instantaneous Effect and 3D6 STR (one time only) into the victim's bloodstream.

All subjects within the Area of Effect will have a base 35% chance of being attacked by 1D3 of these "worms" each BT of time they are therein. Enchanted armor will lower the base chance by its Heka power defense, but Heka armor and similar protections are unavailing against these monstrous things, save as such operates in exclusionary and repulsive circles and the like.

Note that unless somehow destroyed, or sent back to their one place, these vile things will remain for a relatively long Time duration before the dweomer expires and they are automatically removed from the Area.

Casting Grade VIII

Deathshead Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: When necromancers activate this fell dweomer, they are able to take the form of any spirit of a dead or Undead human they choose. The only limitation is that the combined total TRAITS of the form taken do not exceed the combined total of a necromancer's own TRAITS. With the form go all the abilities of the creature, and in addition, practitioners retain their own K/S abilities. Note that personal Heka remains at whatever capacity and level is germane to the caster. If such necromancers are seen through Heka-enabled vision, this Effect will be instantly evident, for the practitioners' true form will appear as normal, but they will appear to have a grinning skull for a head, and thus the name of this Archetypical Casting.

Deathstouch Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject/CT — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: When activated, this Casting empowers the necromancer to kill with a single touch. Any creature or persona who is touched on exposed flesh by the caster will die instantly, unless succeeding at a roll versus Spiritual Metaphysical CATEGORY score at a DR of "Hard." An unwilling subject attempting to avoid being touched requires that the practitioner score a hit in *Combat, Hand-to-Hand* (either kind) to succeed in contacting the victim's exposed flesh.

Feed On Death Spell:

Time: 8 CTs +1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting enables necromancers to temporarily draw energy from the death-throes of nearby creatures or beings. Casters can draw as many supplemental Physical TRAIT points as they have points of STEEP. Physical TRAIT points are gained from any single subject whose Physical TRAIT total originally equalled or exceeded such a practitioner's own, or if necessary from two or more dying or dead subjects whose demise occurs within the Time duration indicated. Such bonus points create a false Physical total from which PD will be subtracted first should the necromancer suffer such damage. In addition, the practitioner is able to draw both Mental and Spiritual points and Heka energy as well from the dying, doing so at the rate of 3D3 each for M and S points, D% for Heka points. Mental and Spiritual damage suffered can be repaired in this manner, but no false total can be gained. Heka drawn thus, however, can exceed the necromancer's normal limit by as much as 80%! At least one subject with the appropriate TRAIT, and able to employ personal Heka, must die for each such gain by the necromancer.

Summon Undead Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 Undead/10 STEEP Special — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This necromantic summoning enables practitioners to force one or

more Undead creatures to their presence for assistance. The sort of Undead—ghouls, ghulaz, gholles, vampires, etc.—which answer the summoning is determined by the GM, but all will be most Evil and malign. There will always be at least one Undead creature summoned, but for every 10 points of STEEP, the necromancer has a chance of calling one extra. The chance of success for summoning each additional Undead creature is equal to the caster's *Necromancy* K/S STEEP score, as modified by the gamemaster for the campaign circumstances.

Whatever sort of spirit or Undead answer the summoning, they will not attack the necromancer nor others within one chain's Distance of that persona. They will be aggressive and likely to assail anyone of any nature or ethos they are able to attack, preferring, of course humans of Good and benign nature to most other victims.

Undead Lieutenant Formula:

Time: 1 week/10 STEEP — *Other Heka Costs:*
Area: 1 Undead servant — *R&D:* Nil
Distance: Touch and Special — *Other:* Nil

E/F/M: When cast upon an Undead subject, this Formula empowers a necromancer to mentally and/or orally control the creature upon whom the dweomer was laid. It will be absolutely loyal to the practitioner while the Effect is active. The caster will thus be able to use this creature for a guard, assistant, or even to transfer leadership over a group of corpses and/or skeletons to the *Undead Lieutenant* creature. As long as such necromancers remain within a number of rods equal to their STEEP of their *Undead Lieutenant*, it will be under their complete mental command.

Casting Grade IX

Compatibility With Netherlife Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight or perception — *Other:* Nil

E/F/M: This Casting is similar to *Compatibility With Unliving* (q.v.) and enables necromancers to communicate and negotiate with any Nether Plane creature or being within Distance equal to their range of sight or perception. Such creatures and/or beings will treat such a caster as if she or he had an *Influence* STEEP equal to that of the *Necromancy* K/S.

Enter Deadrealms Formula:

Time: 1 hour/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer's Effect enables the subject to physically travel to the planes and spheres inhabited by the spirits and other forms of the dead—human or humanoid—seeking information, looking for a spirit, or for some Dark, malign, and Evil sort of thing such as a potent device or item of enchanted kind, located in such forsaken place. All that is worn or carried likewise goes along with the individual. While in these realms, the subject can interact safely with the Spirit and Preternatural dwellers of the planes/spheres, especially those of Evil and malign sort, for such will recognize the persona as a necromancer or one of dark power associated with such. The subject will have to deal with Supernatural creatures and beings differently, albeit he or she will effectively have an *Influence* STEEP equal to that of the caster's STEEP in the *Necromancy* K/S Area. Entital creatures and beings of opposing ethos and nature are best avoided, for even this Influence ability might not be of much use in this regard....

Reapersblade Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 weapon — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Formed from the Negative Heka energy of the Nether Planes, this scythe-like weapon possesses great power when used in combat versus foes from the Material, Positive, and even Upper Planes/Spheres. In use the wielder can do either Physical or Spiritual damage by uttering a command which makes the blade accordingly attuned.

Damage from the weapon only equals 6D6+6 versus those of the Nether Planes, but against those of the Mundane and Elemental damage is 9D6+9. When used against enemies from the Higher Planes, damage is 12D6+12.

The *Reapersblade* weapon has a Speed Factor of 9, Weapon Points of 9, and cannot be broken by any save enchanted weapons. Treat is as a combination construction of Exceptional Quality versus Mundane, Above Average Quality versus Preternatural, Average versus Supernatural, and Poor versus Entital magickal weapons striking it.

Summon Unlife Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of the Ritual requires nine Action Turns to complete. This dweomer calls a single Unliving creature or being to the necromancer's presence. The kind of Unliving creature or being—liche, Preternatural vampire, etc.—answering the necromancer's summons will be determined by the gamemaster, based on the surroundings, the campaign, and the practitioner. The answering creature or being will be of the same ethos and nature as the necromancer, and will probably serve the same master. It will work with and carry out the instructions of the caster faithfully, although some negotiation may be necessary if a difficult or dangerous task is required of the Unalive ally.

Unalive Lieutenant Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 Undead servant — *R&D:* Nil
Distance: Touch and Special — *Other:* Nil

E/F/M: When cast upon an Unliving subject, this Formula empowers a necromancer to mentally and/or orally control the creature or being. It will be absolutely loyal to the caster while the Effect is active. The caster will thus be able to use this creature or being for a guard or assistant, or even to transfer leadership over a group of corpses and/or skeletons to the *Unliving Lieutenant*. As long as such necromancers remain within a number of rods equal to their STEEP of their *Unliving Lieutenant*, it will be under their complete mental command. Naturally, the creature or being will be able to utilize whatever attacks, Powers, Castings, and other K/S abilities it possesses. Furthermore, as with the *Feed on Death* Casting, above, the *Unliving Lieutenant* will be able to absorb the life forces of those victims killed by by it or within the Distance range of one-chain diameter while under control of the necromancer (so it is by no means loathe to serve thus).

Special Castings (equal to Grade X)

Cheat Death Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: At such time as necromancers believe themselves to be in mortal danger, they utilize this Casting to attempt to *Cheat Death*. This potent dweomer alters the energy which would otherwise fatally damage such practitioners, so that instead of causing Mental, Physical, and/or Spiritual harm and slay them, the attack actually restores points equal to the appropriate sort of damage. However at the same instant, the Effect of this Cantrip also activates fully. Amidst appropriate sound effects (such as screaming, or an explosion, or shrieking and a hissing) and visual display (fire, or smoke, or colored vapors, or a melting, or a flaking and withering, etc.) such practitioners will be *Teleported* a distance equal to a maximum of their STEEP in feet, arriving at the random location in *Wraithform* (q.v.). Meanwhile, the place where they were will display a "corpse" or "remains" which wither, bubble and

liquify, and/or then turn to ash and dust—which may or may not then blow away into nothingness in a puff of netherwind.

Note that because this process is very like the end of a great and terrible necromancer, only very potent magicks are able to discover the ruse of this dweomer's Effect...until such necromancers return to avenge themselves upon those that would slay them!

Charnel Juggernaut Ritual:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Before commencing the Ritual, the necromancer must gather into a specially prepared circle of one rod radius the corpses and body parts of no fewer than 10 plus 2D10 subjects. This material will form the *Charnel Juggernaut* when the Casting is activated. This potent dweomer creates an animate, semi-sentient creature from the combined remains of dead animals, humans, humanoids, etc. as assembled by the practitioner in preparation for commencement of the Ritual. Performance time for completion of the dweomer is 10 ATs plus a variable of 2D10 ATs as the body portions are imbued with Negative Heka and assemble and grow together. The result is a horrible, 10 feet tall, 10 feet diameter, multi-appendaged and organed (eyes, mouths, noses, ears, etc.) amalgam of body parts. This construct is under the command and control of the caster. It will remain Unalive, but able to move and attack, for the Time period indicated. It will move and/or attack at the direction of the necromancer, control range being one foot per STEEP point the persona possesses in this K/S Area. Control requires the practitioner's full attention only until the *Charnel Juggernaut* has attacked, and it can be then allowed freedom. However, in such a case the thing will attack the necromancer if the latter is within its range!

To resume control of the *Charnel Juggernaut* the practitioner must succeed in a roll versus Spiritual Metaphysical CATEGORY at DR "Hard." Repeated attempts are possible unless a Special Failure occurs. In the latter case the thing is free, and it will certainly pursue and attack the necromancer!

The *Charnel Juggernaut* has a maximum Movement rate of 10 feet per Critical Turn, beginning at one foot rate on its initial CT of movement and picking up oneadded foot each CT thereafter until its top speed is reached. It possesses 100 plus the necromancer's STEEP total in points of Physical TRAIT, and is capable of delivering 2D3+3 attacks as determined by the following table (roll once for each possible attack):

D% Roll	*Attack and Physical Damage*	*B A C*
01-10	Mandibles—10D3 Piercing	50%
11-20	Tusk—3D3 Impact, 6D6 Piercing	45%
21-30	Horn—9D3 Piercing	40%
31-40	Pincer—10D3 Cutting	35%
41-50	Tentacle—3D3 Blunt and held fast	30%
51-60	Talons — 6D6 Piercing	25%
61-70	Hook—3D3 Piercing and 50% held fast	20%
71-80	Claws—10D3 Cutting	15%
81-90	Clubbing—10D6 Blunt	10%
91-00	Smothering—10D6 each Blunt & Stunning	5%

Attack range is a radius of one rod around the monstrosity. No one subject can be assailed by more than two attacks in any CT, and if there are insufficient targets for its modes of attack, those forms without targets will go unused.

Because of its Preternatural nature, the *Charnel Juggernaut* is not subject to the Effects of any Castings below Grade V.

Armor Scheme: A *Charnel Juggernaut* is invulnerable to normal weapons. Positive Heka, including weapons enchanted with such energy, does maximum PD on this thing because of its nature. It has Susceptibility of normal sort to full sunlight.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	24	24	24	48	48	48	60
Super	18	18	18	36	36	36	45
Vital	12	12	12	24	24	24	30
Non	6	6	6	12	12	12	15
Average	15	15	15	30	30	30	37

Gravesink Spell:

Time: 1 week/10 STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: When this Spell is activated, the necromancer is able to assume instantly a *Wraithform* (q.v.), fly above sanctified ground, and take refuge in any grave, tomb, etc., chosen within such confines. When practitioners are so hidden, not even Supernatural magicks will be able to discover their whereabouts. It is as if they were dead and gone, vanished from the world entirely. During the Time duration of this dweomer, such practitioners are able to leave the chosen concealment place in *Wraithform* and travel around as they will thus, but if they assume their own PPM form again, the Casting's Effect is negated.

While under the Effect, necromancers heal any damage and restore personal Heka at a normal, sleeping rate, even when they are not actually at rest.

Spectral Form Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The effects of this Casting enable the necromancer to assume the semblance of a spectre, a terrible Non-Physical Manifestation spirit of a dead human now inhabiting a sphere of the Negative Plane, who can assume Partial Physical Manifestation at will. While the Effect is active, the caster can move and act as if the subject of a *Wraithform* Casting (q.v.).

This dweomer is also one which empowers the practitioner to drain Physical points from any subject touched. An unwilling and capable target will avoid such contact, of course, so a successful hit in any form of hand-to-hand combat must be scored. Of course, a PPM form ignores all armor which is not especially enchanted against spirits! Touch inflicts PD upon the victim at the rate of 1D6 points for every 10 Spiritual TRAIT points possessed by the necromancer. This damage then restores any form of TRAIT loss suffered by the practitioner, or else provides that persona with personal Heka at the rate of 5 points per point of Physical damage inflicted on the victim.

Unliving Counsellor Formula:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 Unliving subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Casting calls a single Unliving creature or being to the necromancer's presence. This subject summoned will always be of the same ethos and serve the same master as does the necromancer. This creature or being will serve as the caster's personal aide and counsellor, accompanying the caster in whatever form is most advantageous to both parties, and lending advice whenever required—or sometimes when unasked but needed. It will use its Powers and Castings, and all other abilities, to further the agreed-to ends of the practitioner. If necessary, the *Unliving Counsellor* will fight to defend the necromancer, but only if there is no other course of action available. The Unliving subject must always be within a one-chain radius of the necromancer, or the dweomer is broken and the Effect negated, so that the creature or being will be sent back to its own Nether Plane and Sphere.

Note that should the *Unliving Counsellor* be destroyed by any force opposed to the ethos of the necromancer, the master of that creature or being will be very, very, angry....

SORCERY

Actively pursued Sorcery is unquestionably both Evil and malign. Castings derived from this K/S Area relate to the practitioner's dealings with those creatures and beings from the Lower Planes, particularly the Nether and the Pandemonium, although some interaction with the others can be attained. There are two primary uses of Sorcery Castings:

(1) Negotiation, control, rewarding, and exacting service from the creatures or beings called up or summoned. Such Castings often serve to subdue or punish the subject in some fashion.

(2) Creating Inscribed Pentacles, wards, guards, alarms, and other forms of protection for the sorcerer.

Casting Grade I

Call Up Ritual:

Time: 1 AT/20 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Performance of this Ritual requires 2D5 ATs Time. This Casting's Effect enables its casters to attract to their presence a creature or being from the Netherrealms (Lower Planes). The subject need not be brought into any form of Pentacle or Circle, although it can be. The potency of the Netherrealm subject appearing depends on the practitioner's STEEP as noted below:

Caster's STEEP	*Creature/Being Appearing and Power*
Under 21	Minor and weak
21-40	Minor and moderate-strong
41-60	Medial and weak-moderate
61-80	Medial and strong
81+	Greater and weak-moderate

While the Effect is active the creature or being can remain and negotiations can take place.

Flattery Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Flattery* Cantrip allows its casters to attempt—through cajoling and praise—to convince a nearby minor Shadow creature, Preternatural Spirit, or Netherling to assist them. This Casting confers a temporary bonus of 10 points, plus 1 additional point per 10 points of *Sorcery* STEEP possessed, to the caster's *Influence* K/S STEEP (or enabling such ability at the STEEP noted) when dealing with any such subject.

Irritate Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Charm causes the target subject to become covered with a magickal rash that burns and itches for the Casting's duration. A subject so affected will suffer a –10 penalty to all Physical attacks, and any attempts to utilize Castings will be made at one DR harder. In regards to minor subjects, this dweomer will also add another 10 points to the sorcerer's *Influence* STEEP. In the case of more powerful ones, it will deduct that amount from *Influence*....

Muddlemist Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The churning fog-like vapors generated by this Cantrip obscure

Sorcerer Archetypical Castings

46 Total

Grade I Castings

6 Total
Base Heka Cost: 20

Call Up Ritual	Flattery Cantrip
Irritate Cantrip	Muddlemist Cantrip
Negotiation Charm	Pentagram Ritual

Grade II Castings

6 Total
Base Heka Cost: 35

Beguile Netherling Formula	Cardan's Treacherytrap Formula
Darkspeak Charm	Dismiss Spell
Sorcerous Star Ritual	Trueanswer Cantrip

Grade III Castings

6 Total
Base Heka Cost: 50

Barpath Spell	Infernal Circle of Flame Cantrip
Minor Power Ritual	Obedience Cantrip
Oneservice Formula	Power Ring Ritual

Grade IV Castings

6 Total
Base Heka Cost: 75

Cagliostro's Force Duty Charm	Castlow Charm
Doubleservice Formula	Feed Darkling Ritual
Summoning of Power Ritual	Weaken Cantrip

Grade V Castings

5 Total
Base Heka Cost: 100

Arcane Bolt Charm	Dazeall Cantrip
Darkdespair Cantrip	Needlepangs Charm

Powerbribe Formula

Grade VI Castings

5 Total
Base Heka Cost: 125

Bugform Spell	Drawfangs Charm
Nethernull Formula	Silverchains Cantrip

Spiritspain Cantrip

Grade VII Castings

4 Total
Base Heka Cost: 150

Animalform Spell	Ironshackles Charm
Netherslay Cantrip	Timegain of Belloc Cantrip

Grade VIII Castings

4 Total
Base Heka Cost: 200

Beastform Spell	Leechforce Charm
Silvercell Cantrip	Tearwings Charm

Grade IX Castings

4 Total
Base Heka Cost: 250

Drawpower Ritual	Ironcrypt Cantrip
Oubliette of Eternity Formula	Wrackbeast Cantrip

vision and hide the caster. All creatures and beings other than the sorcerer who enter or are inside the *Muddlemist* suffer a –10 penalty to either or both of their *Perception* K/S Areas, cannot see with any form of visual sense beyond 1D3 feet, and have no sense of direction whatsoever while in its Effect Area.

Negotiation Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Through the dweomer of this Casting, the sorcerer forces a Nether Planes subject to discuss an agreement, bargain, contract, or even Pact without stalling or swerving to some other sort of dealing. While it doesn't guarantee conclusion, favorable terms, and no hidden clauses and "fine print," by the casting's means the practitioner does assure that the subject isn't seeking some means of getting free or wasting time so that it can return to its own place.

Pentagram Ritual:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The sorcerer must spend 10 Action Turns preparing and performing this Ritual. Its dweomer creates a Temporary Inclusive Pentacle in a location selected by the sorcerer. The Inclusive Pentacle serves to contain called or summoned creatures, beings or forces from the Nether Planes and Spheres. The type of Inclusive Pentacle is created is one which is a Complex Physical one. The DR for success of the Effect is "Moderate." It will serve for as many ATs Time duration as the practitioner has tens of *Sorcery* STEEP. Naturally, the caster may send Effects through it, while it in turn prevents the escape of the subject confined therein. Note that any breach of a Pentacle will render it useless, allowing the contained subject to escape its confines and do as it wishes—including attacking anyone not protected!

Casting Grade II

Beguile Netherling Formula:

Time: 2 ATs — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The magickal Effect of this Casting, when applied to one minor Nether creature subject, enables the sorcerer to sway that subject's allegiance through trickery and deceit. The practitioner will take on 1D3 Inner Ugliness in the eyes of the subject. The Formula also provides a bonus of 10 points, plus 1 extra point per 10 STEEP possessed in *Sorcery*, to the caster's *Deception* K/S Area STEEP. Any gift then bestowed upon the subject is likely to sway it into agreeing to some service.

Cardan's Treacherytrap Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Because the subject must not know about the laying of this dweomer, it is typically cast just prior to the calling or summoning of a Nether Planes creature or being. It is a trap laid to catch the perfidious subject and turn the tables, so to speak. At such time as the subject attempts to assault or mislead with deadly intent the sorcerer, the Effect causes the subject to itself be held fast for as many CTs time as it would have inflicted damage on the practitioner, or else itself be misled into granting a service without receiving anything in return as payment. The dweomer is too weak to affect more potent beings or the terms of Pacts, but it functions quite handily in most other cases.

Darkspeak Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster Special — *R&D:* Nil
Distance: Hearing — *Other:* Nil

E/F/M: This Casting enables the persona to understand and speak with any single creature or being originating from the Nether Planes. It is, in effect, a dweomer which bestows the *Language* K/S in the native tongue of the subject. Ability equals the sorcerer's K/S STEEP in this Area, and for each 10 points of such STEEP, the practitioner gains a +1 to *Deception* and/or *Influence* STEEP as well.

Dismiss Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Casting is used to dismiss a single called or summoned spirit, creature, and being, instantly forcing it to return to the plane/sphere of its origin. The Difficulty Rating is based on the subject's power:

Subject	*Difficulty Rating*
Minor spirit or Preternatural creature	Easy
Major spirit or Preternatural being	Moderate
Greater spirit or Minor Supernatural creature	Hard
Major Supernatural creature	Difficult
Greater Supernatural creature	Very Difficult
Minor Supernatural being	Extreme

Sorcerous Star Ritual:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of 13+1D6 ATs of performance Time creates a Permanent Inclusive Pentacle in a location selected by the sorcerer. The Inclusive Pentacle serves to contain summoned creatures, beings, or forces from the Nether Spheres/Planes. The Difficulty Rating for success of the Effect is "Difficult." The practitioner can never be certain of success or failure, however, until a subject is brought within the Area....

The type of Inclusive Pentacle created is a Complex Runic one which is virtually unbreachable unless somehow tampered with or accidentally marred.

Note that any breach of a Pentacle will render it useless, allowing the contained subject to escape its confines and do as it wishes—including attacking anyone not protected!

Trueanswer Cantrip:

Time: 1 AT +1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This informative Casting forces the affected subject to answer a single, specific question truthfully. Note that truth does not necessarily require understandability, in that a riddle or some other evasion might be a true answer but not necessarily understood by the caster! When the Cantrip is activated, the subject creature (including a persona) or being (not too advisable!) is surrounded by black, jagged, flame-like force which envelope its body. If the sorcerer's query is answered in a false or deceptive manner, within one Action Turn of time, small bolts will spring from the flame-force, causing 2D6 points of Physical or Spiritual damage (if in PPM or NPM form) to the subject. The practitioner can continue the Effect each AT until either the question is answered, or the Time duration has run out.

Casting Grade III

Barpath Spell:

Time: 3 ATs — *Other Heka Costs:*
Area: 1 square rod/STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: Used by sorcerers to assist their escape, or merely to block any unwanted creatures or personas from the Area, this Spell's Effect forms an invisible wall against intrusion by animate beings of at least Partial Physical presence. Note that this barrier will not block missiles or other objects from

entering the Area, but is limited to animate, free-willed creatures or beings who seek to pass into or from the warded Area. Mindless or will-less beings, as well as unconscious personas, are not affected.

Castlow Charm:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Castlow* Charm is employed by sorcerers to rid themselves of a useless, rebellious, dangerous, or otherwise undesirable creature or being from the Nether Planes/Spheres. This Effect hurls the subject instantly from the Material Plane to its own home, in the process, draining its strength in Heka Power and ability to return for the Time duration indicated. Activation of the dweomer depends for success on the Power of the subject to be cast down to the Netherrealms. Note that for every 100 points of additional Heka expended by the practitioner upon Casting activation, the Difficulty Rating is reduced by one step so as to improve chance for success thus:

Subject	*Difficulty Rating*
Least Netherling or minor spirit	Moderate
Netherling or Preternatural Spirit	Routine (×1.5)
Minor Netherrealms creature or Supernatural spirit	Hard
Medial Netherrealms creature	Very Hard (×0.75.)
Major Netherrealms creature, a Beast, Brute, or minor Netherrealms being	Difficult
Medial Netherrealms being	Very Difficult
Major Netherrealms being	Extreme
Entital being	2 steps harder

Note that on this table, "creature" refers to things of roughly animal Mental TRAIT, while "being" refers to things of roughly human Mental TRAIT, or higher.

Infernal Circle of Flame Cantrip:

Time: 1 CT + 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting creates a protective Circle of magickal fire around the sorcerer, and possibly any associates as well. The dancing ebon flames will immediately do 3D6 points of Fire Physical damage to any material subjects who come in contact with them, and will cause the creature to ignite. The damage from the flames is of continuous nature, and affected creatures will suffer 1D6 points every subsequent CT until the flames die due to Casting Time expiration or are extinguished. Not only will the ebon-hued flames affect creatures that are invulnerable to normal fire, they will also consume any non-magickal items they touch, including missiles directed at the practitioner.

Note that spirits and other NPM creatures and beings are unaffected by this dweomer. All invulnerable to Preternatural or greater fire are likewise unharmed by this Effect.

Minor Power Ritual:

Time: 1 day/STEEP Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Ritual must be cast for nine Action Turns time before the dweomer is active. The Effect then is held for as many ATs time as the sorcerer has tens of STEEP in this Area. At any period while the dweomer is thus held, the caster can lay it upon a subject within the Distance indicated. The dweomer will instantly deprive that individual of a minor Power and bestow it upon the practitioner. The actual Time duration then runs for the number of days indicated—weeks if a Special Success—the subject without its former minor Power, the sorcerer able to employ it. Of course, this assumes that the subject spirit or creature has a Power which can be "borrowed" thus.

Use of the Power gained thus is always at least as limited as that of its true possessor. Heka required for use, if any, must come from the practitioner's personal store and not from any Reservoir.

Some typical *Minor Powers* are: Armor Skin, Healing, Levitation, Semi-Corporeal Form.

Obedience Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Spell forces spirits of dead humans and humanoids, other minor spirits, and Preternatural creatures to obey a single directive of the sorcerer. The command must be such that the activity of the subject is at some distance from the practitioner, and must be something that the subject can accomplish. For every AT required to perform the command, the subject gains an increasing chance of overcoming the magickal obedience, starting at 1% on the first BT of the second AT and increasing by 1% on each subsequent Battle Turn thereafter. For example, at the end of three ATs Time the subject would have a 20% opportunity chance to disobey and return to its own place (or perhaps to visit the practitioner...).

Oneservice Formula:

Time: 1 AT/STEEP point Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Through this Formula, the sorcerer can force any single Nether Planes creature of modest power to perform a relatively minor service. The service can require several steps to perform, but it must not generally be something which is otherwise taxing to the subject's abilities. The Time duration of the dweomer is operative in regards to compliance with the service, so that the work must be completable prior to expiration of the Effect. Thus, the sorcerer Bloor, for instance, might demand that a Netherling fetch him a bag of gold coins. The imp, let us say, might well go to the local moneylender's, appear there, announce it was taking gold at the command of Bloor the Sorcerer, and then vanish with a pouch containing 100 gold coins, arriving in mere BTs at the practitioner's to drop it off and go back to its own plane....

Power Ring Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This Ritual of nine ATs performance creates one form or another of an Exclusive Pentacle in an Area surrounding the sorcerer. The Exclusive Pentacle serves as protection for personas inside, also enabling further Casting without interruption by outside forces if a "door" for such dweomers is provided for by the practitioner. The sorcerer and any associates must remain within the Pentacle at all times, or else the protection or the Pentacle itself, if temporary, is negated.

The type of Pentacle which can be created, and its effectiveness, are listed below:

Pentacle Type	*Duration*	*Base DR*
Simple, Physical	Permanent	Hard
Complex, Runic	Temporary	Difficult

All Pentacles keep out spirits, and at the caster's option, the Pentacle can also serve in addition to keep out:

(1) Heka (DR as listed) with a Resistance strength determined by the sorcerer through additional Heka investment at time of activation. No more Heka can be invested than the total of the caster's STRAIT plus two times STEEP (in this Area) in points. For details of how Pentacle's STR is applied in defending against Heka attacks see Chapter 4 of this book.

(2) Heka (as above) and Partial Physical Manifestations (one DR harder).

(3) Heka (as above) and Partial and Full Physical Manifestations (two DRs harder).

However, for each doubling of Casting performance time (time spent preparing and working on the Pentacle), the DR is decreased by one step, up to three steps easier or "Hard" DR, whichever is the lesser (less favorable) modification.

Casting Grade IV

Cagliostro's Force Duty Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: By the use of this dweomer, the practitioner is able to constrain a minor Supernatural creature (a weak devil, demon, fiend, etc.) so as to make it serve as a guardian in the Area indicated. During the Time of active Effect, the subject must then permit none other than the caster to enter the guarded Area, and in turn cannot harm the practitioner. The subject must be on hand in order for the practitioner to lay the Casting upon it and thus force it to serve. Typically, the sorcerer will have a special antechamber in which the subject remains during its guard duty. The success of the Spell depends on the subject, for the Difficulty Rating varies with the potency of the subject:

Subject	*Difficulty Rating*
Least Netherling	Moderate
Netherling	Routine (×1.5.)
Minor Netherrealms creature	Hard
Medial Netherrealms creature	Very Hard (×0.75.)
Major Netherrealms creature, or a Beast or Brute	Difficult

Failure of the dweomer means that the subject is not constrained by the Effect.

Doubleservice Formula:

Time: 1 AT/STEEP point Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Related to the *Oneservice* Casting (q.v.), this dweomer is designed to lay upon a present subject Nether Planes creature. The successful activation of this Formula enables the persona to exact the faithful performance of two distinct services from the subject. It's basically a dweomer used to assure the faithful performance of a single chore, with the backup duty being used as a guarantee of not perverting the initial service. For example, the first service might be to obtain a bag of gold coins. The second is then to the effect that nobody knows that the coins were obtained by the sorcerer's order and were delivered to that practitioner.

Feed Darkling Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: Performance of the Ritual requires six ATs of preparation Time and then nine or more for its completion. This fell dweomer enables the caster to increase the power of a summoned Nether Planes creature or being, by transferring the life force from a subject or subjects from the Material Plane. During the Casting of the Ritual, the sorcerer marks the victim or victims, and creates a channel to the darkling creature for the Physical energies to flow. As the Ritual is performed, the channel transfers energy to the Nether subject. Each BT there will flow 1D10 points from a donor to the darkling subject. Physical, Mental, and Spiritual energy accrue to the subject on a 1:10 basis, and Heka energy on a 1:5 basis. Note that unless restrained, the victim or victims can still defend themselves, if capable of doing so.

Summoning of Power Ritual:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: To perform this Ritual, sorcerers must spend nine Action Turns of Casting. By means of this dweomer, they are then able to draw Heka energy from a Nether Planes subject. For each Physical TRAIT point of the subject, the caster of this dweomer gains 5 Heka points. This energy accrues to the caster personally, and it is retained for the Time indicated as a Reservoir above and beyond the persona's otherwise maximum capacity. The subject, meanwhile, is weakened in that it loses one-half of its P TRAIT, and Heka to twice the extent of the sorcerer's gain. (If the subject has insufficient personal Heka to supply the demand of the Casting, then it is drained and destroyed, but in the process the caster receives the maximum energy anyway.)

Not surprisingly, Nether Planes creatures and beings are prone to resist this Effect. In order to successfully activate the Casting, the practitioner must, in fact, engage the subject in a contest of Spiritual Metaphysical CATEGORY power, the caster's against the subject's. However, the Difficulty Rating for the sorcerer is only "Moderate," while that for the darkling is "Difficult." As neither Heka nor Joss Factors can be applied to this struggle, the practitioner nearly always triumphs. However, in the case of a failure, the subject is freed to return to its own place, and in the case of a Special Failure, the sorcerer is linked Spiritually to the subject, the channel open, and the darkling having the first action....

Weaken Formula:

Time: Instantaneous + Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Once activated, this Casting can be held for as many Critical Turns of time as the sorcerer has tens of STEEP in this K/S Area. Through this Formula's Effect, the sorcerer drains Physical strength from a human or humanoid subject, becoming more powerful in the process. The maximum amount of Physical Muscular CATEGORY points that can be drained at one time when using this vampiric Casting is equal to the sorcerer's Spiritual Metaphysical CATEGORY point total. To accomplish the vampiric draining, however, the practitioner needs to touch the exposed flesh of the subject. An unwilling, aware, and able subject must thus be engaged in *Combat, Hand-to-Hand* (either sort), and a successful hit managed by the practitioner to accomplish the purpose desired.

If successful, the subject loses as many points from PM CATEGORY as the sorcerer has existing Spiritual TRAIT points, just as if the subject were taking Physical damage. However, the lost points return to the subject in 1D6+6 ATs time after the expiration of the dweomer's Time duration. Note that subjects who have been reduced to their Wound Level, or lower, will be Dazed until their points return. If, due to this Casting, subjects arrive at 0 or lower (negative) P TRAIT, they simply pass out, remaining in a comatose state until the lost strength is regained in the time noted above.

The caster, however, gains PM points, to a maximum total of 30 per ATTRIBUTE from the *Strength Drain*, retaining this vampirically attained muscular strength for 1D6+4 ATs. Any Physical TRAIT points in excess of the maximum possible for a human build a false TRAIT total from which, along with the vampirically gained points, PD is first subtracted before actually accruing to the sorcerer. All benefits of such vampirically gained strength accrue to the sorcerer. Physical damage taken after a vampiric gain comes first from such points, thus not actually causing PD to the sorcerer's body! Even when at maximum PM CATEGORY, the sorcerer can utilize this Casting to *Weaken*, and store the points so drawn off in the false P TRAIT total. Compare the *Strength Drain* (Dweomercræft, Black School) Casting.

Casting Grade V

Arcane Bolt Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot wide bolt — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This offensive Casting is similar in nature to the General Dweomercræft

Casting *Heka Bolt* (q.v.). When activated, a black bolt of energy issues from the caster's fingertips, speeding faster than an arrow, along a straight path, traveling unerringly to strike its target, up to the maximum distance indicated by the sorcerer's ability. The damage from this Negative Heka energy Effect is 4D6 points of Impact Physical damage. It is inflicted upon the first target it touches along its path, and as soon as any target is impacted thus, the energy is expended.

Dazeall Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Effect reduces temporarily all TRAIT scores of one physical subject—human or otherwise—to 1 point below Wound and Effect Levels, causing the target to become Dazed in all TRAITS—Mental, Physical, and Spiritual, as applicable to the subject—for the Casting's duration. Note that this dweomer actually affects Cunning (as opposed to Mental TRAIT), so that creatures and beings with this ability rather than the Mental one will be likewise unable to perform ably while the Effect is active. Upon expiration of Effect, all affected TRAITS return to normal, as modified by damage and other outside factors, if applicable.

Upon Casting of the dweomer, the target individual must make a roll against its Spiritual Metaphysical CATEGORY total at DR "Hard." Failure indicates the Casting was effective, but success indicates the subject avoided the dweomer, and the Effect was negated upon activation.

Darkdespair Cantrip:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This dweomer can be activated in either of two forms at the sorcerer's option. The first shaping affects only Nether Plane creatures or beings, causing a selected individual subject to lose 2D3 Spiritual Metaphysical CATEGORY points for each 10 points of the caster's Sorcery STEEP. This is employed to prepare a darkling for a contest against the practitioner, by weakening its ability to withstand the sorcerer.

The second shaping affects all creatures within one rod radius of the caster, inflicting upon each a loss of 2D3 S M CATEGORY points, and causing each to feel that they are powerless to resist or attack the sorcerer, unless succeeding in a Spiritual TRAIT roll at DR "Hard."

Needlepangs Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Charm causes a multitude of small, sharp spasms of pain to wrack the subject Nether Planes creature or being. Note that the dweomer will affect Full Physical Manifestations only—Non-Physical and Partial Physical Manifestations are not affected by the Casting. The subject suffers a loss of 1D3 Physical TRAIT point per BT and a +10 penalty to all of its dice rolls for the Time duration indicated, as the *Needlepangs* Effect is actively reducing its capacity to resist the practitioner's demands and will.

Powerbribe Formula:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* 1:1 Special

E/F/M: When the *Powerbribe* Formula is activated, the sorcerer creates a special Heka Reservoir of a base 1 point strength. Such casters can then add to this pool as they wish, for as long a period of time in days as they have points of *Sorcery* STEEP. However, they can add no more Heka on any given day than they have tens of points of STEEP in this K/S Area. The Reservoir created through this Casting is not usable by such practitioners, but it is especially attuned to creatures and beings of the Nether Planes and Spheres. By its creation, a sorcerer seeks to influence a called up or summoned darkling to perform a particularly hard and valuable service, in return for the "key" to the Heka Reservoir that has been made and filled with power.

The Reservoir can be nearly any object selected by the caster. It is invisible to detection by all Netherrealms dwellers. To be utilized, the "key" must be given to the subject by the sorcerer. The Reservoir is of general nature, but in the Nether Planes its Heka translates to Supernatural potency, so it is a prized item. Once bestowed upon a darkling, it cannot be further charged by the practitioner.

Each 100 points of Heka affects by 1% the probability of gaining agreement from a subject. A Netherling is thus influenced for a mere 100 or so points, while a Demon of minor potency will be swayed for around 1,000.

Casting Grade VI

Bugform Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through the dweomer of this Casting, the sorcerer or another individual, is physically transformed, including all worn and carried, into an insect, arachnid, or myriapod of the caster's choosing. Though such subjects retain all TRAIT scores, their sensory perception will be that of the new form as interpreted to conform to their normal ones, and Casting ability will almost surely be lost while in the guise of the bug. (Your GM might allow an exception or two.) However, whatever abilities are possessed by an actual creature of the type are those of the subject, while the Effect makes the bug virtually impervious to assaults by its "natural enemies." A fly on the wall might be hearing and seeing things it shouldn't... What about that spider in its web?

If a subject is unwilling, aware, and able to attempt to avoid the sorcerer, then the caster must physically score a hit on the exposed flesh of the individual through a *Combat, Hand-to-Hand,* (either sort) success.

The practitioner can mentally negate the dweomer at any time, but otherwise another subject must await the expiration of its Time duration.

Drawfangs Charm:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Charm's dweomer is intended to drain instantly the capacity of a Nether Planes subject to attack the sorcerer. Unless the subject is able to succeed in a roll against its Spiritual Metaphysical TRAIT total, less the practitioner's *Sorcery* STEEP, at DR "Hard" (a 1% chance always existing), the dweomer will activate its Effect upon the darkling. The subject is then, and remains, powerless to assault the practitioner Mentally, Physically, and/or Spiritually, for as many ATs Time duration as the sorcerer has STEEP in this K/S Area. Obviously, such casters are then free to do as they will to "convince" the subject that full cooperation is in its best interests!

Nethernull Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: The Formula nullifies all Heka-engendered Powers and Castings of a single Nether Planes creature or being while it is within the Distance range of the sorcerer, as indicated by the practitioner's STEEP. The particular individual against whom the dweomer is to be active must be designated by a *Truename,* if of more than minor sort and not a Beast or Brute, or otherwise indicated by the sorcerer at the moment of Casting activation. Thus deprived, the subject must either attempt to engage in some form of Physical combat, or retreat. If contained within an Inclusive Pentacle, the darkling will be essentially powerless.

Silverchains Cantrip:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The Effect of this Formula is a set of Material and energy silver chains, magickal links and manacles of metal and force that bind the individual target designated by the sorcerer. If the intended subject has one or more *Truenames*, the practitioner must use one in order to identify the individual. Only Nether Planes creatures and beings are subject to the Casting. For each 10 STEEP possessed by the caster in this K/S Area, one such *Silverchains* Effect is created. Each will bind up to 36 total TRAIT points, double that number if the subject is susceptible to silver metal. If the subject has more TRAIT points than can be bound by the dweomer, then the positive difference is the percentage chance each AT of time elapsed that the Casting will be negated by the subject's attempts to free itself.

Spiritspain Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The sorcerer must identify the target subject upon activation of the Casting. The power of this Cantrip creates a continuous, throbbing ache in the subject individual. The dweomer affects spirits or the Partial and Non-Physical Manifestations of other creatures and beings. This debilitating Effect renders the subject unable to properly engage in any active Mental or Spiritual combat, other than that of purely defensive nature. It meanwhile drains 6D3 each from M and S TRAIT at the end of each AT during the Time duration of Effect, weakening the subject accordingly.

Casting Grade VII

Animalform Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this dweomer, the sorcerer or another individual is physically transformed, including all worn and carried, into a Mundane animal of the caster's choosing. Though such subjects retain all their TRAIT scores, unless inferior to the animal body's own, their sensory perception will be that of the new form as interpreted to conform to their normal ones, and Casting ability will almost surely be lost while in the guise of an animal. (Your GM might allow an exception or two, such as for apes or monkeys, possibly.) However, whatever abilities are possessed by an actual creature of the type are those of the subject, while the Effect makes the animal virtually impervious to assaults by its "natural enemies," whom it can probably out-think and easily avoid or defeat thus. A steed might be a spy or assassin, a dog a lurking witch or warlock! Who can tell?

If the subject is unwilling, aware, and able to attempt to avoid the sorcerer, then the caster must physically score a hit on the exposed flesh of the individual through a *Combat, Hand-to-Hand,* (either sort) success.

The practitioner can mentally negate the dweomer at any time, but otherwise another subject must await the expiration of its Time duration.

Ironshackles Spell:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The Effect of this Spell is a set of material and energy iron chains, magickal links and manacles of metal and force that bind the individual target designated by the sorcerer. If the intended subject has one or more *Truenames*, the practitioner must use one in order to identify the individual. Only Nether Planes creatures and beings are subject to the Casting. For each 10 STEEP possessed by the caster in this K/S Area, one such *Ironshackles* Effect is created. Each will bind up to 42 total TRAIT points, double that number if the subject is susceptible to ferrous metal or iron. If the subject has more TRAIT points than can be bound by the dweomer, then the positive difference is the percentage chance each AT of time elapsed that the Casting will be negated by the subject's attempts to free itself.

Netherslay Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* 20:1D6+1 D
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: This Casting's Effect inflicts Physical damage to Nether Plane spirits, creatures and beings of all sorts including Beasts, Brutes, Demons, Devils, Fiends, Monsters, etc., who possess a Full Physical Manifestation, whether of Mundane sort or of the nature appropriate to their own plane or sphere or other place. It will otherwise inflict Spiritual damage to such subjects and to any Non- or Partial Physical Manifestation spirits native to, originating from, confined to, or dwelling on the Lower Planes and Spheres. Resistance (including Heka armor possessed) is overcome automatically by this dweomer, but the damage component must be paid for through investment of extra Heka at the moment of Casting activation. The cost for damage is 10 points of Heka for each 1D3. Practitioners can expend no more extra Heka thus than twice their STEEP in this K/S Sub-Area in damage Effect.

Compare the Exorcism and Priestcræft (Sunlight Ethos) Castings of the same name.

Timegain of Belloc Cantrip:

Time: Permanent until activated — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This contingency dweomer is cast by prudent sorcerers who fear that some untoward event will occur soon and thus bring disaster to them. While the Effect of the *Timegain of Belloc* Cantrip is active, any single event which would otherwise make such a practitioner helpless, powerless, mindless, insane, will-less, doomed, dead, or destroyed is negated through magickal interference with the dimensions of Time and probability. The sorcerer is transferred instantly back to the moment just prior to the fatal event and must then repeat all that occurred; but this time, with foreknowledge, the caster might alter the event through one of the following things only: expenditure of more Heka, use of Joss, or use of an option not taken previously (such as dodging, parrying, or avoidance).

Casting Grade VIII

Beastform Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through the dweomer of this Casting, the sorcerer or another individual is physically transformed, including all worn and carried, into a *daimotherion* of the caster's choosing. A daimotherion is any seemingly natural animal, but of unusual size and robustness, which is actually a form *created* through powerful Negative Heka drawn from Evil practice. Typical daimotherios forms are huge and savage bears, boars, bulls, crocodiles, dogs, goats, hippopotami, horses, leopards, lions, sharks, snakes, tigers, and wolves. Just about any form is possible. The form will have Invulnerability to normal weapons, healing Power of 1D10 Physical damage each AT, movement rate of twice the subject's normal running speed tirelessly, ability to inflict twice normal Physical damage in attack, and 1D3 other Powers (such as the gamemaster agrees are appropriate). The *Beastform* affected individual, however, will also have Susceptibility to one or more things such as full

daylight, ferrous metal, iron, silver, Positive Heka, etc. (again as determined by the gamemaster).

Though such subjects retain all their TRAIT scores, unless inferior to the diamotherion's body's own, their sensory perception will be that of the new form as interpreted to conform to their normal ones, and Casting ability will almost surely be lost while in the guise of an animal. (Your GM might allow an exception or two such as for apes, possibly.) However, whatever abilities are possessed by an actual creature of the type are those of the subjects, save as improved upon by the Evil power of this Casting.

If a subject is unwilling, aware, and able to attempt to avoid the sorcerer, then the caster must physically score a hit on the exposed flesh of the individual through a *Combat, Hand-to-Hand,* (either sort) success.

The dweomer must be especially negated or dispelled by some means if it is not to run for the Time duration indicated.

Leechforce Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this Charm, the sorcerer drains Physical strength from the subject, becoming more powerful in the process. The caster must actually touch the exposed flesh of the subject individual. If the subject is unwilling, aware, and able to attempt to avoid the sorcerer, then the caster must physically score a hit on the individual through a *Combat, Hand-to-Hand,* (either sort) success.

The leeching of points restores Physical damage to the sorcerer, and if there are points remaining after this, there is a False P TRAIT total established for the practitioner—PD is removed from these points before actual harm is inflicted on the person of the sorcerer. The amount of Physical TRAIT points that are transferred using this Casting's Effect is equal to the practitioner's Spiritual Metaphysical CAPACITY total. Note that victims who have been reduced to their Wound Level or less will be Dazed until their points are restored through healing of normal or magickal sort.

Silvercell Cantrip:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Effect of this Spell is creation of a material and energy area of up to some one cubic chain in extent, a magickal place of silver-alloyed metal and force that confines the subject individual designated by the sorcerer. This "cell" is located in the 8th Dimension, that of Extra-Dimensionality, for such a location is unlikely to be discovered by a "wandering" (or even searching) denizen of the Nether Planes. While confined by the *Silvercell* Effect, the subject need neither eat, sleep, nor draw any other form of sustenance, but neither does that one regain nor otherwise draw Heka energy. No communication from or to the Effect area is possible, save if in direct contact with it.

If the intended subject has one or more Truenames, the practitioner must use one in order to identify the individual. Only Material and/or Nether Planes creatures and beings are subject to the Casting. For each 10 STEEP possessed by the caster in this K/S Area, up to 48 total TRAIT points can be contained in the prison area, double that number if the subject is susceptible to silver metal. If the subject has more total TRAIT points than can be confined by the dweomer, then the positive difference is the percentage chance each AT of time elapsed that the Casting will be negated by the subject's attempts to free itself. Negation will return the subject to the exact location where it was placed under this Effect.

Tearwings Charm:

Time: 1 Decade/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Charm's Effect removes, with agonizing slowness, the principal motive Powers and abilities of a Nether Planes subject, whether spirit, creature, or being. It enables casters to gradually weaken such capacities, point by point, one per Critical Turn, at their will. Obviously, then, this Casting subsumes that the subject is confined in an Inclusive Pentacle, or otherwise bound or held by whatever means, so as to enable this gradual weakening. Sorcerers can continue this Effect for as long as they desire, even interrupting it for a period as long as their STEEP in hours before returning to renew the punishing assault. Each point taken thus also reduces the Physical TRAIT manifested or potential, if any, of the subject. When at zero motive potential, the subject is a powerless spirit, bound to the place on the plane and sphere where the practitioner caused it to be thus reduced, for as many decades time as indicated, plus as many more years as necessary to restore full motive potential at 1 point restoration per year. (Yes, folks, this can go on for a long time!) Worse still for the hapless subject, sorcerers can, if they utilize a *Dismiss* Casting, fling the victim back to its own place to suffer whatever torments are in store for it there.

Because of this potent Effect, this dweomer is a highly useful coercive in regards to having very powerful Netherrealms dwellers agree to serve and be subject to a sorcerous practitioner!

Casting Grade IX

Drawpower Ritual:

Time: 1 week/STEEP point Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Ritual must be cast for 13 Action Turns time before the dweomer is active. The Effect then is held for as many ATs time as the sorcerer has STEEP in this Area. At any period while the casting is thus held, the practitioner can lay it upon a subject within the Distance indicated. The dweomer will instantly deprive that individual of a major Power and bestow it, along with its attendant personal Heka, upon the practitioner. The actual Time duration then runs for the number of weeks indicated—months if a Special Success—the subject without its former Heka-engendered Power, the sorcerer able to employ it. Of course, this assumes that the subject spirit, creature, or being has a Power which can be "borrowed" thus.

Use of the Power gained thus is always at least as limited as that of its true possessor. Heka required for use comes from the dweomer's Effect and does not drain the practitioner's personal store of energy. No more than one Power gained from this or any other similar dweomer can be possessed by the same individual at the same time, save a *Minor Power* Effect.

Some typical Major Powers are: Amplified and/or special senses, Flying, Non- and/or Semi-Corporeal Form, Petrifaction ability, and so forth. The gamemaster will adjudicate all use of this Casting.)

Ironcrypt Cantrip:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Effect of this Cantrip is creation of a material and energy area of up to some one cubic chain in extent, a magickal place of iron-alloyed metal and force that confines the subject individual designated by the sorcerer. This "cell" is located in the 9th Dimension, that of *Conceptuality* (conceivability)—an Extra-Dimensional "pocket" created especially for the prisoning space and becoming real as the practitioner activates the dweomer. A location in this dimension is unlikely to be discovered by accidental means whatsoever, and purposeful location is of "Extreme" difficulty. While confined by the *Ironcrypt* Effect, the subject needs neither eat, sleep, nor draw any other form of sustenance, but neither does that one regain nor otherwise draw Heka energy. No communication from or to the Effect area is possible save if in direct contact with it.

If the intended subject has one or more Truenames, the practitioner must use one in order to identify the individual. Only Material and/or Nether Planes creatures and beings are subject to the Casting. For each 10 STEEP possessed by the caster in this K/S Area, up to 54 total TRAIT points can be contained in the prison area, double that number if the subject is susceptible to ferrous metal or iron. If the subject has more total TRAIT points than can be confined by the dweomer, then the positive difference is the percentage chance each AT of time elapsed that the Casting will be negated by the subject's attempts to free itself. Negation will return the subject to the exact location where it was placed under this Effect.

Oubliette of Eternity Formula:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Effect of this Cantrip is creation of a material and energy area of up to some one cubic chain in extent, a magickal place of negatively charged matter and Negative force that confines the subject individual designated by the sorcerer. This "cell" is located in the 7th Dimension, that of *Non-Dimensionality* in the Abyssal regions. This location is unlikely to be discovered accidently by Upper Plane, Good, or benign creatures or beings, and purposeful location by such is of "Extreme" difficulty. While confined by the Effect, the subject need neither eat, sleep, nor draw any other form of sustenance, but neither does that one regain nor otherwise draw Heka energy. No communication from or to the Effect area is possible save if in direct contact with it.

The Casting affects only creatures and beings of the Upper Planes, or Material Plane ones of Good and benign sort. If the intended subject has one or more Truenames, the practitioner must use one in order to identify the individual. For each 10 STEEP possessed by the caster in this K/S Area, up to 54 total TRAIT points can be contained in the prison area, double that number if the subject is susceptible to Negative Heka. If the subject has more total TRAIT points than can be confined by the dweomer, then the positive difference is the percentage chance each AT of time elapsed that the Casting will be negated by the subject's attempts to free itself. Negation will return the subject to the exact location where it was placed under this Effect.

Wrackbeast Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod or Touch Special — *Other:* Nil

E/F/M: The *Wrackbeast* Cantrip's Effect holds a creature or being motionless—Mentally, Physically, and Spiritually, too—while causing pangs and damage at sorcerer's direction. At the practitioner's option, once each Battle Turn 1D6 points loss from any TRAIT can be accomplished, or the caster can instead drain and dissipate 1D10 Heka points. Unwilling subjects are likely to soon become tractable thus, while disobedient servants serve as an object lesson to others when treated to this form of "correction."

Note that if this dweomer is utilized against a subject of non-Nether Plane origination, one not basically Evil, malign, and principally employing Negative Heka, then the sorcerer must physically touch the intended victim to properly lay the Effect. If such a subject is unwilling, aware, and able to attempt to avoid the sorcerer, then the caster must physically score a hit on the exposed flesh of the individual through a *Combat, Hand-to-Hand,* (either sort) success.

Spellsinger Archetypical Castings

116 Total

Grade I Castings

21 Total

Base Heka Cost: 20

Acclumséd Ode Cantrip	Avies Warble Spell
Bar Couplet Cantrip	Calm Aire Spell
Camaraderie Chorus Spell	Convince Harmony Spell
Discover Ditty Spell	Dreamhaunter Melody Formula
Drowsiness Lullaby Spell	Drying Oratorio Cantrip
Farvoice Yodel Cantrip	Faunacare Warble Spell
Faunalter Dissonance Spell	Flat Ode Spell
Florachange Pastoral Spell	Misdirect Limerick Cantrip
Ready Canon Charm	Sharp Ballad Spell
Sorrow Lament Spell	Sour Ditty Spell
Warming Peal Cantrip	

Grade II Castings

15 Total

Base Heka Cost: 35

Alto Aire Spell	Amplification Aria Spell
Bramblepath Refrain Cantrip	Bravery Measure Spell
Chancefix Motif Charm	Cliffclimb Bravura Spell
Fairwind Chanty Formula	Freemuscles Strain Spell
Gooddrink Measure Cantrip	Goodfeast Carol Formula
Longwalk Strain Spell	Newcloth Motif Formula
Notable Aire Spell	Shelter Aria Formula
Sleepheal Nocturne Formula	

Grade III Castings

12 Total

Base Heka Cost: 50

Animalfear Fibroch Spell	Conceal Ditty Spell
Cowardice Refrain Formula	Darting Dags Adagio Spell
Distractionless Tune Spell	Forestfriend Couplet Spell
Freenerves Strain Spell	Major Chord March Spell
Poisongone Tocsin Cantrip	Puissance Canticle Spell
Revitalize Paen Spell	Safeplace Aria Spell

Grade IV Castings

12 Total

Base Heka Cost: 75

Battlesong Bravura Formula	Blue Prospects Ballad Spell
Falseview Ditty Spell	Freebreath Chant Spell
Freemind Aire Formula	Full Stop Refrain Spell
Hekahedge Refrain Spell	Ironsteed Ballad Spell
Lightlygo Aire Spell	Volunteer Chorus Spell
Walklong March Formula	Warningcall Peal Cantrip

Grade V Castings

12 Total

Base Heka Cost: 100

Alleymazes Ode Spell	Faet Fiada Canticle Spell
Headwrench Chorus Spell	Inspire Bravura Spell
Javelin Volley Ditty Spell	Monstersfear Fibroch Cantrip
Piper's Prance Adgalo Cantrip	Quaver Fibroch Spell
Shielding Song Spell	Spirithedge Refrain Spell
Staff Verse Formula	Sympathy Lament Spell

Grade VI Castings

10 Total

Base Heka Cost: 125

Arrowstorm Aire Spell	Bonfire Ballad Cantrip
Cry of the Valkyrie Aria Spell	Doublequick March Cantrip
Fogveil Barcarolle Formula	Jangle Jingle Spell
Merriment Limerick Spell	Quenchfire Limerick Cantrip
Rallyround Bravura Spell	Sirensong Lay Spell

Grade VII Castings

10 Total

Base Heka Cost: 150

Beastcharm Serenade Cantrip	Bridging Measure Spell
Cacaphony Chorus Spell	Creepingcord Serenade Cantrip
Deepditch Rondo Spell	Deepseas Chanty Formula
Freebonds Strain Spell	Icespears Canon Cantrip
Shadowdance Couplet Spell	Smoothway Lyric Spell

Grade VIII Castings

10 Total

Base Heka Cost: 200

Aerial Refrain Spell	Bringhunters Yodel Spell
Chasmleap Madrigal Cantrip	Firebrand Ballad Spell
Formguise Tune Spell	Pikehedge Refrain Spell
Rondo Susicato Formula	Unbarring Jingle Cantrip
Vocal Cords Strain Spell	Winddarts Canon Cantrip

Grade IX Castings

7 Total

Base Heka Cost: 250

Boulderbring Barcarolle Cantrip	Cloudwalker Aire Spell
Coolflames Ditty Spell	Distantdoor Yodel Spell
Flyingblade Canon Cantrip	Sleepsteal Nocturne Spell
Weathermage Tune Formula	

Special Grade Castings

7 Total

Base Heka Cost: 300

Faraway Song Spell	Firebeing Rhapsody Spell
Noplace to Hide Chant Formula	Portalopen Aria Cantrip
Quicktree March Spell	Safesleep Aria Spell
Shadowling Motif Spell	

SPELLSONGS

Spellsong Castings have a variety of Heka-engendered effects, all of which continue throughout the singing of the Casting. All effects of spellsongs cease when the singing has stopped. Spell and Formula length Castings are common to this K/S, for it requires longer periods of time to draw and focus Heka energy through this method of spellcasting. Also note that there are no Castings of Charm length, as Cantrip length is the minimum Time requirement.

The reader must note carefully that the dweomer of a spellsong is unique and distinct. If two or more Areas of spellsongs Effect happen to overlay, they at best cancel each other out. At worst, horrible things happen in the place where the musical Heka clashes in cacophonous manner.

The Archetypical Castings which follow are those dweomers only which are worldwide, more or less. The northern practitioners, those of Kalevala and its environs, have many additional ones which are kept closely within the circles of spellsingers there. The same is true of the Bards of Avilionia, of course, who likewise have scores more Castings than are given here, but who also do not publish them broadly.

Casting Grade I

Acclumséd Ode Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: This Cantrip causes a single subject to become clumsy. The subject so affected will move more slowly (–25% movement rate, +5 Speed Factor/Initiative), have a tendency to drop any items held or wielded (10% per CT), and stumble or trip (10% per CT). The subject's chance to hit (BAC) wielding hand or missile weapons also suffers a –5 penalty. The latter Effect (–5 BAC) can be countered with regard to single-hand striking weapons if the subject uses both hands. As long as the spellsinger continues vocalizing the Ode, this Effect will persist in the subject.

Avies Warble Spell:

Time: 1 AT/BT vocalized — *Other Heka Costs:*
Area: 1 bird/STEEP — *R&D:* Nil
Distance: 1 chain radius — *Other:* Nil

E/F/M: The Effect of this spellsong causes any and all birds nearby, up to the maximum number indicated by the caster's ability, to leave their perching places and flock to the vicinity of the spellsinger. The caster can then send the larger ones forth with messages tied to their legs, for each will fly as directed up to one mile distant per STEEP point of the spellsinger. The persona can also opt to have some or all of these subject avians perch nearby and give warning calls if any danger approaches, albeit danger to a bird will also include intruders of the kind not particularly dangerous to the practitioner! Additionally, if there are raptors in the flock answering the *Avies Warble*, these falcons, hawks, etc., will hunt for and bring back the prey to the spellsinger.

As a last resort, these willing feathered creatures will even attack the spellsinger's foes, even though they can probably do little more that delay them and deliver a bit of minor PD before losing their lives thus.

Bar Couplet Cantrip:

Time: Instantaneous and special — *Other Heka Costs:*
Area: 1 closure — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* 1:1 hour T

E/F/M: Through activation of this Couplet, the spellsinger causes a single closure to be shut and magickally held thus. The dweomer affects gates, doors, windows, drawers, lids, tops, corks, plugs, stoppers, bungs, etc.

The Effect remains active for one AT per STEEP point of the spellsinger, and it can be extended if the caster channels additional Heka, each one point expended thus adding one full hour to the Time duration. Opening such a *Bar Couplet* affected object is impossible, unless the Heka is negated or the Casting dispelled. However, the held subject can be destroyed by Physical means otherwise capable of rendering it thus.

Calm Aire Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The melodious tune of this Spell creates a feeling of peaceful tranquility that soothes angry or agitated creatures or within its Area of Effect. This Casting will counter the Effect of dweomers aimed at causing anger or discord, and even one stricken with a violent insanity will remain quiet while this dweomer pervades the Area.

Camaraderie Chorus Spell:

Time: Special & as long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: By the vocalization of this *Camaraderie Chorus*, the spellsinger is able to affect the emotions of those within the Effect Area. Each and everyone friendly to the practitioner will be as if a bosom comrade; those otherwise indifferent will become most friendly and helpful to the caster and any associates; those opposed to and/or hostile will become sympathetic and/or indifferent at worst. Each listener, however, is able to disregard the Effect if that individual succeeds in a roll against SMPow at a DR commensurate with previous (actual) regard for the caster and any associates:

Attitude	*Difficulty Rating*
Friendly	Very Difficult
Tolerant	Difficult
Indifferent	Hard
Opposed	Moderate
Dislike	Moderately Easy (×2.5)
Hostile	Easy
Hatred	Very Easy (×4)

With respect to all subjects under the Effect of this Casting, the *Deception*, *Influence*, and *Leadership* K/S Area STEEP, if any, of the spellsinger and any associates will be raised by +1 for each 10 STEEP the practitioner has in *Spellsongs*. Thus not so affected will not recognize this increase in abilities, of course!

Convince Harmony Spell:

Time: Special & as long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting allows the caster to enhance the credibility of a story or statement presented by the spellsinger, or an associate of that individual, within one AT before, or otherwise made during, its Time of activation. Unless the subjects are able to succeed in a roll against their Spiritual TRAIT total, minus the practitioner's *Spellsongs* STEEP, at DR "Moderate," they will be absolutely assured of the plausibility and/or veracity of the pertinent material.

Discover Ditty Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This spellsong enhances the *Perception*, *Physical* K/S ability of subjects, and gives them a better chance of finding something that would otherwise be overlooked. For each 10 STEEP points of the practitioner, all subjects gain a +1 to that Knowledge/Skill Area while the *Ditty* is sung.

Dreamhaunter Melody Formula:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This spellsong causes those human and/or humanoid foes of the practitioner who hear the Melody to be affected as if a hypnotic suggestion had been made by the caster. Unless able to succeed in a roll against their Spiritual TRAIT, minus the practitioner's *Spellsongs* STEEP, at DR "Moderate," all so enchanted will have vivid dreams when they next sleep. The dreams will be disturbing and convey unsettling Effect to the subjects. Each will then lose from 1D3 K/S Areas 1 point for each 10 STEEP of the practitioner—the abilities found at random—for as many ATs time after waking as the caster has STEEP.

1D10 Roll	*K/S Area Affected*
1	Perception, Mental
2	Perception, Physical
3	Combat, Hand-to-Hand, Lethal
4	Combat, Hand-to-Hand, Non-Lethal
5	Combat, Hand Weapons
6	Combat, Missile Weapons
7	Criminal Activities, Mental
8	Criminal Activities, Physical
9	Etiquette/Social Graces *and* Influence
10	Principal K/S Area generating Castings

Drowsiness Lullaby Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this Lullabye causes those listeners within the Area of Effect to feel sleepy. The dweomer of this spellsong has a chance of putting non-combatant creatures and personas to sleep for a variable period of time, based on the spellsinger's STEEP as a percentage, as modified by a variable Difficulty Rating as shown below:

State of Listener	*Difficulty Rating*	*Time Duration*
Calm, drowsy	Easy	STEEP in ATs
Calm, preoccupied	Moderate	STEEP in ATs
Calm, alert	Hard	STEEP in ATs
Nervous, tired	Moderate	1+D% BTs
Nervous, preoccupied	Difficult	1+2D10 BTs
Nervous, alert	Very Difficult	1+1D10 BTs
Fresh, very watchful	Extreme	1 CT/STEEP

Drying Oratorio Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 cubic foot/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Cantrip removes moisture from an object or in an Area. It will remove 10% of the moisture per BT, completely drying the selected subject(s) or Area in one AT. It will not affect subjects which have a large and/or predominantly free liquid content—such as a marshy place, a jug of beer, a persona, etc. This is, however, a handy dweomer for preparing wet ground to sleep on, making wood suitable for burning, drying wet garments, preserving food, preparing Materia, and so forth.

Farvoice Yodel Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 furlong/STEEP Special — *Other:* Nil

E/F/M: This spellsong's performance allows its casters to "throw their voice" in any direction, up to the Distance limit. The sound emanating from such a spellsinger will cover a triangular Area of up to as many degrees arc as the persona has STEEP points, but in any event a minimum of 5°. Thus, although the direction is controlled, the sound Effect is not discreet. Normal barriers reduce the Distance range by one furlong. Very thick, solid barriers such as brick walls and stone will block the Effect, but if the practitioner is vocalizing nearby, and the subjects are immediately on the other side of such a barrier, they will hear the spellsinger's voice is if the persona were far away.

Faunacare Warble Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject animal — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This curative formula enables the practitioner to heal animals by crooning to them in a comforting voice, while envisioning their injuries and wounds blurring until they no longer exist. For each Battle Turn he or she vocalizes, the spellsinger heals 1D6 points of Physical damage in the subject animal. Note that Time of ability to cast this dweomer dictates the maximum possible healing which can be accomplished thus. The same subject can never be placed under this Effect for the same injury, wound, or injury/wound group more than once.

Faunalter Dissonance Spell:

Time: 1 CT/STEEP points special — *Other Heka Costs:*
Area: 1 subject animal — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The spellsinger uses this Casting to alter temporarily the coloration, features, size, or even the basic physical form of an animal. Thus a jet black horse could be made snow white, a fish could be given fur, a sparrow given fangs, a squirrel made to have tusks or antlers. Any subject can be enlarged or reduced in size at a percentage maximum equal to the practitioner's STEEP in *Spellsongs*. Each change requires 1 BT of vocalization Time to accomplish. Additions of body parts will be in size proportionate to the animal subject's size.

Alteration of kind—such as changing a cat into a dog, a goat into a pony, a deer into a destrier, or any vaguely similar sort of alteration—is more complicated. It takes 1 BT of time to make the basic change, plus 1 BT for each other difference as noted below:

carnivore-omnivore
omnivore-herbivore
larger-smaller
lighter-heavier
quadrupedal-bipedal
faster-slower
aquatic-terrestrial
terrestrial-arboreal
arboreal-aerial
mammalian-avian
avian-reptilian
reptilian-amphibian/picean, etc.
amphibian/picean, etc.-insect/arachnid/crustacean, etc.

The *Faunalter* Effect persists in the subject for as many ATs time as the spellsinger has STEEP points. Note that the subject is not necessarily friendly to the caster and/or any associates.

Flat Ode Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this spellsong confers a +/–1 penalty to all foes of the

caster within its Area as long as the Ode is performed. Each hostile creature or being within the Effect Area has a +1 penalty on dice rolls for Initiative and combat or attack rolls based on STEEP use, aimed at affecting the spellsinger directly or indirectly. Any damage inflicted is at a –1 per die penalty as well. The spellsinger's opponents aren't very sharp when affected by this dweomer!

Florachange Pastoral Spell:

Time: 1 CT/STEEP points special — *Other Heka Costs:*
Area: 1 subject plant — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: *Florachange* performs a transformation upon a living plant, changing its color, texture, size, etc. Thus, grass can be given spines, apples a minor irritating poison, tree leaves made thorny, and so forth. Any subject can be enlarged or reduced in size at a percentage maximum equal to the practitioner's STEEP in spellsongs. Each change requires 1 BT of vocalization Time to accomplish. Additions of plant parts will be in size proportionate to the subject's size. Each added plant part requires 1 BT of vocalization to accomplish.

While the Casting may also be used to transform one plant type to another, it may never make a Heka-containing plant from a mundane type.

Alteration of kind is more complicated. It takes 1 BT of time to make the basic change, plus 1 BT for each other difference as noted below:

small-large
low-medial
medial-tall
tall-towering (as a tall tree)
soft-semi-soft
semi-soft-hard
stiff-semi-ridged
semi-ridged-pliable
edible-non edible
non-fruit bearing-bearing fruit
non-flowering-flowering
non-poisonous-weak poisonous (1D3 once)
weak poisonous-minor poisonous (1D3/BT exposure)

The *Florachange* Effect persists in the subject for as many ATs time as the spellsinger has STEEP points. Note that the subject is not necessarily friendly to the caster and/or any associates.

Misdirect Limerick Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: When this Cantrip is vocalized for its brief time, all those who are suspicious, opposed, and/or hostile to the spellsinger and any associates present are brought under the dweomer's Effect. The purpose of this Casting is to throw the subject or subjects off the "trail," or otherwise misdirect the focus of a search. When successfully cast, this dweomer causes the subjects to follow a different line of inquiry or to go in a different direction than that taken by the practitioner, as is appropriate to the circumstances of the spellsong's Casting.

Ready Canon Charm:

Time: 1 AT/STEEP special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The Effect of this Spellsong Charm is such that it must be sung after activation for as long a period as the Spellsongs Casting it is to have its Effect on normally requires for activation. Thus, if a Formula-length one is contemplated, it must be vocalized for five Battle Turns after initial activation by the spellsinger. Once done, such practitioners than hold the Effect until they desire to shorten the performance time of another Casting. The Canon then cuts that activation period by one step, so that a Cantrip is performed as if a Charm, a Spell as if a Cantrip, and a Formula as if a Spell. Once used thus, the dweomer is exhausted, and a new Ready Canon can be laid, if desired.

Sharp Ballad Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this spellsong confers a +/–1 bonus to all friends of the caster within its Area, as long as the ballad is vocalized. Each allied creature or being within the Effect Area has a –1 bonus on dice rolls for Initiative, and combat or attack rolls based on STEEP use aimed at affecting the spellsinger's opponents directly or indirectly. Any damage inflicted is at a +1 per die bonus as well. The spellsinger's comrades are very sure to score when affected by this dweomer!

Sorrow Lament Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The haunting melody of the *Sorrow* Lament Spell evokes strong feelings of sadness in a single subject listener of human or humanoid kind who is within the Casting's Distance range. The melancholy emotions brought forth in this manner may enable the caster to convince such subjects that they have done wrong in some way. Unless such target individuals are able to succeed in a roll against their Spiritual TRAIT, minus the practitioner's *Spellsongs* STEEP, at DR "Moderate," the subjects will be genuinely sorry for having taken, or considered taking, that action which the practitioner vocalized as lamentable. This regret negates any chance that the the subject will perform a similar action against the spellsinger, or any of the caster's associates, for the Time duration indicated.

Sour Ditty Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The badly rhymed and off-tempo notes of the *Sour* Ditty Spell evoke strong feelings of disgust and contempt in all subjects within the Distance range indicated. These feelings and emotions are such that all affected by the dweomer regard the spellsinger, and those named associates numbering the maximum allowed by the Area, to be ignored. Quite frankly, those upon whom the *Sour*dweomer is active seem base, and others will not trouble with them, or take note, even if they were about to fall off a cliff. They are disguised as if shabby, ordinary, etc. Thus, the caster and any comrades can pass unnoticed by most observers.

Warming Peal Cantrip:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 rod/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Cantrip provides a comfortable increase in temperature in a fixed location, causing the surrounding area and objects to become up to as warm as 80° F. For each point of *Spellsongs* STEEP possessed by the practitioner, the temperature can be raised by 1°F for the Time duration of the Casting as indicated.

Casting Grade II

Alto Aire Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot high/STEEP — *Other:* Nil

E/F/M: The Effect of this spellsong is one of *Levitation*. The caster, and those named associates the practitioner chooses, rise in the air, one foot distance per CT, up to a maximum height indicated by the spellsinger's ability. Descent is also at the one foot per CT rate. The Effect persists for as long as the practitioner vocalizes the Aire.

Amplification Aria Spell:

Time: 1 CT/10 STEEP special — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this spellsong deafens all within the Area, even the caster and any associates, so that no other noise, let alone sound, can be heard for as long as the caster chooses to voice the Aria, up to the maximum possible Time indicated. The Effect persists as temporary deafness for as long thereafter as the practitioner vocalized *Amplification* previously. However, the caster and any associates are not affected by this briefly lingering deafness. Note that any ability requiring proper hearing and speech in order to utilize it is impossible while the deafness remains, so most Castings are not usable!

Bramblepath Refrain Cantrip:

Time: 1 AT/STEEP Special — *Other Heka Costs:*
Area: 1 cubic yard Special — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: In activation, this Effect begins in a small place and expands, as indicated by the Area size, as the spellsinger directs, up to the Distance range indicated. Each Critical Turn of vocalization by the practitioner brings an additional one cubic yard of Effect Material into being adjacent to the initial one. Casting *Bramblepath* creates a central point at that location and within possible Distance range as the spellsinger desires. The dweomer creates an Area of thick and thorny vines, barbed growths, and brambles in an intertwined network. Each Critical Turn the practitioner continues singing the Refrain, another 1 cubic yard of Material Effect joins the previously laid Area, whether to make the barrier thicker, wider, or higher.

These spiky growths are sharp, and will do 1D3 of each of Cutting and Piercing Physical damage to any subjects of Physical nature who attempt to force their way through the Area. Forced movement through an area of this material is at 1 foot per CT. Swords or like edged weapons can cut through the barrier at the rate of 1 yard per CT. Fire is effective, but the material gives off a coarse white smoke which will cloud 1 cubic rod per 1 cubic yard burned, reducing vision to 1D6 feet in the cloud, and breathing in the smoke will inflict 1D3 points of PD per Critical Turn of such exposure.

Bravery Measure Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting inspires courage by bolstering the SMCap, SMPow, SPCap, and SPPow of those allies of the caster within the Area of the Measure's Effect. Each such total is raised by 1 point per 10 STEEP points of the spellsinger's ability. The Effect continues as long as the practitioner sings, and for 1 BT thereafter.

If any associate subject is suffering an Effect whose result is fearfulness, cowardice, terror, panic, Insanity, hopelessness, despair, or inaction, due to a failure to succeed at a roll against Spiritual TRAIT, CATEGORY, or a Casting-affected ATTRIBUTE, that individual is entitled to make another roll to attempt to reverse the Effect, utilizing the increased Spiritual scores now possessed because of the dweomer. During the Time duration indicated, the subjects of this Spellsong Casting will retain the increased Spiritual totals. This does not preclude loss due to Spiritual damage, of course, for that will reduce totals accordingly.

Chancefix Motif Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 random result/Special — *R&D:* Nil
Distance: Sight to 1 rod — *Other:* Nil

E/F/M: The Effect of this *Chancefix Motif* Casting alters the flip of a coin, roll of the dice, shuffling of cards, or the like to whatever the result the spellsinger desires, within the limits indicated above. Note that this alteration applies to the scenario and the personas therein, not to the game and those playing it. One random result can be changed per 10 *Spellsongs* STEEP of the practitioner as long as vocalization of this Charm is maintained. The Effect usually must pertain to an action separate from that engaged in by the spellsinger, for that individual must be vocalizing this *Motif* as the event occurs, so unless able to cast without musical accompaniment, the practitioner will be busy with an instrument.

Cliffclimb Bravura Spell:

Time: Special — *Other Heka Costs:*
Area: 1 rod — radius — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Cliffclimb* dweomer bestows the *Mountain Climbing* K/S Area, or else increases that climbing ability, in those subjects associated with the caster, including the spellsinger him or herself. It confers a temporary K/S STEEP of 20, or else adds that amount to existing STEEP under 20, 2 points per 10 points of *Spellsongs* STEEP of the practitioner otherwise. Those affected thus can also climb tirelessly for as many ATs time as BTs of time the practitioner vocalized the Bravura prior to the commencement of the climb.

Fairwind Chanty Formula:

Time: As long a vocalized special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: This Casting's Effect summons a strong, steady breeze which is easily capable of dispersing fog, mists and gases with its velocity of 10 mph plus 1 mph added speed for each of the spellsinger's tens of STEEP in this K/S Area. Such wind is also capable of moving small and medium-sized sailing vessels, perhaps even large ships (if above 15 mph velocity). The direction of the breeze will be that the spellsinger's back is to—i.e., if the persona is facing south, it will be a north wind blowing southwards. It's width is equal to the caster's STEEP in feet radius, centered on the spellsinger, and it will continue from that distance behind the practitioner to sweep ahead for as many rods distance further as the persona has STEEP in this K/S Area.

The spellsong's Time duration continues for as long as the practitioner vocalizes the song, plus 1 AT for each Action Turn it was vocalized. The Effect can be cancelled whenever the caster desires by a simple backwards recitation of the first verse of the Chanty.

Freemuscles Strain Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This lively refrain brings new energy. The dweomer's Effect removes instantly after its activation time of singing magickal and other Heka-induced forms of muscular paralyzation or slowness. If it is continuously sung, subjects allied to the practitioner vocalizing this Casting will also gain a PMCap and PMSpd increase equal to 1 point each for each 10 points of *Spellsongs* STEEP possessed by the vocalizer.

Gooddrink Measure Cantrip:

Time: Permanent or special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The performance of this rousing *Measure* enhances a liquid's taste and effect, freeing it of undesirable additives (including poison!). While it will not create magickal properties within a liquid, it will effectively double the potency of any infused substance—from a pot of tea or a ewer of wine to a potion. However, the amount of liquid which can be affected is sharply reduced, as is shown hereafter. The Effect is permanent for non-magickal liquids. Note that enhancement of dweomered Effect in a drinkable substance is not permanent, but lasts only for as many ATs time as the spellsinger has tens of STEEP. The quantity of liquid which can be affected is:

Liquid Subject	*Quantity per 10 STEEP of Caster*
Water	1 gallon
Ale, beer, tea, coffee, etc.	1 quart
Wine	1 pint
Spirits (brandy, whiskey, etc.)	1 cup
Potion	1 ounce

Goodfeast Carol Formula:

Time: Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The *Goodfeast* Spellsong provides sufficient food for one human for one day per 10 STEEP of the practitioner. The food is bland, but this dweomer enhances it, or the quality of even the most obnoxious gruel otherwise on hand, providing not only a better taste, but also making it nutritious as well. Those sustaining themselves on comestables provided or altered by this Carol's Effect will heal an additional 1D3 points of Physical damage previously suffered.

Longwalk Strain Spell:

Time: Special + 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot radius/STEEP — *Other:* Nil

E/F/M: This Spell enables the caster and any associates to move at a rapid pace for longer periods of time than is normally possible. For each 10 STEEP of the spellsinger, the movement rate of the subject individual or group is increased by 10%, and as long as the practitioner keeps vocalizing the Strain of the *Longwalk* dweomer, this pace can be maintained tirelessly. The Effect persists after cessation of vocalization for as many ATs time as the caster's *Spellsongs* STEEP points total. Note that when this dweomer expires, the subject or subjects must then rest normally according to the length of time they were actively moving.

Newcloth Motif Formula:

Time: Special — *Other Heka Costs:*
Area: 1 square yard or rod special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Newcloth* Effect magickally embellishes or restores fabrics from felt, burlap, and canvas to velvet, satin, and silk. Thus, the effect will either make the subject material better quality, or else clean, mend and repair such fabric, making the subject like new again. Casters can cause the Effect to be laid on only as many square Areas as they have tens of STEEP in *Spellsongs*.

With respect to sound, finely woven and light fabrics, this dweomer will raise the quality by one step, so that a Poor quality cotton tunic, for example, becomes Below Average, or an Average quality silk brocade gown becomes Exceptional. Such fabrics are dweomered at 1 square yard per 10 STEEP of the practitioner. When the Spellsinger vocalizes this Motif, the subject cloth is either quality enhanced, if new, or else dirt and stains are removed, holes and tears disappear, damaged and/or unraveled seams and stitching are restored, pile (if any) is straightened, and the warp and woof of the weaving made tight and right according to kind. The reader should note that voluminous garments such as gowns, robes, and cloaks contain quite a number of square yards of cloth. Even a simple mantle, for instance, has 2 or 3 square yards of material in it. Thus, one set fancy apparel or ceremonial garb is likely to require several Castings of this dweomer.

Coarse and rough fabrics are dweomered in square rods per 10 STEEP of the spellsinger. Thus sails, tents, and such material can be made strong, whole, water repellant, and so forth.

Note that any subject is dweomered by this Effect at either the 1 square yard or rod rate per BT of vocalization by the practitioner.

Notable Aire Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: By simple activation performance, spellsingers confer upon themselves and as many named associates as their ability allows a certain *je ne sais quoi*. This Effect actually increases temporarily their *Etiquette/Social Graces* and *Native Tongue* and *Foreign Language* STEEPs by a factor of +1 point per 10 points of the particular practitioner's *Spellsongs* STEEP. To all of equal or lower SEC within the moving Area of Effect, the subjects appear to be 1 SEC level higher than their actual status. Guards, clerks, bureaucrats, and functionaries will tend to regard the subjects as 2 levels above their actual SEC and be impressed! If this Effect is coupled with fine apparel, a few coins, and name dropping, a spellcaster and any comrades can probably get into or out of just about anyplace thus....

Shelter Aria Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square foot special — *R&D:* Nil
Distance: 1 chain radius — *Other:* Nil

E/F/M: Each Critical Turn the spellsinger vocalizes this Aria after completing singing of the Formula activation, the Effect creates a 1 square foot Area where the ground is dry, the wind doesn't blow, and no precipitation falls, and from which insects and their ilk are excluded. Thus, the dweomer actually extends around the Area and upwards to a height of 1 rod. Although the Effect Area has no roof or walls, it is as if it were a snug cottage with regard to weather and pesty bugs. In a few ATs time, such practitioners should have ample space for themselves, associates, steeds, and pack animals too to spend a comfortable night resting in *Shelter* even if a fierce storm is raging around them!

Sleepheal Nocturne Formula:

Time: 2 ATs + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This restful Nocturn confers a peaceful state of rest upon a subject who has been injured in some manner so as to suffer Mental, Physical, or Spiritual damage. The subject's normal rate of healing is doubled, and effects of disease, poison and/or other maladies are suspended while the persona sleeps under this dweomer. For each hour the subject is to rest thus, the spellsinger must vocalize the Nocturne for one Action Turn, as limited by his or her capacity as noted above.

Casting Grade III

Animalfear Pibroch Spell:

Time: Special — *Other Heka Costs:*
Area: 1 animal species — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When the spellsinger throatily and nasally hums and vocalizes this Pibroch, the Effect generated serves to frighten away any selected type of normal

animal that is within the Distance range indicated. The frightened creature(s) will leave the locale, predatory animals slinking off reluctantly, non-aggressive ones bolting in a panicked stampede. Note that while the mere performance to activate this Spell is sufficient to send herbivores of non-aggressive sort flying off, large and hostile animals, and all man-eating kinds will be kept away for only as many Action Turns of time as the spellsinger vocalizes in Battle Turns. Thus, this Pibroch is frequently heard for long periods of time as a party moves along through dangerous wilderness terrain.

Conceal Ditty Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Ditty's vocalization enables the spellsinger to cause the attention of others to be drawn away from an area, creature, or object, effectively hiding something in plain view. No more total volume of subject can be so concealed than equals the practitioner's STEEP in cubic yards if a non-living place or thing, cubic feet if alive or otherwise a creature or being. The Effect lasts as long as the caster sings, plus as long thereafter as *Conceal* was vocalized, including performance prior to activation.

Cowardice Refrain Formula:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This spellsong's Effect causes the opposing, hostile creatures and beings confronting or confronted by the spellsinger to be stricken with feelings of fearfulness, dread, and self-doubt. Its use counters Castings such as *Bravery*, and those affected will attempt to avoid a particular course of action. In cases where a roll against a TRAIT must be made in order to act against the spellsinger and any associates, the affected subjects will make all such rolls at a penalty of +1 per 10 STEEP points of the practitioner in this K/S Area. They will likewise suffer Initiative, combat, and offensive K/S use roll penalties of the same sort for as long as the Refrain is vocalized by the spellsinger.

Note that creatures or beings without a Mental TRAIT, or with one under 25, are quite unaffected by this dweomer.

Darting Dags Adagio Spell:

Time: 1 CT/10 STEEP points Special — *Other Heka Costs:*
Area: 1 target subject/CT — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When the spellsinger completes performance of the activating Spell, this dweomer's Effect hurls one small knife or dagger from its place on the person of or near to the caster. This blade flies as fast as a thrown Knife to strike its target with a probability equal to the *Spellsongs* STEEP of the practitioner. Any range out to the Distance maximum possible to the practitioner is treated as "Short." This weapon can be normal or enchanted, as provided for by the spellsinger. A successful hit by the weapon will inflict a base 2D6 points (unless a weapon with greater PD potential, then that amount applies), +1 additional point for each 10 STEEP points of the caster in this K/S Area, of Piercing Physical damage on the target subject. One such missile can be launched each CT of continued, uninterrupted vocalization of this Adagio, as long as knives or daggers are available as noted, to a maximum of one CT per 10 STEEP of the spellsinger.

Distractionless Tune Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Upon hearing the *Distractionless* Tune sung, all friendly and allied subjects, including the practitioner and any associates, within the Area of Effect, gain purpose and add +1 per 10 of the spellsinger's STEEP points to their SMCap and SMPow ATTRIBUTES. Also through the Power of this Casting, all subjects are more able to focus their attention. Neither *Hypnotism*, *Magnetism*, nor similar ability or dweomer will have effect while this Tune is vocalized. Its dweomer counters distraction-based Castings, such as *Conceal*, above. However, as soon as the spellsinger ceases vocalization, the Effect terminates.

Forestfriend Couplet Spell:

Time: 1 BT/STEEP p. Special — *Other Heka Costs:*
Area: 1 animal subject — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: This summoning Spell calls forth a woodland creature to come to the spellsinger and aid and assist that persona according to its ability. Though explicit communication is not granted, the animal will sense the feelings and emotions of the practitioner, thus gaining an idea of the caster's needs or desires. The animal will readily help in a manner consistent with its size, form and capacity. Note that the Casting can be employed in locations other than the outdoors, though this will severely limit the type of animal that may respond.

After activation vocalization, the caster must continue singing the Couplet until an animal appears. The subject will remain for a Time duration equal to actual vocalization after it appears, plus the number of ATs indicated by the practitioner's ability in this K/S Area.

The spellsinger must specify by general type the sort of animal sought to have called, and this dictates the Difficulty Rating of successful activation of the Casting:

General Type of Animal Called	*Difficulty Rating*
Small non-predator mammal	Very Easy (×4)
Medial non-predator mammal or avian	Easy
Large non-predator or small predator mammal	Moderate
Huge non-predator or medial predator mammal	Routine (×1.5)
Large predator mammal or medial reptile	Hard
Huge predator mammal or large reptile	Difficult
Huge reptile or other animal	Very Difficult

Freenerves Strain Spell:

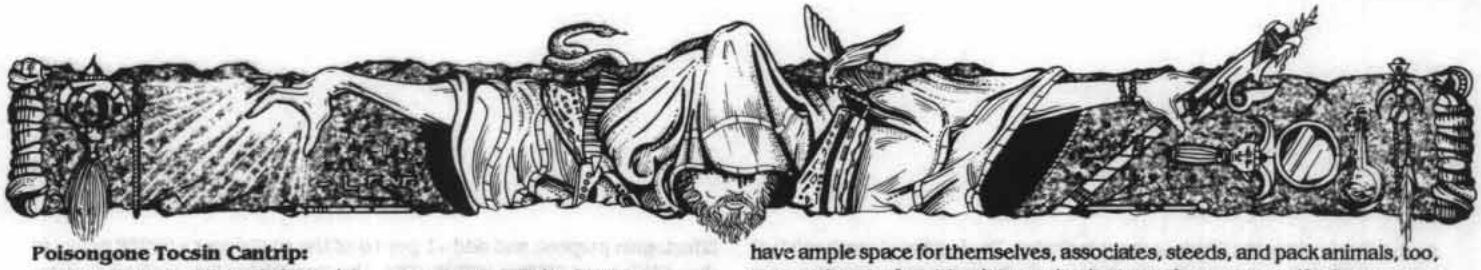
Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: Immediately upon completion of the activation singing of this Spell, all subjects associated with the spellsinger, including the practitioner, within the Area are freed from any and all paralysis or slowing Effect which acts upon the nerves. Furthermore, during the time thereafter in which this Strain continues to be vocalized, all such subjects will have a bonus of +1 per 10 STEEP points of the caster in the *Spellsongs* K/S Area to each to their Physical Neural ATTRIBUTES. The resulting point increase also creates a false P TRAIT total from which damage is first subtracted before inflicting actual Physical harm upon the subject.

Major Chord March Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: Upon completion of the activation singing of this March, the spellsinger gains a +10 STEEP in *Engineering, Military, Fortification & Siegecraft, Weapons* (*Military, All Other*), and *Leadership* K/S Areas. If the caster has no ability in any Area, this dweomer confers that at 10 STEEP. The sole restriction to the gain in ability is that the STEEP in any Area covered by the Effect cannot be greater than the spellsinger's own *Spellsongs* STEEP. The Time duration indicates when the Effect will expire and the added capacities be lost.



Poisongone Tocsin Cantrip:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject./10 STEEP — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The Power of this spellsong's Effect removes poison and its effects from subjects. The caster needs merely complete the activation vocalization of this Tocsin, and such subjects are detoxified of poison whose Strength is equal to or less than the spellsinger's STEEP in this K/S. Note that this dweomer will, perforce, destroy the venom of animals or poison of plants subjected to the Casting, according to the Area, Distance, and potency of neutralization Effect commensurate with the spellsinger's ability.

Puissance Canticle Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/10 STEEP — *Other:* Nil

E/F/M: This Casting increases temporarily both the PMCap and PMPow of human and/or humanoid subjects, and also adds a bonus to a *Physical Combat* K/S STEEP score possessed by such subjects. Any and all subjects must be known to and associated with the spellsinger. These bonus increases persist for the duration of the Canticle's vocalization. Each subject gains a +1 bonus to PMCap and PMPow for each 20 STEEP points possessed by the spellsinger. Similarly, each subject gets, and can choose to which K/S Area, to add a point bonus of twice that conferred to each affected ATTRIBUTE—though if Sub-Areas are possessed, only one can be affected by the added STEEP.

Example: A spellsinger with 41 points of STEEP vocalizes the Spell, so that four associates each gain +2 in their PMCap and PMPow ATTRIBUTES, and each of the four also select which *Combat* K/S Area or Sub-Area individually possessed will gain a double bonus to STEEP—i.e., +4 points.

This dweomer will not work in conjunction with other magickal Effects which affect Physical ATTRIBUTES or increase combat ability.

Revitalize Paen Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: Immediately upon completion of the activation singing, the Effect of this Spell's dweomer restores Physical vitality, energy, and alertness to as many subjects as the spellsinger is able to affect thus. It negates magickally or otherwise Heka-induced sleepiness, drowsiness, fatigue and/or weakness. If the subject or subjects are not so affected, the vocalization of this Paen refreshes them to an extent equal to a full nights sleep, for singing equal to merely eight Battle Turns Time, although damage is not healed through this dweomer, nor is Heka regained thus.

Safeplace Aria Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 square foot Special — *R&D:* Nil
Distance: 1 chain radius — *Other:* Nil

E/F/M: This Spell is similar to the *Shelter* dweomer, in that each Critical Turn the spellsinger vocalizes this Aria after having completed singing the Spell activation, the Effect creates a one square foot Area which is camouflaged so as to be indistinguishable from the surrounding area from any distance beyond 100-yards less the spellsinger's STEEP in yards. Within this Area, the ground is dry, the wind doesn't blow, magickal, poisonous, and/or dangerous gases (including clouds, mists, etc.) can't enter, and no precipitation falls, and creatures and/or beings with a Physical TRAIT which is less than that of the practitioner's own P TRAIT plus *Spellsongs* STEEP total are excluded without the specific invitation of the caster. The dweomer created by this Effect actually extends around the Area and upwards to a height of one rod. Although the Effect Area has no roof or walls, it is as if it were a snug cottage with regard to weather. In a few ATs time, such practitioners should have ample space for themselves, associates, steeds, and pack animals, too, to spend a comfortable night resting in the *Safeplace*, even if a fierce storm is raging around them and a pack of hungry wolves howls without!

Note that if any hostile Physical creature of being manages to enter the Effect Area because of its strong P TRAIT, the dweomer is negated instantly by that act.

Casting Grade IV

Battlesong Bravura Formula:

Time: Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: By performing this Bravura, individual spellsingers dispel within the Distance indicated as measured from their position, any and all dweomers causing fear, terror, panic, cowardice, or hesitation, in as many known and associated subjects as their ability enables. Subjects protected by this dweomer need never check for such things as Insanity or flight from seeing or experiencing something which would otherwise make them so do because of the fearfulness of a creature, being, or scene. In addition, the Effect bestows upon each allied subject a +1 point per 10 STEEP points of *Spellsongs* ability bonus to each and every sort of *Combat* STEEP possessed. Note that if the practitioner is able to vocalize Castings without aid of musical instrument, then that persona too is able to take advantage of the combat bonus.

The Effect persists upon completion of singing of the Formula activation and thereafter only as long as the Bravura is vocalized.

This dweomer will not work in conjunction with other magickal Effects which affect Physical ATTRIBUTES or increase combat ability.

Blue Prospects Ballad Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: By continuation of the singing of this Ballad, spellsingers inflict 1 point of Spiritual damage per CT of performance upon each and every subject within the Area, up to the Distance noted from their location, as limited by their Area ability based on STEEP. Those of their associates they name will be excluded from the Effect. All others will take one SD point each and every CT the spellsong is sung.

Falseview Ditty Spell:

Time: Vocalization Special — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: 1 foot /STEEP — *Other:* Nil

E/F/M: Falseview is an illusory Casting and creates an illusion according to the desires of the spellsinger. The dweomer can be used to hide reality or create false images.

The Effect is a three-dimensional illusionary setting created through the vocalization of this dweomer, and lasting for as long thereafter in ATs Time as the practitioner sang in BTs. The illusion can contain all sensory components—sight, sound, smell, taste, and touch—as desired by the singer. The illusion can contain animated, realistic creatures and/or animals that react to subjects present in a basic fashion, though they may not truly communicate (respond to a question) or actually interact with individuals, save when the spellsinger is vocalizing the Ditty, or by a predetermined action sequence (which might seem to be interaction). For instance, the *Falseview* illusion might be programmed by the caster to show two ladies picnicking in the shade of a tree, and as the subject approaches, one turns and inquires, "Would you care for any mead?" as she holds forth a bejewelled goblet. The other, however, might shake her head and say, "Stranger, be off, for there is danger here for the likes of you!" No additional words would then be forthcoming from either, unless the caster (as written down by the player) programmed such. As long as a subject remained in the Effect area, all illusory things would seem real. The gem-encrusted drinking vessel mentioned above, for example, could be seized and placed in a subject's pouch, and that individual would see a bulge and feel the weight therein until gone from the Area.

Full Stop Refrain Spell:

Time: Vocalization Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The singing of this Refrain to activation enables the caster to cause a cessation of all movement of limbs and mouth in the chosen subject. As long as the caster continues vocalization of the spellsong, and for as long a time period thereafter as the Refrain was vocalized, the subject will he held motionless thus. However, target individuals can attempt to break free of the dweomer, a successful roll against their Spiritual TRAIT, less the spellsinger's STEEP in this K/S Area, at DR "Easy," enabling negation of the Effect. A failure, however, means that the subject is Powerless against the dweomer.

Freebreath Chant Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Chant negates the harmful effects, including poison, of vapors, mists, and gases, allowing the spellsinger and any associates within the Area indicated to stand within or travel through such without damage or difficulty. This Spell is also most useful in that it enables the practitioner and any associates to avoid drowning, for its dweomer extends to liquids in which the subject or subjects are submersed, unwillingly or not. The Effect persists for the duration of its vocalization, plus a period of Time thereafter in ATs equalling that in BTs in which the practitioner sang.

Freemind Aire Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Formula's dweomer enables the subjects to shake off the controlling effects of any and all Castings or Heka-engendered Powers which remove personal volition of Mental sort. This includes creatures or beings who are influenced or commanded by the *Hypnotism* or *Magnetism* K/S Areas or Mental combat attacks to Control. Spiritual attacks such as Subvert are not affected by this spellsong, however.

Hekahedge Refrain Spell:

Time: Vocalization Special — *Other Heka Costs:*
Area: 1 yard length/STEEP — *R&D:* 1:1 R
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Hekahedge* formula enables the spellsinger to create a dense barrier of shrub-like growth one rod deep and high which blocks physical bodies and attacks, and also serves to conceal the caster and any associates. The practitioner can shape the barrier at the moment of activation into any form desired, from a straight line to a circular enclosure. It has a base Heka strength of 25, and for each additional 1 point of Heka added to the Casting at time of activation, this strength is increased by 1, so as to further resist destruction by Heka as is explained below.

If any creature or being (of at least Partial Physical Manifestation), attacks, touches or attempts to pass through the enchanted wall of thorny brush, an instant Heka jolt of 1D6+1 points of Physical damage is delivered to that subject. At this initial contact, the subject must make a K/S check against its PNPow at DR "Hard." Any success means it can attack the *Hekahedge*. Any failure means that the subject *recoils* from the barrier without doing it harm, and a Special Failure indicates double damage from initial contact. A non-recoiling subject with sword or like weapon or capacity (such as natural weapons, PMPow above 25, mass in excess of 1,000 pounds, etc.) can thus cut or break through the *Hekahedge* at the rate of one yard per CT, accepting an additional 1D3+1 points of Physical damage each CT of attack. In the case of a one-rod-thick barrier, four CTs Time, and thus 4D3+3 points of PD taken, is required to breach the *Hekahedge*. Recoiling subjects must again contact the initial effect of 1D6+1 damage, and can then assail the barrier if they succeed in a K/S check for recoil at DR "Moderate" for the second attempt, "Easy" for the third and subsequent attempts, again accepting initial 1D6+1 PD on each attempt.

The interconnecting material of the *Hekahedge* will resist other, less formidable attempts at passage. Acid, electricity, and fire (magickal or otherwise) do no damage to the barrier. However, attacking Heka energy destroys its integral Heka energy, reducing it on a 1-for-1 basis as such damage accrues. If at any time damage thus delivered exceeds the remaining force of the *Hekahedge*, the Effect vanishes. However, until it is so negated, this wall of magickal force will absorb or repel Heka directed at those on the other side.

Ironsteed Ballad Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Through use of this Casting, the spellsinger increases the Endurance/Superlative Factors of one or more mounts or beasts of burden, enabling them to carry more and travel farther without tiring. For each point of STEEP possessed by the caster, one Endurance/Superlative Factor will be generated in each creature affected. Such magickally generated points will never exceed twice the normal amount for the applicable creatures, however. If the steed or steeds are used past the Casting-enabled period, the strain will absolutely slay them, so care must be taken with the employment of this dweomer.

Lightlygo Aire Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Spell confers upon those affected the ability to tread as if they were virtually weightless. Thus, the caster and those subjects selected are able to "walk" upon such things as water, quicksand, rotten boards, or dry leaves without danger as they pass over, not into, the material, and in the process not disturbing such "surface" material. In theory, this dweomer also enables the subjects to walk on a cloud of sand, dust, thick vapors, or anything else which is suspended in air. However, if the material being used thus to "walk" upon is suddenly precipitated, those relying upon it will likewise fall.

Volunteer Chorus Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This moving dweomer emanates from and extends in a circle around the practitioner, as indicated by the Area, and extends to all who can see, hear, and understand the caster. Its influencing Effect provokes feelings of support and enhances attempts to gain the aid or assistance of those affected. Any subjects who do not succeed in a K/S check against their SMPow at Difficulty Rating "Moderate" will act automatically and voluntarily in service of the caster, serving willingly thus for as many hours Time as the practitioner has STEEP points. However, if this service places the subjects in jeopardy, each such individual so exposed must again check as above, but this time at DR "Easy." In addition to affecting others, this Spell imparts a 10% STEEP bonus to the spellsinger's *Leadership* K/S, if possessed, thus enabling command of the "volunteers."

Walklong March Formula:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: Sight to 1 rod/10 STEEP — *Other:* Nil

E/F/M: The *Walklong March* has the Effect of *Distance Distortion* on its target subjects, making them have to travel twice as long a time to cover distances; that is, in effect, they move at one-half normal movement rate (although it seems otherwise to the subjects), whatever that mode of move-

ment happens to be. The Effect is directed by the practitioner at the target subject(s), as the March is vocalized, and it then persists (after cessation of vocalization) for as many ATs Time as the caster's *Spellsongs* STEEP total. This dweomer is counterable and can be negated or dispelled, but unless the subjects have a comparative, such as another not under the Effect moving at normal rate, they will be unable to perceive its operation. Thus, it must be discovered through Heka-enabled intelligence in most cases.

Warningcall Peal Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 rod/10 STEEP — *R&D:* Nil
Distance: 1 furlong/10 STEEP — *Other:* Nil

E/F/M: This brief Casting enables the persona to convey a short (one word per 10 STEEP points) message of warning to another within the range of the Cantrip. Such a message is non-verbal, and must be directed to a predetermined subject or subject group—although the subject(s) need not be seen for the Casting to work, and may even be separated from the spellsinger by barriers or other solid substances. No others will hear the dweomer's words. The message, however, can be blocked magickally, of course.

Casting Grade V

Alleymazes Ode Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The echoing stanzas of this Casting cause up to one subject per 10 STEEP points of the practitioner activating this Spell, who are within the Area, to become disoriented by the vibratory waves of this illusion dweomer. The Effect renders them temporarily unable to determine their exact location, orientation, and directions.

The "walls" of the *Alleymazes* can be real, existing structures, or purely illusory. If the latter is the case, they can appear to be made of any material by the caster at will, and will have the appropriate "texture" and "consistency" (as imagined and firmly believed by the subjects!). No such barriers, however, can be affected by the subjects' batterings or Heka-based assaults on them, even those "walls" which seem to be of brittle or breakable material—short of Castings which negate or dispel illusions.

To avoid the GM having to create an actual maze, the subject—or leader of several subjects—is allowed a roll against his or her MRPow at Difficulty Rating "Hard" once each AT of Time duration of the Casting's Effect. A Special Success frees the subject or group instantly. Success indicates that they emerge from the "maze" at the end of that Action Turn. Special Failure means that they will not be able to "escape" until the end of the Time duration.

Faet Fiada Canticle Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: There are three stages to, and two forms of, this Casting. In the first form, the dweomer impacts audience and practitioner as follows: With the rendition of the initial verse, the singer is able to see things invisible, and a repetition of that stanza enables a chosen audience to do the same. With the next verse, the audience is made invisible, and by repetition the changing of the caster is accomplished. If the canticle continues, invisibility is negated, but the third verse's performance enables the spellsinger to effect a shapechange on the audience, transforming them (and all they wear and carry), as if by therianthropy, into various (mundane) woodland animals, or the like, such as hawks, owls, deer, elk, bears, wolves, snakes, etc. Again, with a repetition, the practitioner then turns into such animal form as noted above as desired.

In the second form, the spellsinger has no audience, but the whole dweomer applies to the caster alone. In this case, the first verse enables the sight of things invisible or present but in a different vibratory phase; the voicing of the second verse enables such casters (along with all they wear and carry) to be invisible and/or assume Non-Physical Manifestation form, or else attune themselves and all they wear and carry to the vibratory pattern they can see through this dweomer, thus effectively shifting themselves to that plane or sphere. If a third verse is sung, the previous two Effects are lost, but the practitioners (including what they wear and carry) are able to assume the form of any Preternatural sort of creature.

Headwrench Chorus Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The Effect of the *Headwrench Chorus* is designed to disrupt the ability of one or more opponents with respect to their use of Mental Knowledge/Skill Areas. For each point of *Spellsongs* STEEP possessed by the caster beyond 50, that persona is able to reduce all Mental TRAIT K/S Area STEEP scores by a like amount for the duration of the spellsong. The cacophony is so jarring to the brain that its Effect persists after cessation for one Critical Turn for each CT it was performed, the victims having trouble thinking even though the horrid sound has stopped.

Inspire Bravura Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When this Bravura is sung, it confers a 10-point bonus toward a subject's chance of success when attempting to understand something, solve a puzzle or riddle, etc. If the riddle requires STEEP in a specific K/S Area, then that one Area will be where the bonus is applied. Otherwise, a bonus is applied to the subject's MRCap, raising it sufficiently to enable MRPow to be increased by 10 points (and collaterally MR CATEGORY and M TRAIT, of course). However, neither ATTRIBUTE can be increased beyond the human maximum of 40 in any event. The total point increase gained through this Effect also creates a false M TRAIT total, and Mental damage suffered by the subject individual while this Effect is active will come first from the false total; until that amount is removed, the subject will not incur actual Mental damage. Once the specific reason for the dweomer's use has been answered, whether or not through the operation of this Casting, the Time duration of Effect ends.

Javelin Volley Ditty Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 subject/missile — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: When spellsingers activate this Casting, its dweomer enables them to magickally hurl javelins or like missiles by mere thought. At least one missile of the correct type must be within one rod of such a practitioner. The spellsinger then merely looks at a target and wills the missile to fly to strike it, the missile travelling as fast as would an atlatl-propelled javelin, up to the maximum distance indicated. The missile can be normal or enchanted, as provided for by the actual weapons which are subject to the spellsinger's dweomer—i.e., if there are enchanted javelins within one rod, these can be employed in the Effect. If more than one missile is launched via means of a *Javelin Volley*, one or multiple target subjects can be selected at the practitioner's option.

The missile has a probability of striking successfully equal to the *Spellsongs* STEEP of the practitioner, as modified by any enchantment it possesses. All ranges to the Distance noted will be "Short" for purposes of hit determination. A successful hit by a weapon will inflict a base 3D6 points, +1 additional point for each 10 STEEP points of the caster in this K/S Area, of Piercing Physical damage on the target subject. Two such missiles can be launched every CT of continued, uninterrupted vocalization of this Ditty, as long as large darts, javelins, or small spears (no bigger than six-feet long or so and of light type usable for throwing) are available as noted, to a maximum of one CT per 10 STEEP of the spellsinger.

Monstersfear Pibroch Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 chain radius — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: This spellsong is used to frighten away one or more Mundane animals or Preternatural Monsters and the like. The practitioner can select a single subject or a group of subjects as desired. For each 10 points of *Spellsongs* K/S STEEP, the caster may affect up to 5,000 pounds weight or 1,000 combined TRAIT points, whichever is the lesser, in a subject or subject group within the Area indicated. The Effect causes a brief, uncontrollable wave of fear to course through the subject creature(s). Each subject must roll against its Spiritual Metaphysical CATEGORY score at DR "Hard." Failure means the individual will bolt immediately and run at its fastest rate of movement directly away from the caster. Note that affected subjects in a herd or pack will probably influence their fellows to flee when they run off in fear. This domino effect is left to the gamemaster to adjudicate.

Piper's Prance Adagio Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Upon commencement of the vocalization of this Adagio, the practitioner determines which of the individuals within the Area indicated are to be affected, the dweomer influencing no more than one subject per 10 STEEP points of the spellsinger in this K/S Area. The jaunty rhythm of the *Piper's Prance* spellsong causes those subjects affected to skip and dance uncontrollably, suffering a +1 point penalty/10 STEEP points of the caster to all Physical K/S Area dice rolls, except those which require precision or steadiness of body and limb to exercise, for the latter sort of ability is generally totally unusable. Thus, for example, all affected find it impossible to aim missile weapons. The activation of a Casting of any sort is also impossible when this dweomer is active on the would-be caster.

Quaver Pibroch Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: When foes of the spellsinger hear this mighty vocalization, their very souls tremble and their Spiritual TRAIT drops by 12 points, each CATEGORY falling 6 points, each ATTRIBUTE by 1 point, unless the subjects are able to succeed in a K/S check against their Spiritual Metaphysical CATEGORY score at Difficulty Rating "Hard." The use by affected subjects of any K/S Area is at a die roll penalty of +12 for Spiritual ones, +9 for Mental ones, and +6 for Physical ones. The Effect persists for one CT after cessation of singing for each Critical Turn it was heard by affected subjects.

Shielding Song Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 foot radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Shielding

E/F/M: The *Shielding Song* creates a magickal barrier for the practitioner and those nearby, that absorbs Physical damage from normal attacks and from Heka-based ones (Castings, Powers, etc.), as well, excluding those of Area-effect. The amount of damage absorbed from such attacks upon those within the Casting's Area is equal to 50, plus 1 point per point of additional Heka expended by the caster. Spellsingers can add up to their S TRAIT (SM CATEGORY if a Partial Practitioner) plus STEEP points in this K/S Sub-Area in Heka to provide negation Effect. No more than one such dweomer can shield a subject at the same time, and a second will negate and itself be negated the first. When all Heka invested in used in negation of Physical damage, the Casting is negated, and a new one can be begun if so desired.

Spirithedge Refrain Spell:

Time: Vocalization Special — *Other Heka Costs:*
Area: 1 yard length/STEEP — *R&D:* 1:1 R
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: Similar in nature to *Hekahedge* Casting (q.v.), this Spell, when vocalized, creates dense barrier of shrub-like growth one rod deep and high which blocks physical bodies and attacks, serves to conceal the caster and any compatriots, and prevents the passage (over, under, or through) it of Non-Physical Manifestation creatures and beings as well. The practitioner can shape the barrier at the moment of activation into any form desired, from a straight line to a circular enclosure. It has a base Heka strength of 25, and for each additional 1 point of Heka added to the Casting at time of activation, this strength is increased by 1, so as to further resist destruction by Heka as is explained below.

A spirit or NPM encountering the barrier receives a jolt of 1D6+1 Spiritual damage and must *recoil* for one CT doing nothing other than recovering. If any Physical creature or being (including those with Partial Physical Manifestation) attacks, touches, or attempts to pass through the enchanted wall of thorny brush, an instant Heka jolt of 1D6+1 points of Physical damage is delivered to that subject and it must *recoil* likewise. Each subsequent contact again inflicts like damage and forces *recoiling*.

Acid, electricity, and fire (magickal or otherwise) do no damage to the barrier. However, attacking Heka energy of Physical nature destroys its integral Heka energy, reducing it on a 1-for-1 basis as such damage accrues. If at any time damage thus delivered exceeds the remaining force of the *Hekahedge*, the Effect vanishes. However, until it is so negated, this wall of magickal force will fend off penetration and absorb or repel Heka directed at those on the other side.

Staff Verse Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Formula enables the spellsinger to charge any normal walking staff of stout sort and at least Exceptional Quality, or a quarterstaff, bo stick, or the like, also of at least Exceptional Quality, with Heka-engendered Power, enchantment, in one of two ways. First, the device can be enchanted to hold up to five Castings of Grade I through III, in any mixture, as long as the total does not exceed 5 Grades. The type and Grade of Castings are irrelevant, except that all Castings held by the staff must be of a K/S which is known by the spellsinger, and all Castings must be used before the staff can be recharged through re-application of this *Staff Verse* Formula Casting. The possessor then needs but hold the *Staff*, or have it within one rod of his or her person, and command forth the desired Casting stored within it. That dweomer will activate thereafter as if the spellsinger were Casting it, save the persona need do nothing further, and indeed can do anything else desired during the time!

Optionally, the staff can be charged with up to 100 points of Heka for each Casting Grade not contained within it and made to function as an enchanted quarterstaff. Such a weapon functions as a normal weapon with respect to Physical combat attacks, but does an additional 1D6 points of Impact Physical damage, no Strike Location modifier, with every successful hit. Heka armor protecting the subject will, of course, negate this Effect, but will itself be proportionately used up in the process. Each time the staff is used thus, it loses 10 points from its total charge, and all such Heka must be used before the staff can be recharged, even if Castings it contained are gone, or vice versa.

Sympathy Lament Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 foot radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell affects all listeners in the vicinity able to understand the language used in vocalization by the spellsinger by encouraging their sympathetic natures. The heart-felt strains of the Lament's dweomer draw out or

actually engender intense emotions in all listeners within the Casting's Area of Effect. This convinces those affected that a designated creature or persona has been wronged, unjustly treated, scorned, convicted, or otherwise harmed in some manner. No subject affected by this dweomer will be able to attack or do anything against the individual or group so pictured through the vocalization of this Casting. They will do all reasonable and appropriate things, taking such measures as are prudent, to reverse or otherwise correct the "injustices" so called to their attention.

Subjects with a Spiritual Metaphysical CATEGORY score above 50 can avoid the Casting's Effect if they succeed in a roll against SM CATEGORY at DR "Hard."

Casting Grade VI

Arrowstorm Aire Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 subject/missile — *R&D:* Nil
Distance: Sight to 1 chain/10 STEEP — *Other:* Nil

E/F/M: When spellsingers activate this Casting, its dweomer enables them to send magickally arrows or like missiles by mere thought. At least one missile of the correct type must be within one rod of the practitioner. Spellsingers then merely look at a target or targets and will the missile or missiles to fly to strike it or them, the missile(s) travelling as fast as would a longbow-propelled shaft, up to the maximum distance indicated. The missile(s) can be normal or enchanted, as provided for by the actual weapons which are subject to the spellsinger's dweomer—i.e., if there are enchanted arrows within one rod, these can be employed in the Effect. If more than one missile is launched by means of this Casting, multiple targets can be selected, or all missiles sent to strike one target subject only.

Each missile has a probability of striking successfully equal to the *Spellsongs* STEEP of the practitioner, as modified by any enchantment it possesses. All ranges to the Distance noted will be "Short" for purposes of hit determination. A successful hit by a weapon will inflict a base 3D6 points, +1 additional point for each 10 STEEP points of the caster in this K/S Area, of Piercing Physical damage on the target subject. Up to six such missiles can be launched every Critical Turn of continued, uninterrupted vocalization of this Ditty, as long as arrows, bolts or quarrels are available as noted, to a maximum of one CT per 10 STEEP of the spellsinger.

Bonfire Ballad Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 cubic yard — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: This energy amplifying spellsong affects a predetermined combustible materials Area, causing it to ignite even if damp and difficult to set afire. Once kindled, this fire will remain burning as would a normal blaze, and the practitioner need not continue singing the Ballad, save if conditions exist which would otherwise extinguish the fire.

The dweomer will also affect an existing source of flame, causing it to increase to a blazing source of heat and light. Any creature or being within one rod distance of the center of the affected fire will suffer 3D3 Fire PD while within that radius of the flames. The light from the blaze will illuminate a radius of one chain. Once this form of the *Bonfire* is activated, there is a 20% chance that nearby combustibles will ignite and catch fire. For every Battle Turn of continued vocalization by the spellsinger, this chance increases by 10%. It will continue to burn only for 1D6 CTs after the caster ceases vocalization, unless the conflagration spreads to consume fresh fuel.

Cry of the Valkyrie Aria Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 spirit Special/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The wailing notes of this spellsong Aria summon a number of guardian spirits from the Preternatural Planes to protect the caster and any allies from harm. For each 10 STEEP points of the spellsinger, up to one spirit will come flashing from the sky (or air), shrieking a valiant song of battle as it appears. Only one will appear for the spellsinger and each comrade, subject to the maximum noted.

Each of the Valkyrie-like spirits will assume a Full Physical Manifestation when it arrives, that form exactly duplicating the undamaged, full-Heka-Powered spellsinger or such other of the personas associates as is affected so as to gain a spirit guard. The FPM form of the spirit will then fight exactly as would the subject whom it protects. (The appropriate player will conduct action for the spirit form, of course!) If the subject persona guarded dies while in the care of the spirit, the spirit of the slain persona will be escorted safely to the appropriate Preternatural Plane/Sphere, unless it can convince the spirit that it has an important task yet to perform in this world. (Roll against the persona's *Influence* K/S at DR "Hard.") However, if the FPM form of a spirit is destroyed in battle, the guarded subject is likewise slain and certainly then taken away, as noted, by the NFM form of the spirit.

Doublequick March Cantrip:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This jaunty March Cantrip serves to double movement rate and Physical combat attacks per CT for the spellsinger and any named allies who are within the Area, as long as the spellsong is maintained, and for as many CTs Time thereafter as it was vocalized in Critical Turns after activation. Each of the caster's associates who are under this dweomer must remain within the required Distance, or the Effect is negated in regards to that individual. This Casting does not affect creatures and/or beings of less than Full Physical Manifestation form, nor will the rate of Mental, Spiritual or Heka-based attacks be increased.

Fogveil Barcarolle Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Formula's vocalization generates a dense, stationary cloud of concealing fog which hides the caster and any associates. The obscuring cloud is fixed to that point where the spellsinger stood when activating the dweomer. The practitioner and all allies can see normally in this fog. The masking cloud will obscure the vision of all opponents within it, so that no form of light sensing will function beyond 1D6 feet during any given Battle Turn. Affected individuals will not know their directions when within the Effect Area. All movement will be in a random direction, and there is a 60% likelihood that any of their allies met will be accidently attacked because of the visual limitation and confusion thus caused. Those outside its bounds can see into its outer foot only of the cloud. The fog will remain for up to as many ATs as the caster has points of STEEP, unless it is magically negated or dispelled, for normal winds do not affect its persistence or stationary nature.

Jangle Jingle Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 foot radius/STEEP — *Other:* Nil

E/F/M: When activated, this Spell's performance inflicts 1 point of Physical damage upon all subjects possible, as noted by the Area, and indicated by the Distance range stated, each Critical Turn it is vocalized by the spellsinger. The caster can exclude any associates from this Effect by naming them in the Chorus sung. Note that all suffering subjects of this dweomer will also have a +1 penalty to dice rolls made against Physical Neural CATEGORY and/or ATTRIBUTES, and K/S Areas of Physical Neural sort.

Merriment Limerick Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Limerick spellsong's dweomer engenders a spirit of happiness and

celebration within all foes of the spellsinger who are within the Distance indicated and are able to hear its performance. The Spell generates an atmosphere of relaxation and carefree enjoyment. This Effect dissipates anger and ends the willingness to fight within all those subject to its Power. Combatant foes will lay down their weapons and begin reveling when the Casting is activated, continuing for as long as the practitioner vocalizes. Any hostile creature or persona who desires to avoid its Effect can attempt to negate the Casting's dweomer as regards themselves, by successfully rolling equal to or less than their Spiritual TRAIT total, less the spellsinger's STEEP, at DR "Easy."

Quenchfire Limerick Cantrip:

Time: Instantaneous or Special — *Other Heka Costs:*
Area: 1 square rod — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer creates the opposite Effect of the *Bonfire* Casting, above. Its use causes all flames in the Area to be extinguished. Each additional BT of vocalization by the spellsinger affects another Area as noted. If the subject is a magickal fire, such Heka-engendered flames will cease burning during the singing of the Limerick, and at the same time the duration of the fire's Effect will be shortened by a like Time period from the vocalization by the practitioner.

Rallyround Bravura Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The patriotic harmony of this tune inspires listeners with a combination of the Effects of the *Camaraderie*, *Volunteer*, and *Bravery* (qq.v.) spellsongs.

Camaraderie affects the disinterested, suspicious, and even downright hostile listeners in the Effect Area. *Deception*, *Influence*, and *Leadership* K/S Area STEEP of the spellsinger and any associates will be raised by +1 for each 10 STEEP the practitioner has in Spellsinging. Furthermore this Effect persists for as many BTs Time as the practitioner has STEEP in this K/S Area after conclusion of vocalization of the Chorus.

The *Volunteer* Effect of the *Rallyround Bravura* Casting then invokes strong feelings of support and a willingness to participate. By its vocalization, the spellsinger gains the aid and/or assistance of those all human or humanoid subjects within the Effect Area, subject to a maximum of one per Spellsongs STEEP point possessed. Any subjects that fail to roll successfully against their Spiritual TRAIT total, less the practitioner's *Spellsongs* STEEP, at Difficulty Rating "Easy," must act in service of the caster for a Time duration in hours equal to vocalization time of the Chorus in Critical Turns. This applies to subjects who were opposed to the spellsinger prior to being affected by this magickal Casting Power.

Note that *Volunteer* acts and/or service must be reasonable and neither a sort leading to penury nor certain death. Calls for inordinate sums, treasure, loss of freedom, life and limb, etc., will at least raise the DR by one place to "Very Easy" (×4) plus give a bonus of –5 or so on the dice. Any totally foolish call for this Effect will probably negate the dweomer entirely.

Bravery inspired by this Casting bolsters the SMCap, SMPow, SPCap, and SPPow of those allies and servants of the caster within the Area of the dweomer's Effect. Each such total is raised by 1 point per 10 STEEP points of the spellsinger's ability. The Effect continues as long as the practitioner sings and for one BT thereafter.

If any associate subject is suffering an Effect whose result is fearfulness, cowardice, terror, panic, insanity, hopelessness, despair, or inaction due to a failure to make a roll against Spiritual TRAIT, CATEGORY, or a Casting-affected ATTRIBUTE, that individual is entitled to make another roll to attempt to reverse the Effect, utilizing the increased Spiritual scores possessed because of the dweomer. During the Time duration indicated, the subjects of this Spellsong Casting will retain the increased Spiritual totals. This does not preclude loss due to Spiritual damage, of course, for that will reduce totals accordingly.

Sirensong Lay Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 chain radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This entrancing Lay virtually hypnotizes all able to audially perceive its singing, inexorably drawing them to the source of the music. The subjects will not engage in combat or other activities outside simple movement while making their way to the source of the *Sirensong's* vocalization, unless molested in this process. When they are within about 10 yards distance of the spellsinger, they will stop and devote their rapt attention to the music for as long as they are unmolested, while the practitioner continues performance of the Lay. When the spellsinger ceases vocalization they will remain standing transfixed for as many CTs time thereafter as CTs Time of the *Sirensong's* performance.

Casting Grade VII

Beastcharm Serenade Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: The soothing sounds of this Serenade Casting's dweomer affects all manner of non-intelligent, semi-intelligent, and low intelligence Beasts, Brutes, Monsters, and all other sorts of Evil, malign, and/or Nether-oriented animals, creatures, and beings, up to the total possible number of subjects indicated. It has an immediate and automatic Effect on all such creatures and/or beings, making them dormant and passive as long as the vocalization continues and the subject is unmolested (regardless of what might be occurring to any other subject, even nearby!). Subjects with M TRAIT or Cunning total of under 21 cannot escape this dweomer. Those subjects with 21 to 50 M TRAIT (or Cunning) have a percentage chance equal to one-half that score of escaping the Effect—i.e., a successful roll against M TRAIT or Cunning at DR "Difficult."

Bridging Measure Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 yard/STEEP — *R&D:* Nil
Distance: 1 furlong — *Other:* Nil

E/F/M: The precise tones delivered by the spellsinger in vocalizing this Measure call into existence a material span of one rod width and of length commensurate with the caster's ability in this K/S Area in yards. The span must have each end resting on solid ground or rock or like structure. Its incline in either direction cannot exceed 10% of its length—i.e., it must join two places of relatively equal elevation. The *Bridging* Effect Material will remain solid, able to bear weight up to one hundredweight/STEEP point of the caster, only so long as the spellsinger continues to perform the Measure. Upon cessation, the Effect Material weakens, so that each CT thereafter it is able to carry one hundredweight less in burden. At the expiration of that number of CTs equal to the practitioner's STEEP, the material crumbles into bits, turning into a fine dust as it falls away to nothingness.

Cacaphony Chorus Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 yard radius/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: When this Chorus' vocalization activates the dweomer, its Effect enables the spellsinger to deliver 1 point each of Mental, Physical, and Spiritual damage upon each and every spirit, creature, and being of Evil ethos, malign nature, Negative Power, and/or Nether Plane/Spheres origination each and every Critical Turn the *Cacaphony* is performed. Subjects cannot employ Avoidance, save to leave the Effect Area. The Chorus is so attuned that inability to hear does not prevent damage, and only Heka armor prevents damage from occurring. However, the Effect nonetheless negates twice as much Heka of Negative nature as its damage would otherwise accrue, so most subjects will have to expend 6 Negative Heka points in order to cancel out the 3 damage points they would otherwise suffer!

Creepingcord Serenade Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 foot length/STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This Serenade Formula's dweomer enables the caster to move and manipulate mentally a length of cable, rope, cord, vine, string, twine, leather strip, yarn, braided cloth, wire, or other similar form material. The spellsinger's concentration must be unbroken and absolute as this Serenade is vocalized, or else the Casting's Effect will be dispelled. While performing this dweomer, the practitioner can cause the subject length of material to move, unknot, knot, twist, turn, rise up to one-third its total length as if it were a snake, wrap around, and even tighten—whatever the caster mentally pictures.

Deepditch Rondo Spell:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 cubic rod/10 STEEP — *R&D:* Nil
Distance: 1 rod/STEEP — *Other:* Nil

E/F/M: When this Casting is sung, it allows the persona to either create a pit or ditch, or to increase the depth of an existing one. The spellsinger is able to affect an area of one cubic rod per STEEP point possessed in this K/S Area. Thus, for example, a practitioner with 75 STEEP could create a new ditch 16.5 feet deep by 75 rods long, following whatever line was mentally directed as the caster vocalized the Rondo. Note that each cubic Effect Area requires one BT performance Time to affect, so it would take 75 BTs (7.5 ATs, or 37.5 minutes' time) for the ditch cited above to be completed by the spellsinger. The Casting's Effect can be used to go downwards no further than one-half of the total possible Area.

Only normal ground is subject to this dweomer. It is useless in free sand or watery mud, save perhaps to excavate material from some half-buried or buried object, for the material will soon flow back into the space created by the Effect. It will affect hard soils, gravel, and even clay, but it will not affect any solid rock.

Deepseas Chanty Formula:

Time: 1 AT Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: 1 chain diameter/10 STEEP — *Other:* Nil

E/F/M: There are basically two forms of this spritely Chanty. In the initial vocalization, the spellsinger assures the vessel she or he is upon a fair wind and a course as set by the helmsman. For each AT of time performed after activation, the practitioner lays this Effect for a one-hour period.

The second, rarer version of the spellsong affects the caster and 1 additional associate per 10 STEEP in this K/S Area. For each AT of vocalization of this form of the Chanty, the subjects are able for one full day to breath freely and move normally in any depth of fresh or salt water. They will likewise be able to see, speak, and otherwise perform as they would in open air, as long as they do not leave a diameter of 1 chain/10 STEEP points Distance Area centered on the spellsinger. Note that within this Area, missiles have normal range, actions are free, etc. In fact, fire will even burn as if in open air therein!

Freebonds Strain Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP or Special — *R&D:* Nil
Distance: Sight or perception to 1 chain — *Other:* Nil

E/F/M: The dweomer of this Strain undoes the bonds of one subject as noted above. The length of performance time required after activation to so free a subject depends on the sort of binding devices that persona is held by:

Type of Bonds	*Time Required*
Normal, tied or wrapped bindings	1 CT/subject
Bindings which are locked	1 BT/subject
Riveted or welded metal bonds	1 AT/subject

Also, if there is a dweomer keeping fast the bindings, then it requires an additional one AT of performance Time for each Casting Grade to be negated by this Effect. Note that purely magickal bonds can be freed thus, as long as the spellsinger can see (or perceive) the subject and can name that individual.

Practitioners who can cast spellsongs without the aid of a musical instrument, can, if able to vocalize, free themselves by means of this dweomer.

Icespears Canon Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 rod/STEEP — *Other:* Nil

E/F/M: This Cantrip's activation creates a channel through which a cluster of tightly packed long shards of hard ice come shooting forth. These missiles appear before the spellsinger, flying faster than arrows in the direction that persona points, to unerringly strike the target subject, up to the Distance range noted. The missiles cause 7D6 points of Piercing Physical damage, and any subject with Susceptibility to cold, ice, or water will suffer additional PD as commensurate.

Shadowdance Couplet Spell:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 shadow/10 STEEP — *R&D:* Nil
Distance: 1 chain radius — *Other:* Nil

E/F/M: When spellsingers perform the vocalization of this Couplet-based Casting, they are able to create stationary, shifting, and/or rapidly moving shadow forms within the Area.

The animated shadows take whatever forms a caster mentally envisages, from humanoid mercenaries and horrible beasts to screening shade and concealing umbrate pools of darkness. One sort of shadow, rapidly moving or not, can be created and managed by the practitioner for each 10 STEEP points possessed. Each swiftly moving shadow causes one selected foe of the spellsinger to be distracted and suffer a penalty of +1 point per 10 Spellsongs STEEP of the caster to Initiative, *Combat* (*Missile Weapons*) and/or Casting-use STEEP. Still or slowly moving shadows enable the spellsinger's associates to add +20 to their *Criminal Activities, Physical, Stealth* Sub-Area STEEP, and slowly moving ones conceal the movement of allies within them, of course.

The shadows persist for as long as the spellsinger vocalizes the Couplet. Full sunlight, or light equal to it, reduces the Effect by 50%. Complete darkness negates the dweomer.

Smoothway Lyric Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod/10 STEEP — *Other:* Nil

E/F/M: The magickal Effect of this Lyric Formula smooths rough terrain in a moving Area surrounding the spellsinger, improving the type by one factor. The result of this enables the caster and any associates to utilize the following table—instead of the one given on page 151 of the **Mythus** book—to determine the modifier they will multiply their movement by:

Terrain Type	*Modifier*	*Restrictions*
Broken	1	None
Combination Broken or Difficult	0.75	None
Combination Difficult	0.5	No running

Uphill and downhill movement is also improved by one factor, with no penalty modifier or restrictions for smooth terrain slopes which aren't very steep. Note that if this dweomer is voiced while the spellsinger and associates are moving over a road or otherwise smooth terrain, it doubles the rate of movement for the subjects, human or animal.

The Effect persists for one AT after its cessation for each BT of time it was sung.

Casting Grade VIII

Aerial Refrain Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: While spellsingers voice this refrain, they are able to fly at a speed up to twice their normal running movement rate, effortlessly and tirelessly. They can climb (half-speed), dive (at twice the normal rate), or move along at a level, passing over whatever terrain is below. Wind neither hastens nor slows their progress thus, and they are immune to the normal elements—including cold, rain, snow, and lightning—while thus engaged in *Aerial* travel. Casters can sing the Refrain for as many ATs Time as they have tens of STEEP points. The Effect will persist for a number of hours thereafter equal to the number of ATs they vocalized the spellsong. Practitioners can cease flying for a time, then resume it, as long as the Effect is active. If not performing the Refrain, spellsingers are, of course, at liberty to employ other abilities or Castings.

Bringhunters Yodel Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 mile radius/10 STEEP — *Other:* Nil

E/F/M: By vocalization of this far-ranging spellsong, casters call as many large, predatory animals as they have tens of STEEP to come to their vicinity and serve them. They must continue performing the Yodel until the maximum potential number of subjects have answered the calling. This will typically require one BT minimum per subject. In locales where there are no such animals, human or humanoids will actually answer this summons. These individuals will be of hunter-predator type such as forest outlaws, bandits, a gang of street robbers in an urban area, etc. The subjects will not be hostile to such spellsingers or their associates, and they will assist by guarding and attacking any intruders who are hostile and aggressive. In the case of human/humanoid subjects, such individuals will also give food and water, assist by guiding, etc., to the limit of their ability.

Chasmleap Madrigal Cantrip:

Time: As long as vocalized — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: While this Madrigal is sung, its dweomer so energizes the caster and any associates, as dictated by the maximum noted above, that they are each able to leap incredible distances. From a standing position such individuals can jump as many feet forward as they have points of PMPow, half that distance straight up, and one-quarter that distance backwards or sideways. If a subject is able to run several steps first, then forward distance increases to that equal to PMCap in feet, upwards distance is equal to full PMPow. Spellsingers are able to jump likewise while performing, albeit they must roll after each such leap as if trying to activate this Casting. A Special Success indicates a caster need not check again for the duration of the singing. A failure indicates the dweomer is negated. A Special Failure indicates the spellsinger managed only one-half the leap maximum possible distance before the Effect failed!

Firebrand Ballad Spell:

Time: As long as vocalized Special — *Other Heka Costs:*
Area: 1 object/weapon — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: The vocalization of this Ballad evokes a magickal flame which envelopes an object or a weapon, or even a creature. The enveloped object or weapon will be undamaged, and not even the creature's clothing, fur, hair, etc., will be singed, for on the "inside" of this Effect there is no heat from the magickal flame. The fire will not harm the one who was holding the object or weapon when the Casting was activated, but anyone contacting the burning brand will suffer 8D3 Fire PD per CT—as inflicted by an enchanted weapon too—along with whatever other harm the object or weapon normally inflicts, if appropriate. If the subject is a creature, its contact will inflict like Physical damage! The bright fire of this dweomer will cast illumination in a radius in yards equal to the practitioner's tens of STEEP. The dweomer persists for the period it is vocalized and a like time thereafter.

Formguise Tune Spell:

Time: 1 AT/CT vocalized — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: The singing of this Tune changes the appearance of the caster and any associates into whatever guise they desire, as long as the new "look" is basically that of a bipedal creature of between three and nine feet height and 25 to 750 pounds weight. Extra appendages such as a tail, arms, or wings can also be made to appear through this dweomer. Kingdom, genus, species, sex, facial features, color, body shape and covering, and so forth can all be changed to appear other than as they are, through the potency of this semi-illusory Spell. Actual abilities are not typically conferred by the alteration, and the basic form and size, along with abilities possessed, remain virtually unchanged in the subjects. Only close scrutiny under illusion-detecting Castings or Powers, or Aura seeing from nearby, will reveal the *Formguise* dweomer at work.

spellsingers must vocalize the Tune for one CT for each AT of Time duration thereafter they desire this Casting to be active.

Pikehedge Refrain Spell:

Time: 1 AT/BT vocalized — *Other Heka Costs:*
Area: 1 yard/ STEEP — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: When the activation singing of this Refrain is completed, there appear before the caster a serried rank of pikes, these long weapons directed toward the foe as if held by invisible soldiers. The Area can be in any linear form the caster desires, from a straight line to a curving one, square or rectangle, oval or circle. Each square yard of the outer face of this Area presents four pike points, from three to nine feet above the ground. These weapons actively thrust at any foe of the spellsinger. Thus, no fewer than four Pikes will oppose any enemy coming within five yards of the Area's defensive face.

These weapons have a BAC equal to the caster's *Spellsongs* STEEP, ignoring Weapon points. Pikes always strike first in melee. Dismounting chance against foes on horseback is BAC at DR "Difficult." Each pike negates 5 Armor Factors and does 3D3 points of PD as adjusted by Hit Location. Only the weapons themselves can be physically attacked, for the magick which holds and moves them them is immune to such assault. The pikes are of Exceptional Quality in this regard, and because of their armoring at tip and along the shaft, they are treated as Metal, not Combination. Only individuals who are not hit by attacks from each of the four pikes in a CT are free to pass through the Area and venture beyond. All hit by one or more, regardless of PD received, must remain before the hedge and battle on against these weapons.

The Effect remains active for a Time duration in Action Turns equal to the post-activation vocalization of the spellsinger in Battle Turns.

Rondo Susicato Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: By performance of the Rondo necessary to bring about activation, the spellsinger creates a temporary Area which is similar to the conjuror's *Receptive Circle* (q.v.). This dweomer then enables the practitioner to continue vocalization in order to call into the Area various Mundane nature items which are not precious and are of Average Quality. The Area of the circle must be commensurate with the size of the object called forth thus. There are many sorts of things which can be drawn forth, and the practitioner must stipulate exactly what is desired while

singing each BT of the Rondo to gain another object. The nature of the material of the called for item dictates the DR of success of the spellsong's vocalization. Each success enables the practitioner to try for something more, subject to the Time limitation noted. A Special Success brings an object of Above Average Quality and adds one BT of Time to the total duration. A failure negates the remaining Time. A Special Failure does that as it brings something undesirable and/or dangerous to the Area. The DR variables are:

Nature of material called forth	*Difficulty Rating*
Plain, unworked mineral	Very Easy (×4)
Plain, unworked vegetable	Easy
Unliving animal or worked single mineral	Moderate
Worked vegetable or living animal	Routine (×1.5)
Worked combination mineral	Hard
Worked combination mineral and other	Difficult

No more weight than a maximum of twice the spellsinger's STEEP in stones (14 pounds each) can be called into the Area on any BT. No more unworked objects than the caster's STEEP can be brought thus. Prepared objects of a weight equal to the spellsinger's STEEP can be made to appear through this Effect. No more worked objects of simple nature can be gained than the practitioner's tens of STEEP. Only one complex multi-substance item can be called forth by the dweomer on a single BT

Examples of objects which can be called forth via this dweomer are: A heap of boulders or stones, sand, salt, etc., at "Very Easy"; a big heap of hay, potatoes, firewood, etc., at "Easy"; a leather coat, roast pig, or granite mortar and pestle at "Moderate"; a suit of clothing, wooden tower, or camel at DR "Routine"; a set of plate armor ar DR "Hard," a heavy crossbow with nine bolts, or a simple ballista at "Difficult."

Unbarring Jingle Cantrip:

Time: 1 CT + 1 BT/STEEP — *Other Heka Costs:*
Area: 1 foot r/10 STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When the spellsinger voices this Jingle, for a single CT of Time after activation all ordinarily closed normal objects within the Effect Area are opened. This includes portcullises, gates, portals, doors, drawers, boxes, trunks, bins, jars, etc., whether held by bars, locks, bolts, hooks, chains, fasteners, nails, screws, etc. Mechanical and Heka-based traps set to trigger upon opening will be released thus. Note that all such closures held fast, shut, or locked by Heka are not affected by the Cantrip, but will remain unopened. Spellsingers, can, at their option, select any one such subject and concentrate additional singing on that subject. For each BT time spent thus, one Grade of Casting (or Power) will be negated, but the object will remain shut until sufficient vocalization has been performed to negate its Grade value—i.e., one BT for Grade I, two for Grade II, and so forth.

Vocal Cords Strain Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* 1:1 Binding

E/F/M: Immediately upon activating this dweomer through completion of the initial Spell vocalization, the spellsinger creates and directs magickal bonds to enwrap and hold fast the subject of his or her choosing. The strength of the material sung into being thus is equal to the practitioner's *Spellsongs* STEEP plus Music (*Physical*) performing ability STEEP. The caster can choose to reinforce the cords through either or both of two means. In the first instance, the Strain can be vocalized for an additional period of time, with each CT of such extended performance adding 1 point to the strength of the bindings. Similarly, by expending extra Heka at the time the Spell is activated, the practitioner reinforces the cords, each 1 point of Heka adding 1 point to the strength of the bindings. Again, these two measures can be combined in any proportion the spellsinger finds expedient.

These Heka-created bonds will hold a spirit, or a creature or being. In the former case, the strength of the cords is measured against the Spiritual TRAIT of the NPM subject. In all other cases, the bonds are compared to the Physical TRAIT. If the subject's applicable TRAIT is greater than the sum of the bindings, then it is freed of them at the end of the following Critical Turn. If the cords total more points than the subject's TRAIT, then that individual is held fast for as many CTs Time as the difference between the two scores. A subject so restrained is not able to utilize any Physical or Spiritual abilities, including Powers; but those of Mental sort can be employed, if available to the individual, save that it cannot thereby escape the cords, nor can it get free of the spot to which it is bound.

Winddarts Canon Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 cubic rod or 1 subject — *R&D:* Nil
Distance: Sight to 1 rod/STEEP — *Other:* Nil

E/F/M: Each Critical Turn this Canon is vocalized, the spellsinger directs a blast of air at a selected subject area or individual. This blast is a wind of brief passage, but of a velocity equal to the caster's STEEP in miles per hour! It sweeps into the subject Area as the Distance desired, as indicated by the spellsinger's ability, without impacting intervening space and area. Within the subject Area, however, its force delivers 4D3 Impact PD (plus a 1D6 Exposure roll for large, flat, and/or flimsy structures or objects). Note that shacks are easily flattened or blown into flying boards thus, and ship's sails are shredded and sent into flying tatters. Only Heka protections possibly prevent this Physical damage to both creatures/beings and solid objects not made of hard stone or metal solidly affixed or of great weight. Any subject not weighing over 800 pounds or not firmly affixed will be toppled, blown 1D6 yards distant, etc., by the *Winddarts* Canon Effect.

Used against flying subjects, this dweomer's PD gains a 1D3 Exposure roll. Of course, targets invulnerable to damage from the Element of Air will be quite unharmed by the Effect.

Casting Grade IX

Boulderbring Barcarolle Cantrip:

Time: Permanent Special — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Sight to 1 chain/STEEP — *Other:* Nil

E/F/M: When the spellsinger completes activation vocalization and continues singing the *Boulderbring* Barcarolle, one of several possible Effects will result:

In a locale which is mountainous or where there are cliffs or precipices, there will be, in one BT Time, an avalanche in an Area up to the Distance noted. The Area will be one rod in length per STEEP point of the caster, and the rock will precipitate downwards to whatever point gravity dictates, covering a swath appropriate to the length and downward movement dictated by the terrain.

In a subterranean setting this spellsong will initiate a collapse of the ceiling in an Area of 1 square rod for each BT of Time the Barcarolle is sung.

In any other Mundane outdoor locale, the Spell's Effect causes stone boulders to materialize overhead and rain down in an Area equal to the spellsinger's STEEP in feet radius. The Barcarolle must be vocalized prior to this Effect for one CT of Time for each Critical Turn of Effect to occur thereafter, subject to a maximum Time duration possible in CTs equal to the practitioner's tens of *Spellsongs* STEEP. Once the preliminary singing is completed, vocalization ceases, the caster can do whatever else is desired, and the Effect then occurs automatically in the Area. For each 10 STEEP of the spellsinger, one large boulder appears and plummets down into the Area. This rain of rocks continues for as many CTs time as the spellsong was performed prior to cessation so as to allow the Effect to occur. There is a base 1% chance that a given boulder will strike directly a target subject.

This chance is increased by +1% per 10 subjects in the Area. A direct hit inflicts 10D10 points of Impact PD, with Hit Location deemed Ultra Vital. There is also a base 5% chance that a given boulder will strike a subject on a bounce or roll. This chance is increased by +1% per five subjects in the Area. An indirect hit inflicts 10D6 points of Impact PD, with normal Hit Location roll then determining damage multiplier. Target subjects are well advised to clear the Effect Area! Of course, in a siege situation, where structures are within the Area, considerable damage is inflicted upon these constructions. The gamemaster will adjudicate all such matters, however, based on the situation at hand.

Cloudwalker Aire Spell:

Time: Vocalization + 1 AT/BT vocalized — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: The continuing vocalization of this spellsong's Aire after its activation empowers the caster and steed, if applicable, and as many associates the caster has tens of STEEP, and their mounts too, if applicable, to walk or ride on air.

In any case, they travel at up to 10 times normal movement rate, going through sky and clouds as quickly as the wind, in either Full or Partial Physical Manifestation form, as the spellsinger vocalizes. It requires one Battle Turn of singing to change form thus. The Effect persists for one AT of Time for each BT it was vocalized.

Coolflames Ditty Spell:

Time: 1 AT Special — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 rod radius — *Other:* Nil

E/F/M: The activation vocalization of this Ditty creates in the spellsinger and any named associates an Invulnerability to Mundane and Preternatural Fire and Heat. This dweomer extends so far as to enable the subjects to actually walk through Elemental Fire as if it were no more than the air of a cool spring day. It also provides a Heka protection against Supernatural Fire, conferring 30 points of protection to each subject. This armor negates Physical damage from such Supernatural flames as the Empyreal and the Nether (black) on a one-for-one basis. Note that no additional protection can be gained through an extra Heka chanelling. For each Critical Turn of continued performance of the spellsong, casters confer an additional Action Turn of this Invulnerability upon themselves and those others they desire to lay the Effect upon.

Distantdoor Yodel Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: Through this Yodel's Effect, spellsingers are able to change a normal doorway into a magick one which will Teleport them, and those associates who utilize the dweomered Area within the Time duration noted, to another location within the Distance applicable to the caster's STEEP. Passage and transportation takes one CT/individual, so everyone using the dweomer must be ready and quick! All individuals go to the destination determined by the spellsinger.

Familiarity of destination determines the Difficulty Rating for accuracy of *Teleportation* once the Casting is activated successfully:

Destination	*Base DR*
Known intimately (own rooms, etc.)	Easy
Well known place often viewed	Moderate
Known place last seen within one month	Routine (×1.5)
Known place last seen within one year	Hard
Place seen only a few times	Difficult
Place seen only in a picture, by means of Heka (scrying, etc.), or but once.	Very Difficult

Viewing of a well-known or known place via means of Heka to reinforce the caster's memory will suffice. Any place intimately scrutinized via Heka-means will at best be DR "Difficult," without several personal visits there as well to familiarize oneself with the actuality.

Failure simply means the Casting did not function, but a Special Failure indicates that the transference occurred but it was to someplace other than that the practitioner wished to go, and the Distance could be as much as twice the normal maximum too. The gamemaster will decide how stupid, embarrassing, distant, and/or dangerous the "miss" was in this case.

Flyingblade Canon Cantrip:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 bladed weapon — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The *Flyingblade* Canon's activation lays a dweomer upon a weapon of edged or bladed sort belonging to the spellsinger. No further vocalization is needed thereafter. The subject weapon is enchanted so as to be able to strike foes of Preternatural, Supernatural, or even Entital sort, inflicting +1 point of additional Physical damage for each 10 points of the caster's *Spellsongs* STEEP. The weapon has an Initiative score of 0 at all times, so it is likely to strike early in a Critical Turn. It strikes as if wielded in *Combat, Hand-to-Hand* by someone with STEEP equal to that of the caster's ability in Spellsongs. It strikes three times per CT of combat. It has a bonus of –1 for each 10 points of the practitioner's *Spellsongs* STEEP, for rolls to determine success in hitting and Hit Location.

This weapon moves and fights without being held or even touched by the practitioner. It will fly through the air to engage the opponent identified mentally by the spellsinger at time of activation, and it will fight that individual for the Time duration indicated. Note that once designated, the subject opponent of the weapon cannot be altered, and if that individual is slain, the dweomer is negated.

Sleepsteal Nocturne Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject/STEEP — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When this Nocturne is performed, each BT of time spent so vocalizing robs from those hearers who are unfriendly, opposed, or hostile to the spellsinger one hour's rest benefits during the following 10 hour period. Thus, those hearing the singing for about eight Battle Turns performance will not heal any sort of damage, nor regain personal Heka during the next eight hours of sleeping time they experience. Additionally, for each BT of performance, the subjects will have a +1 penalty to their Initiative because they will be unrefreshed and slow from the deprivation of beneficial rest.

On the reverse side, the caster and any associates, up to a maximum equal to the deprived subjects, will gain double normal benefit from any sleep they undergo within 10 hours time after this Effect is laid by the spellsinger.

Weathermage Tune Formula:

Time: Special — *Other Heka Costs:*
Area: 1 league radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* 1:1 Special

E/F/M: This Spellsongs Casting enables the practitioner to accurately predict weather, including any upcoming changes, for the next 10 days, normal or otherwise. This is discovered after one BT of vocalization after activation.

In addition, if the Tune is performed for one more BT of time, its dweomer functions to detect the use of Heka whose purpose is to alter the weather or temperature in the surrounding region. The Effect will discover the general location of the magickal center of the Heka, the general purpose of the Casting or Power being employed or laid, and the relative strength (Grade and

Heka expenditure) of the Effect. If desired, the spellsinger can attempt to negate and dispel the magickal Effect thus discovered.

To accomplish this feat, the caster must continue (beyond the basic two BTs post-activation singing time) to vocalize the Tune for one CT of time for each point of opposing Heka energy desired to be neutralized. Because performance time is limited to 1 CT/STEEP points the caster possesses, it is almost certain that some additional Heka will have to be invested by the spellsinger, whether from a Reservoir or personal supply. The total negating Heka is compared to that which is to be dispelled, and a K/S versus K/S-like contest is then engaged in, with one total of Heka opposing the other in the struggle. If the spellsinger's energy succeeds, then the other dweomer is instantly dispelled. If it fails, then it is dissipated, and the opposed Effect remains active.

However, if there is no opposing weather magick, such spellsingers can themselves alter the weather so as to cause the predominating conditions to be modified, creating anything from a moderate to a radical change in the surrounding region, as indicated by the Effect Area. Hot, humid weather can be made hot and dry, warm and rainy, or even cool and dry. Clear, sunny weather can be made to become cloudy and overcast, and even violent storms can be broken or brought about if the caster so desires. For each 10 STEEP points of the caster, the weather can be altered by one factor, each change requiring but one Battle Turn of vocalization time to effect, and then one AT later to occur. The gamemaster will inform the player of the prevailing conditions at the time of Casting. The *Weatherlord* Formula will then be employed to change those conditions to whatever extent is desired and possible. The factors considered are adjusted by moving up or down, left to right or right to left, one place at a time on the following matrices, going from the points corresponding to the present conditions towards those desired:

Temperature	*Sky Condition*			
Very Hot	Clear	Partly cloudy	Cloudy	Stormy
Hot	Clear	Partly cloudy	Cloudy	Stormy
Very Warm	Clear	Partly cloudy	Cloudy	Stormy
Warm	Clear	Partly cloudy	Cloudy	Stormy
Temperate	Clear	Partly cloudy	Cloudy	Stormy
Cool	Clear	Partly cloudy	Cloudy	Stormy
Very Cool	Clear	Partly cloudy	Cloudy	Stormy
Cold	Clear	Partly cloudy	Cloudy	Stormy
Very Cold	Clear	Partly cloudy	Cloudy	Stormy
Frigid	Clear	Partly cloudy	Cloudy	Stormy

Wind Speed	*Humidity*			
0-10 mph	Dry	Low	Average	High
11-20 mph	Dry	Low	Average	High
21-30 mph	Dry	Low	Average	High
31-40 mph	Dry	Low	Average	High
41-50 mph	Dry	Low	Average	High
51-60 mph	Dry	Low	Average	High

Violent storms will last for no more than one AT for each 10 STEEP the spellsinger's has in this K/S Area. Stormy weather can be intensified to become violent by raising or lowering the temperature variable by three or more places, increasing wind speed to not less than 51 mph, if not already at that speed, and increasing humidity to High, if necessary. As an example, the storm generated thus will consist of heavy, gale-force winds, torrential rain and/or hail, and one random stroke of nearby lightning each BT. In addition, there is a percentage chance equal to the caster's STEEP that a small tornado will form, ripping through the area in a general direction chosen by the caster. The combination of wind, rain, and/or hailstones will cause 1D6 points of Impact damage per AT to all within the Area of Effect who are not in adequate shelter. Any creature struck directly by lightning will suffer 5D6 points of Electrical Physical damage, with a 1D6 Exposure roll modifying that damage; and all within a five-foot radius of that individual will suffer 5D6 PD modified by a 1D3 Exposure. If any creatures are caught by a tornado, they will be literally picked up and hurled by the force of the wind, and each will suffer 10D6 points of Impact PD, while also taking "incidental" damage of 6D6 each Blunt, Cutting, and Piercing PD in the process. (Good luck!)

Special Grade (X) Castings

Faraway Song Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: This Song's activation and vocalization thereafter sends the subject as far as up to the Distance indicated through a Teleportation Effect, to a location mentally pictured by the spellsinger. If the subject is a creature or being from another plane/sphere, the Effect is similar to a *Dismissal*, hurling the individual back to its own place. The subject can escape the Casting if succeeding in a roll against Spiritual TRAIT total at DR "Hard." However, after its activation, for each pertinent detail sung into the Song as it is vocalized by the practitioner, the subject suffers a +10 point penalty on the dice. Pertinent details require one CT of time each to include. The pertinent details consist of: name(s) or a *Truename(s)*, nicknames, Vocation, title(s), office(s), outstanding deed(s) of fame or infamy, superior(s) or master, home and/or place of origin, spouse(s) or mate(s), offspring, and so forth. Note that there is always a base success chance of 1 in 100 (a 01 roll) to negate the Casting, even if details add 100 to the dice.

Firebeing Rhapsody Spell:

Time: 1 AT/BT vocalized Special — *Other Heka Costs:*
Area: 1 Fire Elemental — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: In order for this spellsong to be sung into activation, there must be a nearby source of flame at least as large and hot as a normal camp fire or the blaze in a fireplace. Performance of the song summons a Major Fire Elemental to the flames. This creature will not attack the caster or any associates, will obey the spellsinger, and will perform whatever services the practitioner requests and requires, for a Time duration in ATs equal to the number of BTs the spellsinger performed the Rhapsody. If there is no extended vocalization, the Elemental is constrained to perform but one service, and it will depart thereafter, or in one AT, regardless of accomplishment.

In Physical combat, the Fire Elemental attacks once per CT against one or two opponents with two attacks. Each attack is made at a 50 BAC, and inflicts 5D6 points of Fire PD, as well as causing combustion of flammables touched in the process.

Fire Elemental, Major

Base Scheme (+/– 1D10+1D6):

M: 60, EL: 48		**P:** 250, CL: 225		**S:** 60, EL: 48	
MR: 30	MM: 30	PM: 125	PN: 125	SM: 30	SP: 30
MRCap: 12	MMCap: 12	PMCap: 45	PNCap: 45	SMCap: 12	SPCap: 12
MRPow: 9	MMPow: 9	PMPow: 40	PNPow: 40	SMPow: 9	SPPow: 9
MRSpd: 9	MMSpd: 9	PMSpd: 40	PNSpd: 40	SMSpd: 9	SPSpd: 9

Fire Elementals are from the Preternatural Planes and Spheres of that ilk and are summoned into service through Heka-force. A Fire Elemental can actually communicate with the items of its element, and affect enchanted materials of like type.

Fire Elementals are invulnerable to non-enchanted/non-Heka-based attack forms, save for attacks of Elemental sort of water. Plain water inflicts 1 point of Physical damage per 10 gallons striking the subject. Heka-engen-

dered water which delivers Physical damage (as ice, etc.) inflicts like FD on the Fire Elemental.

Natural Armor:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	40	40	*	40	40	40
Super	30	30	30	*	30	30	30
Vital	20	20	20	*	20	20	20
Non	10	10	10	*	10	10	10
Avg	25	25	25	*	25	25	25

*Fire Elementals are immune to Fire.

Note that the Fire Elemental can be dismissed by the spellsinger at whatever time desired.

Noplace To Hide Chant Formula:

Time: 1 CT/STEEP Special
Area: 1 foot radius/10 STEEP
Distance: Centered on caster
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Immediately upon the vocalization Chant which activates this dweomer, all aspects of, things and persons, spirits and everything else too within the Effect Area become visible. This is because a bright, even illumination pervades the Area. All shadows are dispelled. All invisibility is negated. All Non- apd Partial Physical Manifestations become either visible or take on a FPM form, if possible for the individual subject. All illusions are negated, their dweomers dispelled. Heka sources are clearly visible. The aura of each individual is shown, if applicable. Solid material and opaque substances become sufficiently transparent so as to reveal anything hidden or concealed by their existence. Finally, all subjects within the radial Effect Area are illuminated with a vivid outline if they are opposed or hostile to the spellsinger. The Effect persists for one Critical Turn for each CT of time after activation the practitioner vocalized the spellsong.

Portalopen Aria Cantrip:

Time: 1 CT + 1 CT/10 STEEP
Area: 1 Door (or Gate)
Distance: 1 rod
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This spellsong creates a Door to another plane or sphere of the universe of the caster. Immediately after the singing of the activation portion of this Cantrip, the caster needs to name the egress point desired. Each plane and/or sphere removed from the one of the spellsinger's location requires 1 BT vocalization time in order to effectuate. Once the Casting is completed, the practitioner may cease singing, and the Door will be "open" and remain active for as many CTs Time duration as indicated. Each use by an individual requires one CT of time.

This dweomer can also be used to open/activate a Door or Gate that the spellsinger has discovered. Although the egress point will not be known exactly, a clue will be gained for each CT of vocalization after Casting activation, subject to the Time duration noted. This performance will also enable use of the Portal by the caster and any associates.

Quicktree March Spell:

Time: As long as vocalized
Area: 1 tree/10 STEEP
Distance: 1 yard/STEEP
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Quicktree* March spellsong animates and motivates as many trees of medium to large size as the caster has ability as indicated. The movement rate for a tree subject to this Effect is only 10 feet per BT Time, but a medium-sized one has a 300-point P TRAIT, and a large-sized tree 450. Attacks from such vegetation are treated as enchanted ones, of course.

Initiative for a tree is at + 20 penalty. Each tree attacks once per CT each to *grab and hold* with its roots, once to *club* with a limb, each attack having a BAC of 25. Grabbing and holding restrains any subject whose PMPow is under 10% of the tree's P TRAIT, while others break free instantly. Base Physical damage for the clubbing attack of a medium/large is 10D6/10D10 points Blunt, +10 points if the subject is grabbed and held by a root attack.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	80	20	*	40	40	*	20
Super	60	15	*	30	30	*	15
Vital	40	10	*	20	20	*	10
Non	20	5	*	10	10	*	5
Avg	50	12	*	25	25	*	12

*Trees are immune to Blunt and Stunning damage.

Safesleep Aria Spell:

Time: 1 AT/STEEP
Area: 1 foot radius/10 STEEP
Distance: Centered on caster
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: By spending a mere AT of time vocalizing this Aria after its activation, the spellsinger creates an Effect whose dweomer generates a cozy Non-Dimensional space in which the caster and any associates, and even various retainers, mounts, etc., can spend a time of comfortable rest. This magickal space resembles an idyllic glen or an oasis at dusk. It has grazing for animals, soft vegetation to recline upon, flowers with lovely perfume to enjoy, fruits and berries to eat, fresh water to drink and a pool to bathe in, too, and a climate which is both comfortable and conducive to sleep. Stars seem to twinkle overhead, and soothing sounds of insect-like and breeze sort fill the air. Those inside gain triple benefit from rest and/or sleep in regards to healing and normal Heka recovery. Only a special Heka-Powered search of the locale might locate the entrance to the *Safesleep's* Area. However, should any enter after those permitted by the spellsinger to so do, the Area will light suddenly, as if a blazing noonday sun were overhead.

Shadowling Motif Spell:

Time: 1 AT/STEEP
Area: 1 subject/10 STEEP
Distance: 1 furlong
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When this Motif is vocalized, the spellsinger and any named associates are able to assume any one Partial Physical Manifestation form which is desired and so named as that to be taken. The most commonly selected one is that of a Shadowling from the Shadow Plane, of course, and thus the Casting's title. In this guise, the personas are absolutely invisible in, and inseparable from, shadows which are present, and the only way to cause them to become otherwise is to negate or dispel the penumbrate and umbrate areas, just as Shadowlings are discovered! Naturally, while in PPM form, all subjects are invulnerable to attacks which cause Physical damage. Movement is absolutely silent. Physical barriers do not exist. Liquids and the like are as "solid" to NPM forms as rock. Such beings can penetrate either at will, of course, or else skim along atop or within such substances. The Effect enables mental communication between all affected subjects, allowing exchange just as if normal speech were possible. However, Casting use is not possible in any NPM form, save for those few specifically noted as practicable.

Depending on the Partial Physical Manifestation form taken, entrance to the appropriate plane or sphere is possible simply by so willing.

The dweomer persists for one AT Time duration for each STEEP point of the caster in *Spellsongs* K/S.

Witchcræfter Archetypical Castings

95 Total

Grade I Castings

13 Total
Base Heka Cost: 20

Batsears Spell	Blueburn Cantrip
Catseyes Spell	Creeple-Crawlies Spell
Makeface Eyebite	Mumble Eyebite
Pang Eyebite	Rotfiber Cantrip
Stare Eyebite	Witchmark Cantrip
Witchride Formula	Witchtongue Charm
Witherplant Eyebite	

Grade II Castings

13 Total
Base Heka Cost: 35

Auraswitch Charm	Bodynoises Eyebite
Doubt Charm	Fireflare Eyebite
Firesmoke Charm	Flameleap Charm
Fumblesllp Eyebite	Mal Omens Cantrip
Slamlock Eyebite	Sourwine Eyebite
Stirhaired Cantrip	Trip Eyebite
Witchspeak Charm	

Grade III Castings

13 Total
Base Heka Cost: 50

Anger Eyebite	Blightcrop Spell
Drunkhead Eyebite	Gluttony Charm
Hex Eyebite	Lightsout Eyebite
Netherspeak Charm	Poisondrink Cantrip
Reversed Pentagram Ritual	Sicken Charm
Spoilfood Charm	Stun Animal Eyebite
Tumblefall Eyebite	

Grade IV Castings

13 Total
Base Heka Cost: 75

Avarice Charm	Callstorm* Formula
Doublewitch Cantrip	Doze Eyebite
Envy Eyebite	Hexagain Spell
Liespeaking Charm	Lust Eyebite
Oilfire Spell	Poisonspit Charm
Rotwood Cantrip	Talkingfrog Formula
Witchbolt Eyebite	

Grade V Castings

13 Total
Base Heka Cost: 100

Badluck Ritual	Damaging Winds* Spell
Evil Eye Eyebite	Fadeinks Charm
Fainting Eyebite	Heavy Precipitation* Spell
Hex Trap Cantrip	Jealousy Eyebite
Maggots Ritual	Poisonbreath Charm
Prettylooks Formula	Rustmetal Spell
Witching Hour Spell	

Grade VI Castings

9 Total
Base Heka Cost: 125

Cacklefear Charm	Damaging Hail* Spell
Hidehut Formula	Nighthide Spell
Poisonfare Eyebite	Seagale Spell
Slowdeath Eyebite	Waterscry Formula
Vomit Flames Charm	

Grade VII Castings

9 Total
Base Heka Cost: 150

Breach Circle Spell	Bringlightnings* Spell
Inanimation Charm	Panicksteed Eyebite
Ratpack Formula	Scorpionsting Cantrip
Throwflames Charm	Toadstool Spell
Whichwitch Charm	

Grade VIII Castings

6 Total
Base Heka Cost: 200

Blindness Cantrip	Breaklimb Cantrip
Evilspirit Spell	Progform Spell
Haghaunt Formula	Knifewound Eyebite

Grade IX Castings

6 Total
Base Heka Cost: 250

Evilbeast Spell	Frogprince Spell
Ghostblight Cantrip	Spiritforge Cantrip
Timeflies Charm	Triplespace Formula

*The Casting, *Callstorm* (Grade IV Formula), can be augmented by one or more of the various others likewise marked by an asterisk—i.e., *Damaging Winds, Heavy Precipitation, Damaging Hail, and Bringlightnings*. Of course, if there is already a storm in progress, then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the Witch/Warlock uses *Callstorm* to so do.

WITCHCRÆFT

The Castings of Witchcræft are totally malign and Evil, most often destructive or baneful, cast to hinder, afflict, or cause outright damage to the witch's (or warlock's) enemies. In general, the witchcræfter employs a personal Negative Heka to energize Castings. There is a noticeable effect of this force in regard to small, open flame, in that such fires burn with a bluish color within one-foot radius per 100 Heka points current personal power of the warlock or witch. This alerts others to the rank and potency of the individual—and warns those not of the same ilk that such a persona is nearby!

It's worth repeating that those of Eyebite sort are cast merely by gaze, and activate on the same CT as that look was cast at the target subject of the dweomer.

Although not detailed within the following list, there are some score or two of Eyebite Castings of Grade I and oneyard/10 STEEP point Distance range which lay days-long (1/STEEP point) or Permanent afflictions in the form of a *Hex* or Evil *Influence* on the subject victim. Hex-type Castings afflict the subject with some Physical problem. Influence-type Castings play on existing weaknesses or bad habits, tendencies, feelings, or emotional propensities. The general list of such Grade I singular Effects is given below by Casting type:

Hex Casting Effect (lasting for days): Acne, body odor, boils, coughing,

dandruff, excessive ear wax, fever (recurring, low-grade), food allergy, hair loss, halitosis, headaches, hiccoughs, indigestion, nasal congestion, neuritis, neuralgia, psoriasis, ringing in the ears, runny nose, shingles, sneezing, toothache, and warts.

Influence Casting Effect (Permanent):

Moral Effect: Betraying, cheating, drinking to excess, eating to excess, gambling, lying, slothfulness, slovenliness, stealing, and wastefulness.

Temperament Effect: Aestheticism, changeability, coldness, crudeness, fussiness, haughtiness, hedonism, inferiority, irascibility, loquacity, melancholia, prankishness, pridefulness, solitariness, superiority, taciturnity, uncertainty, and wantonness.

There are, of course others of this general nature, and the gamemaster will determine the suitability of any such Effect proposed.

Casting Grade I

Batsears Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The Effect of this dweomer gives practitioners increased hearing ability, so that they can not only detect ultrasonic noises, but also hear faint noises as many yards distant as they have STEEP in *Witchcræft*.

Blueburn Cantrip:

Time: 1 AT — *Other Heka Costs:*
Area: 1 fire source — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Cantrip affects a normal fire or any other flame source such as a candle, lamp, lantern, torch, cresset, etc. The dweomer causes the flame of the affected fire source to emit an eerie blue light which casts bizarre, moving shadows. Practitioners within their SMPow in feet from the subject fire source will then gain –1 for every 10 points of STEEP on their Witchcræft K/S ability rolls. Of course, the fire can be extinguished normally, or the Casting can be negated or dispelled to bring this Effect to an end.

Catseyes Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The Effect of this dweomer gives practitioners increased visual ability, so that they can see as well on a dark, cloudy, and moonless night as if there were a clear sky and the moon were full and shining down. Thus, shadowy twilight is like a bright afternoon to the witchcræfter under this dweomer.

Creepie-Crawlies Spell:

Time: 1 BT +1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This spell summons a mass of biting, stinging insects, arachnids, and myriapods. These bugs cover the Casting's target subject, appearing on and under the garments or armor worn by that unfortunate individual! Unless removed by dowsing with alcohol or kerosene or the like, immersion in water, treating with thick fumigant smoke, or other means, such as a Casting to remove these bugs, the crawling swarm of body-covering bugs will inflict 1D6 points of Physical damage each Critical Turn—plus 1D6 points of added Poison PD for each 6 points of damage occurring from bites, for accumulated venom from these tiny attackers. If victims can shed themselves of all apparel, they can rid themselves of all these insects, arachnids, and myriapods by rolling on the ground, slapping their bodies, plucking and picking, stamping, etc. This will require 1D3+1 CTs time to accomplish after removal of all body covering, however.

Makeface Eyebite:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: When the witchcræfter employs this Eyebite Casting, it causes the selected target to smirk, grimace, sneer, wink, stick out the tongue, etc., as the practitioner wills. The subject persona has no control over these facial movements.

Mumble Eyebite:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Casting's Effect causes the subject's speech to be distorted and reduced in volume. This mumbling speech might well be misinterpreted by those nearby for a show of dissent or disrespect, and can often get the target in a great deal of trouble, if properly used. Even if no offense is taken, the victim will be perceived as loutish, or at least of one level lower SEC until somehow managing to change the impression falsely given through this malign dweomer.

Pang Eyebite:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Eyebite dweomer inflicts a small, sharp spasm of pain upon the chosen target creature or being. The subject suffers 1D3 points of Physical damage from the *Pang*, and a +1 per 10 STEEP points of the witchcræfter's STEEP penalty to all dice rolls thereafter, for the Time duration indicated, as the Effect lingers.

Note that the dweomer will affect Full Physical Manifestations only—Non-Physical and Partial Physical Manifestations are not affected by the Casting.

Rotfiber Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 square Special/10 STEEP — *R&D:* Nil
Distance: Touch or Sight to 12 chains — *Other:* Nil

E/F/M: The Effect of this Cantrip rots cloth, felt, canvas, rope, and other fibrous material, rendering it useless. The material will be riddled with holes, threadbare, frayed, etc., and tear or break at the slightest strain. By actually touching the subject material, the practitioner can affect up to one square yard per 10 STEEP points of *Witchcræft* possessed. If done from any Distance other than physical touch, then the Area is reduced to square feet instead.

Stare Eyebite:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This charm enables witchcræfters either to force a target to gape unwinkingly at something, or else to fix the target's gaze and hold it on their own, the latter facilitating attacks utilizing Eyebite Castings by decreasing their Difficulty Rating by one step—i.e. "Hard" becomes "Moderate," "Moderate" becomes "Easy," "Easy" becomes "Very Easy" (×4), and likewise with regards to less favorable DRs, too. In the former case it will convey a rudeness, impropriety, or perhaps a personal challenge, any of which is likely to lead to trouble for the unfortunate target of the witchcræfter's malice.

Witchmark Cantrip:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The use of this Casting creates a permanent mark upon subject, which enables the witchcræfter (or any other like practitioner, too) to attempt to Link for Mental or Spiritual combat, or other Castings requiring a Link,

without the subject being in sight. The mark is small and will not be noticed by such subjects unless some other individual points it out to them. It will be a glowing spot if observed by one who is a witch or warlock. The Distance gained thus is one mile per STEEP point of the witchcræfter. The subject can resist the Link if aware and able, of course, regardless of the mark. It can be removed through any form of *Blessing*.

Witchride Formula:

Time: 3D3 ATs+1 BT/STEEP — *Other Heka Costs:*
Area: 1 broom-like subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting's Effect imbues the witchcræfter's broom, walking staff, or similar item or tool with the power of flight. The movement rate of the persona riding the device in flight is running speed rate, plus a multiplier of 1 for each 10 points of STEEP in this K/S Area. Climbing steeply is at half rate, diving likewise doubles velocity during descent. Speed is slowed by 50% if two subjects ride the device, and their combined weight cannot exceed twice the witchcræfter's own plus STEEP, in pounds. Maneuverability is based on the *Riding* K/S STEEP of the persona. It is reduced by one-half if two subjects are borne by the flying device. The Time duration of the Formula runs only during flight: When not in use the dweomer is inactive, and such period does not count against expiration. However, as the Effect always has a bit of a random element, the wise practitioner will not attempt to fly for longer periods than absolutely necessary.

Witchtongue Charm:

Time: 1 CT Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: The Effect of this dweomer gives the witchcræfter the ability to convey a message which any other witch or warlock within the Distance range indicated can hear and understand. The Effect enables the caster to make some seemingly normal sound—a clearing of the throat, a few coughs, a sigh and a mumbled word, a yawning and murmuring, or anything similar. That sound will relay to the other the STEEP in *Witchcræft* of the practitioner, and thereby place the hearer or hearers above or below the station of the practitioner communicating this information. Establishment of rank is absolutely mandatory for witchcræfters, and if another's presence is suspected, such communication must be undertaken so as to determine who is in charge.

Witherplant Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject plant/bed — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: The *Witherplant* Eyebite draws the life out of a single plant, shrub or tree. All small and moderate subjects are destroyed automatically by this dweomer, unless the bed Area exceeds one square yard/10 STEEP of the caster. In the latter case only that Area possible for the dweomer will be affected. Large subjects—trees of greater than two-foot diameter, shrubs of greater than 10-foot spread—are severely affected, the dweomer causing a leaf loss, bark pealing, wounding, and blighting the subject so that it will eventually die unless given proper care within 1D3 days time thereafter.

If this Casting is laid upon a sentient vegetable subject, the dweomer's Effect will inflict 1 point of Physical damage per STEEP point of the witchcræfter!

Casting Grade II

Auraswitch Eyebite:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: Through the Effect of this tricky little Casting, witchcræfters cause a subject individual's aura to appear to be their own, while that of the practitioners seems to belong to the victim. Detection of this switch is impossible without having two active aura-seeing dweomers active at the same time, and even then the faint radiance connecting subject and caster is quite hard to notice!

Bodynoises Eyebite:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Casting's Effect causes the subject individual to inadvertently make some embarrassing noise (such as belching, internal rumblings, or breaking wind). It can be quite useful in destroying the subject's credibility if used during an important speech or negotiation. Even if no offense is taken due to this boorish-seeming behavior, the victim will frequently be perceived as low and unworthy, or at least of one level lower SEC until somehow managing to change the impression falsely given through this malign dweomer.

Doubt Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: When the witchcræfter employs this dweomer, the subject of the Casting will have reservations regarding some sight he or she has seen, or outright disbelief regarding what is heard. Each CT of exposure, as it were, casts such *Doubt* backward and forward by the same amount of time. Thus, if a witchcræfter able to keep the Effect active for three CTs laid the dweomer on a subject, the victim would have doubts about all seen and heard 3 CTs prior to and after the Time duration, or nine CTs in all. Albeit relatively brief, this nasty Casting's Effect can ruin negotiations, promises, pleas, etc. Consider a magistrate hearing a case and influenced by this dweomer!

Fireflare Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 fire source — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer affects a single normal source of flame such as a candle, lantern, hearth fire, etc. The *Fireflare* makes the flame burn hotter and brighter for one CT duration. All subjects looking at the fire's light will be blinded for 1D3 +1 CTs thereafter. If the fire is relatively large and open, the burst of energy will also cause its flame spread outward one foot for each foot of its diameter, or one foot in any case. Inflammable materials within this range will catch fire, and anyone exposed to these flames will suffer 2D3 points of Fire Physical damage.

Firesmoke Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 fire source — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: By using this Charm, the witchcræfter affects a single normal source of flame such as a lamp, torch, brazier, etc. The dweomer's Effect is to cause the fire to belch forth a cloud of thick, choking smoke. For each CT of Time the dweomer is active, the fire will generate one cubic rod of such smoke. Outdoors this will simply mean about a one-rod radius of the stuff, but indoors it will fill most houses in four or five CTs Time. In any event, those exposed to the smoke will suffer 1D3 points of Physical damage, be unable to see more than 1D3 feet distance within the cloud, and have their vision reduced to half normal for 1D3 ATs, and all forms of the *Perception* K/S will similarly cut in half for the same period of time.

Flameleap Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 fire source — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer affects a single normal source of considerable flame

such as a torch, bonfire, hearth fire, or the like. The active Effect is to enable the witchcræfter to send a tongue of flame of one cubic foot volume from that fire source to any target viewed, as long as both fire and target are within the Distance indicated. The flame will ignite any readily combustible material it touches. If it strikes the visual organs, the fire will blind the victim for 2D6 ATs. Any contact of flesh with the flame results in 2D6 points of Fire Physical damage. The flame is extinguished immediately, however, although what it might have set alight could inflict more damage, of course.

Note that striking a target is not automatic, and practitioners must roll successfully against their STEEP to score a direct hit. Otherwise, the tongue of flame goes somewhere nearby the target area, missing by 1D3 feet, left or right, long or short.

Fumbleslip Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: Castings of this nasty little Eyebite make subjects lose their grip on whatever they happen to hold (or hold onto) at the moment of activation. If something is grasped with only one hand, the item will fall or the grip of the subject will be lost. If it is something which requires two hands, the Effect is the same. However, only a Special Success will force loss of grip with both hands. Employment of the dweomer on the feet rather than the hands of the subject is useful only if the walking or climbing surface is slippery or treacherous in some way. Exact results following a successful laying of this Eyebite must be decided by the GM.

Mal Omens Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: Beware the witchcræfter who spies upon the persona who is seeking some divinatory information or probing into the future. By means of this Cantrip, the Evil practitioner is able to seize upon any dark prediction or warning and use the *Mal Omens* dweomer to make its likelihood more probable! Casters are able to hold the Effect after its activation for as many CTs time as they possess points of STEEP. At the moment they choose, witchcræfters lay the Effect, and the subject individual then unknowingly has 1 Anti-Joss Factor awaiting the time when the predicted danger point approaches, and at the appropriate moment that ill-fortune will operate to bring disaster to the victim. (Gamemasters take note! Players, have your HP be wary around unknown fortune tellers and the like!)

Slamlock Eyebite:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 or more doors Special — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This dweomer affects as many normal doors, windows, shutters, and the like as the witchcræfter has in plain view at the time. The Effect slams each such opening closed, if a closure exists, and holds that closure fast as if locked from the other side, for as many BTs Time duration as the practitioner has STEEP points. The closure can be opened only by counter magick or physical breaking during the active period of the dweomer.

Sourwine Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 Special/STEEP — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This dweomer causes vinegarization and spoiling of taste of alcoholic potables such as ale, aqua vita, armagnac, beer, brandy, champagne, cognac, gin, liqueur, mead, oporto, ouzo, pernod, porter, rum, stout, tequila, vodka, whiskey, and wine. They are subject to the dweomer whenever contained in a drinking vessel or a storage container in view of the caster. The witchcræfter can lay the dweomer so as to obtain an immediate souring, one which occurs only after a sip is first taken, or when the liquid passes over the tongue and into the gullet. (This latter form is likely to cause minor stomach complaints and very upset drinkers!) If directed at a magickally enhanced beverage, the Casting will succeed only if a Special Success is rolled. Quantities affected are:

Type	*Quantity*
Ale, beer, etc.	1 gallon
Wines	1 quart
Low alcohol liquors	1 pint
High alcohol liquors	1 cup

Stirhatred Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 2 subjects Special — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting causes two individuals of opposed sort, especially ones who already dislike each other or are bigots and dislike classes represented by each other in some manner, to react in a hostile manner toward each other. Each will be encouraged by the dweomer to loudly defame and insult the other in general terms—i.e., insult by race, ethos, pantheon, deity, SEC, Vocation, etc., and not for anything truly specific to the individual or the individual's deeds. There is a base 20% probability that each subject will attack the other with some form of Physical combat after one ATs Time has passed. This chance is modified by the caster's STEEP, adding 1 percentage point for every 2 points of *Witchcræft* STEEP possessed. If the two chosen subjects actually fight, then a general brawl will ensue if the Effect is still active, the combatants falling along the lines of the insults delivered. Compare *Anger*, hereafter.

Trip Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: When directed at a moving subject of human or humanoid sort within range, this vile little Eyebite causes such individuals to misstep and trip over their own feet, or whatever might be the cause of such a misstep, and possibly fall down on the ground. If the footing is difficult, slippery, etc., the DR for successful Casting is one step easier. Note that tripping while proceeding down stairs, a steep incline, or near some dangerous place such as an open hole can result in considerable injury or even death (as will be determined by the gamemaster). A normal result will be the loss of all actions that CT and the next, actions including attacks during the period of recovery. If a Special Success is scored, the subject individual will drop anything held, breakableness or spilling must be considered, and the subject might be forced to recover whatever was dropped during one or more additional CTs after being able to stand. A Special Success will also indicate that the subject did fall and might take the target individual at least dangerously near to serious injury if that prospect exists, with a minimum 1D3 points of Physical damage resulting from the fall. Compare *Tumblefall*, below.

Witchspeak Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Charm's Effect engenders a powerful speaking voice that can be understood by any chosen subject. This allows the witchcræfter to shout out a single-word action command which the individual must obey. The Effect is instantaneous and remains active for one CT only. Thus, for example, subjects commanded to "Die!" would fall as if dead for one CT, then be quite alive and spring back to their feet on the following CT. Typical commands are: stop, turn, trip, stumble, slip, hop, skip, jump, flee, sleep, etc.

Casting Grade III

Anger Eyebite:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The malign result of this Eyebite is one which affects some number of subjects who are of aggressive, nervous, edgy, bigoted, ill-tempered, irascible, stupid, and/or hostile nature. The Effect causes the selected target(s) to becomes incensed at others around for some reason—their general nature (race, hair color, etc.), something said, some act, or just because they are there. A subject's inner anger comes boiling to the surface, and each individual so affected will assail whomever is generally disliked and/or nearby. Verbal abuse and physical attack will result. This is absolute unless such individuals are able to roll successfully against their Spiritual TRAIT, less the practitioner's *Witchcraeft* STEEP, at DR "Easy." Of course, truly belligerent and/or stupid subjects will not desire to resist the *Anger* urge at all.... Compare *Stirhatred*, above.

Blightcrop Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 square chain/STEEP — *R&D:* Nil
Distance: Sight to 1 rod/STEEP — *Other:* Nil

E/F/M: This destructive dweomer causes an area, perhaps an entire field, of like plants to wither and die. Note that only one sort of plant in a contiguous planting area will be affected—i.e., all oats, barley, turnips, etc., in the Effect Area indicated by the witchcraefter's ability. This Effect otherwise inflicts 6D3 points of withering Physical damage to any and all flora within a modified Casting's Area of Effect equal to one square rod per STEEP point—i.e., one-quarter the Area of single crop Effect.

Drunkhead Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Eyebite enables the caster to cause a single subject to become utterly intoxicated from only a small amount of alcohol consumed. The witchcraefter must catch the victim in the act of quaffing some alcoholic drink, and as the dweomer is cast, it will vastly increase the intoxicant's potency. Within 3D3 CTs Time, the subject's Mental TRAIT and Physical Neural CATEGORY—and all K/S Area abilities which rely on either of them—will be reduced by 30% each for the duration of the Casting Effect. Thus, any use of Reasoning or Memory, or form of Physical combat (and especially missile-based combat), will be quite difficult for the subject to perform properly. The victim's head will be befuddled and vision blurred. The Effect persists for as many BTs Time as the caster has STEEP in this K/S Area.

Gluttony Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEEP — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Casting affects one or more subjects of the same species in the Effect Area, causing them to become ravenously hungry. They will covet food, and if there are edibles within sight they will engage in a feeding frenzy—rapidly devouring all such stuff they are able to lay their hands on. Those affected will continue to eat until the Casting expires, or the food is gone. Note that if there isn't a large quantity of things to eat, the subjects will quarrel and bicker, all trying to get more than their share at the others' expense. Large quantities consumed means a sluggishness and sleepiness of the subjects. The result will be a penalty of +3 on Initiative and all other rolls for a period of 1D3 hours time! If huge quantities were consumed, there will be as well Physical damage of 1D3 points suffered by each subject.

If there is nothing left to consume and the dweomer is still active, the subjects will possibly attack one another physically, each blaming the others for the lack. Note that in animal subjects of carnivorous sort this could result in slaughter!

Hex Eyebite:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: By using this nasty dweomer, the witchcraefter is able to lay a dark influence in the subject in one of three ways. It can be an overall one, in which case the result of this Eyebite is that the victim must add +2 penalty to any and all dice rolls made for any reason. It can be an Effect which adds +4 penalty to one TRAIT and all associated K/S rolls, or it can be so activated as to affect only Initiative and Avoidance rolls with a +5 penalty. Only one *Hex* of this variety or of any minor sort can afflict the same individual at the same time, albeit certain dark influences can also be active coincidentally with this Casting and one another.

Lightsout Eyebite:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The *Lightsout* dweomer is another of the dirty little Eyebite ones. Its Effect snuffs all non-magickal flame lights (and fires) within the Area of Effect, and damps all magickal lights to mere dull glows for a period one BT per each of the witchcraefter's tens of STEEP.

Netherspeak Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: While this Effect is active, the witchcraefter is able to speak and understand any of the languages spoken commonly by the creatures and beings of the Lower Planes. Thus equipped, the practitioner can converse with Devils, Fiends, Demons and all the rest of the Evil and malign ones of those planes and spheres.

Poisondrink Cantrip:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 gallon/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip forms a nearly odorless and tasteless toxin within a liquid. The subject liquid must be contained and in no greater volume than is commensurate with the witchcraefter's STEEP. If the container holds more volume of liquid than the Area allows, the Casting's Effect is negated.

Any individuals consuming the affected drink will be subject to 3D6 points of Poison Physical damage for each pint of such liquid ingested. Note that onset of damage occurs in an increasingly long Time duration, according to the ability of the practitioner, as the greater delay increases chance of more subjects and more damage.

Reversed Pentagram Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 medallion — *R&D:* Nil
Distance: Touch and Special — *Other:* 1:1 Special

E/F/M: This Ritual Casting requires three days of performance, a 13 AT session performed daily, the first portion beginning on the dark of the moon. The witchcraefter must have a brass Miniature Pentacle, a Pentagram, so made that when hung from a cord or chain the point normally upright will point downwards instead. When the Ritual is complete, this *Reversed Pentagram* medallion must be worn whenever the practitioner desires to gain the benefit of its powers. To energize the medallion, the witchcraefter must invest Heka during the Ritual's performance. Each extra point so channelled goes into the strengthening of the *Reversed Pentagram*.

The device openly serves to indicate to the knowledgeable that the wearer is a witchcraefter, of course. All Evil spirits and creatures or beings from another plane or sphere will thus be cautious too, for they will be aware that the medallion has two abilities:

At the practitioner's command it will generate a temporary *Inclusive Pentacle* (q.v.) of 13-foot diameter, which area appears anywhere the caster desires, up to the persona's SMPow feet distant. This could well entrap an unwary spirit or PPM form, or even the PPM form of one from another plane and sphere than those of the Material, for the medallion's strength thus will equal 13 plus the extra Heka invested, which total must be exceeded by the Spiritual TRAIT of a subject inside its projected area or the subject cannot escape until freed or the projection fades after as many hours time as the practitioner's STEEP. Meanwhile, of course, neither the caster nor the medallion need remain nearby to maintain the trapping area.

The medallion can also generate a temporary *Exclusive Pentacle* (q.v.) of six-foot diameter, which area surrounds the witchcræfter. This protective Circle has a "door" for the release of Heka by the practitioner, and it keeps out spirits, Partial and Full Physical Manifestations, and Heka, with a Resistance strength equal to 13 and the caster's additional Heka investment at time of activation—i.e., the same amount as its Inclusive strength.

Note that no more extra Heka can be channelled into the *Reversed Pentagram* medallion than a the total of the witchcræfter's Spiritual TRAIT plus STEEP in this K/S Area, as possessed at the time of Ritual performance. If an included subject ever has superior Spiritual TRAIT and thus breaks free, or the Heka exclusion Strength of the device is ever brought to 0, the medallion is destroyed. The witchcræfter can never have more than one such medallion at the same time; a second casting of the Ritual while another device is active will simply fail.

Sicken Charm:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/T/M: This Charm allows the witchcræfter to inflict an individual with a disease of the following characteristics:

Contagiousness Rating (CON-R): 40
Incubation Period: 1 BT/STEEP points
Strength (STR): 40

Short Term Effects: The victim becomes covered with patches of gray, scaly rash, feels dizzy for 1D3 ATs, then suffers from delirium for 24 hours. In addition, the disease causes the subject to be dazed, and the subject incurs 1D6 points of Physical damage per day for the next three days. Thereafter the subject must succeed in a roll against P TRAIT, as adjusted for PD suffered, at DR "Hard." A Special Success negates 50% of the PD suffered, and any Success indicates the disease is gone. Failure means another day of Effect, and 1D6 more PD, with another roll to see if recovery occurs, and with Special Failure doubling PD suffered for the day.

Spoilfood Charm:

Time: Instantaneous & Special — *Other Heka Costs:*
Area: 1 cubic foot/10 STEEP — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* Nil

E/T/M: When activated, this Charm's Effect makes all food within the Casting's Area inedible. Vegetables, fruit, and berries turn into soft, stinking mush. Cereal grains become musty and rotted. Flour, bread, and baked goods are hard, evil-ridden and impossible to chew unless soaked for a long period in some liquid. Meat, fish, and poultry begin immediately to develop an unsavory odor, and within a few ATs time are putrid and noisome. Cheese is rotten and worm-filled or mite-ridden. Any other foods sprout patches of mold instantly.

Stun Animal Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 animal subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/T/M: The magickal Effect of this Eyebite is similar to a Physical *Combat, HTH, Non-Lethal*, attack upon the subject animal. The witchcræfter merely gazes at the subject, and 3D6 points, plus 1 additional point for each 10 STEEP of the practitioner, of Stunning damage is inflicted if the Casting is successful. The Hit Location modifier is thereafter determined to discover the final amount of PD inflicted (only 10% of which will be actually suffered as points removed from Physical TRAIT, remember). Note a Special Success guarantees a minimum PD of 18+1/10 STEEP points, times the Hit Location modifier.

Tumblefall Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/T/M: When directed at a moving subject of bipedal to quadrupedal sort within the Distance range indicated by the witchcræfter's ability, this dangerous Eyebite causes the victim to fall tumbling to the ground. If the footing is difficult, slippery, etc., the DR for successful Casting is one step easier. The subject will suffer 2D3 points of Physical damage from this Effect if the ground is hard or there are hard objects thereon. Whatever is held will be dropped, and it will require 1D3 CTs time for the subject to recover and be able to act normally again.

Note that falling while proceeding down stairs or a steep incline will double PD inflicted to 4D3, and a Hit Location modifier is then applied as well. Also, falling near some dangerous place such as an open hole might result in considerable injury or even death (as will be determined by the gamemaster) if a Special Success is obtained by the witchcræfter. Compare *Trip*, above.

Casting Grade IV

Avarice Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 subject/10 STEP — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/T/M: The subjects of this Casting's dweomer must be within a target Area of one-rod radius of one another when the Charm is activated. Each will be overcome instantly with desire for what is the valued property or treasure share of the others there present. Each will be likely to risk severe consequences to acquire what is coveted due to the *Avarice* Effect. This can include quarrelling with associates in a demand for more, theft by purloining, and/or engaging in combat—even with a more powerful foe! The recklessness of action depends on SMPow, for each subject must roll against that score at Difficulty Rating "Easy." A Special Success avoids the dweomer for that individual. Success indicates the individual will stop short of violence; failure means the subject will go to any length; and Special Failure indicates that Physical combat is a first resort!

Callstorm* Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/T/M: This Formula's activation creates a storm in the Area within 4D6 Action Turns time. This will be bad weather consisting of strong winds (5 mph/10 STEEP of the witchcræfter), rain and hail, thunder, and one random stroke of lightning each AT for the Time duration indicated. At the center of the storm—the nuclear area of one-half mile radius (eight furlongs diameter) surrounding the witchcræfter—the combination of wind, rain, and/or hailstones will cause 1D6 points of impact damage per AT to all within the Area who are unable to find shelter from the storm. All random lightning bolts will fall within the nuclear area. Sheltering under a tree brings a 1 in 4 chance of being struck by the random lightening bolt each AT. (Otherwise, there is only a 1% chance that the random strike will hit a particular group or individual.) A stroke of lightning will affect all within a one-rod radius of the target struck by it. Each creature or persona within the lightning's strike radius will suffer 4D6 points of Electrical Physical damage, doubled for being grounded or wearing metal armor, tripled for grounded *and* wearing metal armor. Note that the caster is immune to all effects of the magickally summoned storm, and will not even be wet by the precipitation falling.

*The Casting, *Callstorm*, can be augmented by one or more of the various others likewise marked by an asterisk—i.e., *Damaging Winds*, *Heavy Precipitation*, *Damaging Hail*, and *Bringlightnings*. Of course, if there is already a storm in progress, then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the witch/warlock uses *Callstorm* to so do.

Doublewitch Cantrip:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The *Doublewitch* Effect is a very insidious one. After completion of activation, the witchcræfter lays the dweomer as if Casting an Eyebite. Its initial Effect is exactly the same as the *Hex* Eyebite (q.v.), although it will always be the general +2 penalty applicable to all rolls. If this Hex is removed by any means, the *Doublewitch* Effect then comes into full play. Any dispelling of the Hex will affect only the surface dweomer mentioned. In exactly six ATs time thereafter, such seemingly unhexed subjects will be afflicted with a +3 penalty, while believing themselves completely free of Evil Influence.

Doze Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Eyebite enables the caster to put one subject to sleep instantly. When the Casting is activated, such subjects fall into a light sleep from which they can awaken only through the occurrence of loud noise or strong contact (such as rough shaking or physical blow), until the Time duration indicated expires. This state of slumber is, however, quite sufficient to allow the witch or warlock and/or an associate to pass quietly by, steal from the vicinity, or even slay the victim in one Critical Turn. The *Doze* dweomer will absolutely work thus unless a subject manages to successfully roll against his or her S TRAIT, adding the witchcræfter's STEEP to the resulting dice score, but always succeeding on a roll of 06 or under, prior to addition of STEEP.

Envy Eyebite:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Eyebite makes the subject resentfully aware of positions and/or privileges and possessions of those personas in the immediate vicinity at the time of Effect activation. Such subjects become immediately desirous of having all such perceived advantages stripped from those around them and conferred upon themselves. Thus individuals afflicted by this malicious dweomer will be extremely outspoken in their efforts to bring down those others, belittling them in order to build their own prestige, so as to show they instead deserve to be given the honors and status. They will mention all manner of mistakes, wrong-doings, and ill-spoken things said by those around them. Such subjects will attempt to gain any especially desired position or property they are envious of through duplicity or even (if the Casting is a Special Success) by attacking that other individual in an attempt to physically take the object.

Hexagain Spell:

Time: 1 day/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 furlong/STEEP — *Other:* Nil

E/F/M: When this Casting is employed, the witchcræfter is able to send a Hex over a great distance to plague a former subject now freed of a Hex or Influence placed by the practitioner. The Spell can also be used to assail one bearing a *Witchmark* (q.v.) made by the caster. Any minor sort of Influence or Hex can be visited upon the victim thus; most commonly a *Hex* Casting is employed, however.

Liespeaking Charm:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 foot diameter/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Charm's Effect enables the witchcræfter to lie with an ability commensurate with possession of the *Deception* K/S Area with a 40 STEEP, or else a temporary +40 to existing STEEP in that ability. Success means that others will be unable to detect the fact that any untruth has been spoken, save through Heka-enabled means of detecting lies. Subjects within the Area of the Casting's Effect will believe what the persona says to be the absolute truth each AT the witchcræfter succeeds in the *Deception* roll.

Lust Eyebite:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Eyebite enables the caster to affect a single target. Its dweomer is a minor Hex, as it remains to plague the subject forever. The subject will be overcome with a burning desire to possess the first useful or valuable item/thing seen or person encountered. In the latter case, the individual will typically desire the person for a mate, slave, servant, or henchman. The *Lust* Effect will thus cause the afflicted subject to purchase, borrow, steal, or otherwise gain by virtually any means the object of this unnatural desire. The subject will be permanently obsessive in this regard, and will guard the object just as obsessively thereafter if acquired.

Oilfire Spell:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The *Oilfire* Spell's activation creates an oliginous liquid which is aflame and cannot be extinguished with water. Each CT of such burning Effect generates one-cubic rod of smoke which obscures vision to 1D3 feet within its area. Contact with this substance will ignite instantly any flammable material. Physical damage inflicted from the stuff is 4D3 points of Continuing Fire per CT for the duration of the Casting, or until some means is found to put it out.

Poisonspit Charm:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: 1 foot/10 STEEP — *Other:* Nil

E/F/M: *Poisonspit* enables witchcræfters to expectorate a globule of venomous mucous from their mouths, aimed at any single target within the Distance range indicated by their ability. Actual hitting of the subject requires a successful roll against such a practitioner's STEEP in this K/S Area, however, at DR "Hard," possibly "Easy" if the subject is motionless and unprotected, maybe "Extreme" if the reverse. Anything which prevents spittle from contacting exposed flesh on the CT in question protects the subject from the Effect. A successful hit scores 4D3 points of Poison PD.

Rotwood Cantrip:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 square/cubic foot/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip's Effect is to cause wood to decay rapidly and crumble into dry bits. Where flat and relatively thin surfaces are concerned, the Effect Area is easily measured by square feet. Smaller subjects will be turned into heaps of powdery stuff thus, while larger ones will possibly retain their form and seeming soundness while being rotten and weak, ready to collapse at the pressure of use. (Careful visual examination will reveal a certain dry roughness and graying, but there is little else

to discover the *Rotwood's* dweomer in these cases.) Weapon hafts and shafts are destroyed by such touch, ruining the subject. Such structures as stairs, ladders, bridge planking, floors, and the like can be particularly dangerous if a witchcræfter has subjected such to such wicked ministrations as a trap for the unwary.

Talking Frog Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 small animal — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: By imbuing a frog, fish, bird, etc., with this dweomer, the witchcræfter usually just has some wicked fun by spreading confusion and bewilderment amongst all, and causing those of Good and benign nature to waste time, effort, and Heka thinking to correct wrongs. Under this Effect, the subject loses its fear of humanity and seeks out any human it can. The subject animal will speak and respond as if it had a Mental TRAIT ability, for the dweomer programs it thus: "Yes, I was once a prince," and so forth. Of course, any dispelling of the Effect simply leaves a frightened animal frantically struggling to escape—possibly attacking too—the threatening humans!

However, the practitioner can also employ such a subject animal to serve as a watching and warning device. The basic Effect will keep it in such place as the caster places it, and then it will speak a programmed message to any and all who come within its sight while the dweomer is active.

Any such animal will have an Aura and show a Heka radiance of darkness and Evil—as would one turned into a frog, for example, by a witch or warlock. In fact the subject will be generally indistinguishable from a witchcræfter's familiar or the practitioner in animal guise....

Witchbolt Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This dangerous Eyebite empowers the caster to attack a single target by sending a spark of Negative Heka energy leaping from the witchcræfter's eyes to unerringly impact the target subject. This bolt of Force inflicts 4D6 points of Impact Physical damage upon the victim. However, the caster is unable to see the following CT because of this Effect, so this dweomer is used with extreme care by witches and warlocks alike.

Casting Grade V

Badluck Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Performance of this dark Ritual requires no fewer than 13 Action Turns to complete. The Casting is then activated as the witch or warlock desires. Its Effect is a Special Failure which the witchcræfter lays upon the selected individual by touch anytime thereafter, up to as many days later as the practitioner spent ATs in performing the Ritual. This bad luck then applies to the subject's very next attempt at succeeding through dice rolling—i.e., any K/S use, Avoidance, negation of Effect, etc.

Damaging Winds* Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: In addition to dissipating instantly clouds, fogs, mist and other gaseous material at ground level, the incredibly powerful gusts of wind generated by this Casting have a base velocity of 40 mph, plus another five mph speed for each 10 STEEP points of the witchcræfter. General, widespread effects of such strong winds are:

Wind Speed	*Effect*	*Result*
40 mph	Moderate gale	Twigs breaking, walking half rate
45 mph	Fresh gale	Large loose objects blown around
50 mph	Strong gale	Tree limbs break, movement half normal
55 mph	Whole gale	Small trees uprooted, roofs torn
60 mph	Storm	People blown down/around
65 mph	Violent storm	Large trees uprooted, structural damage
75+ mph	Hurricane	Devastating effects on all in path

The exact property and Physical damage inflicted is up to the gamemaster, based on the locale, but 1D3 points Impact PD per CT exposure per 5 mph wind speed over 55 mph is a fair benchmark

*The Casting, *Damaging Winds*, can be augmented by one or more of these various others likewise marked by an asterisk—i.e., *Callstorm, Heavy Precipitation, Damaging Hail, and Bringlightnings*. Of course, if there is already a storm in progress, then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the witch/warlock uses *Damaging Winds* to so do.

Evil Eye Eyebite:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: Through this Casting's Effect, the ill-disposed witchcræfter inflicts a Minor Insanity or Counter-Quirk upon the victim. Exactly what form this Eyebite's major Hex takes is left to the player to propose and the GM to approve, remembering the relative value of this Casting, i.e., Grade V.

Alternately, this Eyebite can be a combination of any one or two Grade I and one or two Grade II Eyebite Castings, under 100 Heka points cost, laid visually as a single Effect. Again, the diversity of the dweomer is for the gamemaster to determine. (We sort of like a *Pang-Mumble-Trip*—there's a real Evil Eye!)

Fadeinks Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting causes to fade away into nothingness all normal and magickal Runes, Symbols, and other forms of writing done by placing a liquid substance such as ink onto a surface material which accepts the pigment or coloration. The amount erased by this Effect equals one document or group of symbols making up a unique and distinct work (such as a single Casting, an article, a set of directions, etc.), the full content of which cannot exceed one-page (of about one square foot surface area) per 10 *Witchcræft* STEEP points of the caster. This Charm is otherwise similar to the Dweomercræft Casting *Erase Runes* (q.v.).

Fainting Eyebite:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Eyebite's activation causes the selected individual to become lightheaded, weak, and unable to perform any physical activity for as many Critical Turns as the witchcræfter has tens of STEEP. In addition, there is a percentage chance equal to the caster's STEEP, less the subject's PNCap, that the victim will faint dead-away. In the latter case, the weakness Effect will persist for as many Battle Turns as the witchcræfter has tens of STEEP.

Heavy Precipitation* Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting generates a heavy, pounding rain, capable of damag-

ing plants and unsheltered creatures. About one-quarter inch of precipitation will fall each Action Turn. Flash floods and flooding can occur in the Area. This monsoon-like rain Effect is accompanied by strong wind gusts, and does 1D3 points of Impact damage per AT to all subjects not sheltered from it. The Effect does not touch, let alone harm, the witchcræfter, and that practitioner can terminate it at any moment so desired.

*The Casting, *Heavy Precipitation*, can be augmented by one or more of these various others likewise marked by an asterisk—i.e., *Damaging Winds, Callstorm, Damaging Hail*, and *Bringlightnings*. Of course, if there is already a storm in progress, then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the witch/warlock uses *Heavy Precipitation* to so do.

Hextrap Cantrip:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 Subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This maliciously prepared Casting gains the witchcræfter a double dark pleasure, for it enables such a practitioner to cast a *Hex* (q.v.) (just as if casting that Eyebite) to afflict the victim, with the added knowledge that whoever removes the *Hex* from the blighted subject will be saddled with its Effect, just as if the witchcræfter had newly laid the dweomer at that moment. Thus, an ill-starred duo of subject and Hex remover might keep this Casting's Time active for almost twice its normal duration. Note that this Casting can be employed with various other minor Hexes and Influences just as well, as long as no dweomer involved is higher than Grade III.

Jealousy Eyebite:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: This Eyebite enables the caster to affect a single target. Its dweomer is a minor Hex as it remains to plague the subject forever. Such subjects will be overcome with an intense suspicion that their valuable belongings and their position (office, title, status) are coveted by others, and they will so guard them with obsessive care. At the same time, they will be convinced that others have superior possessions and position, and so the subjects will show rivalry and hostility to both those with less than they have and those with more than they have. They will be permanently obsessive in regard to both sorts of people, and eventually everyone will become their imagined rivals and foes.

Thus, victims will protect their own with insane cautiousness or violence, while doing their best to get gain at other's expense. Subjects of this Effect will never really cooperate with or tell the truth to their associates.

Maggots Ritual:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 Subject — *R&D:* Nil
Distance: 1 furlong/STEEP — *Other:* Nil

E/F/M: Frequently employed by witchcræfters who are sitting around with nothing else to keep them amused, the *Maggots* Ritual requires but 13 ATs performance Time during any full moon. This Casting makes six fat, bloated white maggots appear suddenly on the flesh of the chosen subject. Each maggot will attempt to eat its way into the body of the victim. Thus each attacks immediately on the CT they arrive. Each has only a 6% chance (BAC 6) of piercing the skin. If one succeeds, Heka Effect inflicts 1D6 Physical damage from the bite and engenders 1D6 more maggots, too, each of which have an opportunity to bite the next CT. Any hard contact will kill as many maggots as are beneath the contacting surface, but if it is flesh, it will be subject to return biting before the maggots die, and there then might be more maggots generated. Immersion in water will work only if no new maggots are generated on during one CT. In any case, the subject will be so upset as to be unable to function normally for 1D10 hours after experiencing this Effect, and while recovering will have a penalty of +13 on all rolls against K/S of any TRAIT.

(Not likely to be seriously life-threatening, this Casting gives the practitioner as big a chuckle thinking about the results as does the *Evil Eye: Pang-Mumble-Trip* sequence when seen impacting elderly fat attorneys—no, never lawyers! How about kindly old grandmothers instead?)

Poisonbreath Spell:

Time: 1 CT/10 STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: This Spell's dweomer gives the witchcræfter truly bad breath. So bad, in fact, that any single subject into whose face it is blown will suffer 5D3 Poison PDI If there is a strong breeze blowing across or against the practitioner, then the caster must actually be virtually touching the subject to make this attack effective—i.e., a successful hit using *Combat, Hand-to-Hand* (either sort) must be scored by the witchcræfter. Subjects holding their breath and covering nose and mouth can't be harmed thus, but neither can such ones be doing anything else....

Prettylooks Formula:

Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This deceptive Casting makes the witchcræfter appear better looking, younger, clean-cut, fresh, sweet, pure, etc., as the individual situation demands. The Effect also increases the Attractiveness score of the caster by 2D3 points, up to a maximum of 20, for the Time duration indicated. As a side benefit, the dweomer makes the practitioner virtually unrecognizable to all save those who are intimately familiar with his or her looks, those persons having a 100% chance less the caster's STEEP, of recognizing such witchcræfters for who they are.

Rustmetal Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 metal subject Special — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Rustmetal* Spell's dweomer causes any single item made of non-magickal metal or not enchanted to begin a process of rapid oxidation or corrosion, rusting or corroding away to powder within five CTs. The total weight of the subject cannot exceed the witchcræfter's STEEP in pounds weight, however, or the Effect will be negated by the mass of the object. A Special Success will affect up to twice the normal weight otherwise possible for the caster.

Witching Hour Spell:

Time: 1 hour — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: At such time as the practitioner believes she or he will need that extra something, the witchcræfter usually turns to this Casting to provide it. The *Witching Hour's* Effect boosts the caster's STEEP by 6 points and gives that persona a bonus of –6 on *Witchcræft* K/S rolls for the Time it is active.

Casting Grade VI

Cackledfear Charm:

Time: Special — *Other Heka Costs:*
Area: 1 foot/STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The biting croak of the witchcræfter's cackling laugh under this

Effect causes all within the Casting's Area to suffer Spiritual damage, similar to the Spiritual combat attack to Demoralize. This Charm requires no Link, but does demand that the caster expend extra Heka. For each 10 points so channelled by the practitioner, 1 point of Spiritual damage is inflicted upon all those hearing the horrid laughter and within the Area. Furthermore, each subject not succeeding in a roll against SM CATEGORY at DR "Hard" will be afflicted with inner uneasiness which causes a +5 penalty of Initiative and all K/S Rolls for the next five CTs time. A Special Failure indicates that such subjects are also so afraid that they must flee at fastest rate of movement, running away from the witchcræfter for five CTs Time, with penalty applying thereafter for 15 more CTs.

Damaging Hail* Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting enables the persona to invoke a rapid and violent weather change in 3D3 ATs Time, immediately if a storm is already present. Its Effect is a strong, or worse, thunderstorm within the Area. The storm pounds initially those in its bounds with torrential rain, that quickly (within one BT) turns into hailstones of 1D3 inch diameter, capable of inflicting severe Physical damage upon any unsheltered creatures.

The damage from such pummelling equals 1D10 points of Stunning PD per CT of exposure. The hailstorm will last for up to one BT for every 10 points of the witchcræfter's STEEP, although it may be ended by the caster at any time, as desired. Naturally, the practitioner is not touched by the Effect.

*The Casting, *Damaging Hail*, can be augmented by one or more of these various others likewise marked by an asterisk—i.e., *Damaging Winds, Heavy Precipitation, Callstorm,* and *Bringlightnings.* Of course, if there is already a storm in progress, then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the witch/warlock uses *Damaging Hail* to so do.

Hidehut Formula:

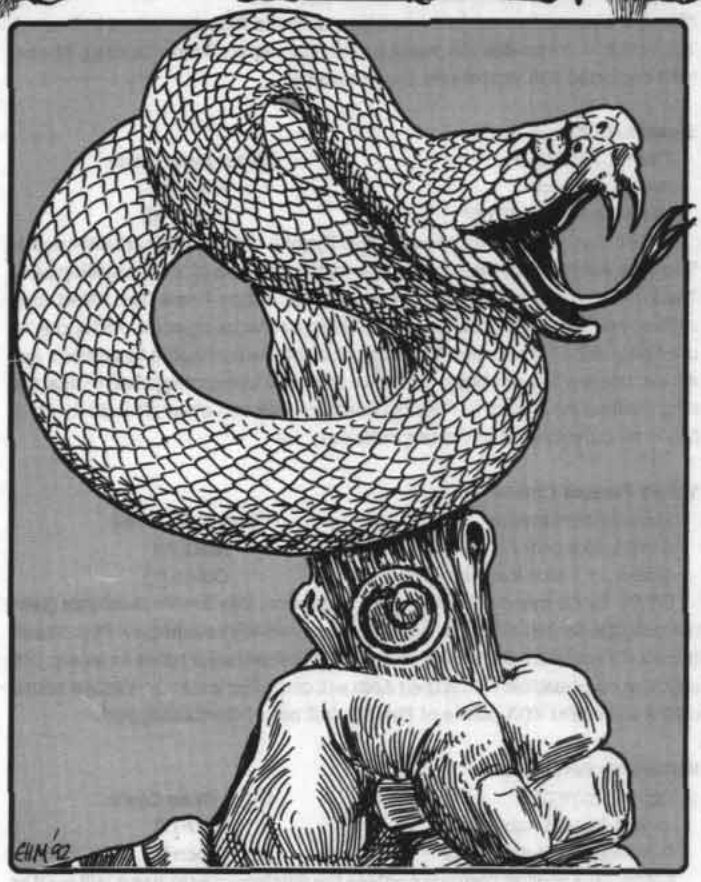
Time: 1 day/10 STEEP — *Other Heka Costs:*
Area: 1 cubic rod/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This formula allows witchcræfters to make their dwelling invisible to others. The Area possible is considerably greater than that of a mere hut, of course, for practitioners with ability tend to prefer somewhat more commodious and luxurious domicile. The dwelling place covered by this dweomer will appear as natural foliage, a hillock, a stone formation, a mound of garbage or offal, etc. In a city slum, for instance, it might seem an empty and abandoned ruin of a tumbled-down building. Even touching or entering the Area will not reveal its true nature. Only a Heka-powered dweomer to negate or dispel both illusion, and invisibility will serve to destroy the *Hidehut* Effect.

Nighthide Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: With this dweomer cloaking the witchcræfter, no normal sense will detect the presence or passage of the practitioner while the sun is gone and night rules the sky. This virtual complete invisibility makes the witchcræfter nearly silent and almost odorless. Very keen hearing and/or sense of smell, such as that of a cat and dog, for example, might reveal such casters' proximity if they pass within one-chain distance of an alert animal of this sort with keen visual or olfactory sense(s). Total Surprise is always possible for a witchcræfter undetected thus, although aggressive action will reveal the



practitioner's whereabouts. However, if such casters then cease such aggressive action, move rapidly into the dark, and refrain from attack of any kind, the Effect reasserts itself, and they are once again cloaked with this form of invisibility.

Poisonfare Charm:

Time: Special — *Other Heka Costs:*
Area: 1 food subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This evil Charm's Effect creates an almost tasteless, nearly odorless poison within a selected food subject. The subject cannot exceed the witchcræfter's tens of STEEP in pounds weight. Those ingesting any portion of the dweomered dish will to suffer Physical damage from the poison contained therein. The Poison PD inflicted is 6D3 points per AT, and it will last for one AT for every 10 points of STEEP possessed by the witchcræfter. The onset after Casting activation is delayed one CT for each 1 STEEP point of the practitioner. This gives the warlock or witch sufficient time to escape or do something so as to seem innocent of the heinous deed.

Seagale Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: By this dweomer's power, vengeful practitioners are able to send terrible storms to strike their foes. A witchcræfter must know the name of the individual desired to be afflicted so, and must also know details of the vessel that subject is upon and its approximate position—a one-mile error per point of STEEP is possible without destroying the

Effect. However, the subject must be within the Distance range indicated. The result is otherwise the same as the *Damaging Winds* Casting, above, with regard to the vessel and those aboard.

Slowdeath Eyebite:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The terrible Hex power of this Eyebite drains Physical TRAIT points from one subject, this loss occurring with the addition of incapacitating pain. There is a delay after activation of exactly six Action Turns. The Effect then strikes, and the victim falls down, suffering excruciating pains and agony as the first point of PD occurs. The subject is thereafter unable to perform any action, use any K/S or ability. Unless countered through magickal means, the target will suffer 1 point of Physical damage each and every AT until dead, or the Time duration or the Casting runs out.

Vomit Flames Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 foot wide/10 STEEP — *R&D:* Nil
Distance: 1 foot long/10 STEEP — *Other:* Nil

E/F/M: By no means charming to experience, this Spell's dweomer gives the practitioner the ability to belch forth a gout of Preternatural Fire. These flames do not harm the caster or anything that persona holds or wears, but anything combustible within their Area will catch fire instantly. Victims of this attack will suffer 7D3 points of Fire PD, but not of Continuing sort.

Waterscry Formula:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 known subject — *R&D:* Nil
Distance: 1 league/STEEP — *Other:* Nil

E/F/M: This scrying Formula enables the witchcræfter to use a still pool or vessel containing a volume of normal water as a medium for *Clairvoyance* and *Clairaudience* (qq.v.). If a Special Success is indicated, the Casting will also engender *Clairsentience* (q.v.), as well.

The scrying enabled allows such practitioners to experience a scene from which they are separated by walls or distance or both. Casters using this dweomer must roll for success based on the following table:

Target Area	Base DR
Familiar and less than 1 league distant	Easy
Familiar and less than 10 leagues distant	Moderate
Familiar and less than 100 leagues distant	Hard
Unfamiliar and less than 1 league distant, or familiar and more than 100 leagues distant	Difficult
Unfamiliar and less than 10 leagues distant	Very Difficult
Unfamiliar and less than 100 leagues distant	Extreme

Familiarity can be gained by Heka-based means, but many viewings over a period of time must be experienced by the practitioner in order to change status to "familiar."

Casting Grade VII

Breach Circle Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 magickal Circle — *R&D:* Nil
Distance: 1 yard — *Other:* Nil

E/F/M: By means of this Spell's dweomer, the practitioner attempts to break the power of a Physical Pentacle of Inclusive or Exclusive sort, a Pentagram, or any similar Physical magickal Circle of Temporary or Permanent nature. The TRAIT used by the creator of the Circle is matched against the Spiritual TRAIT of the witchcræfter in a K/S versus K/S struggle. A loss by the practitioner simply means that this dweomer's Heka was wasted, but a victory destroys the Circle forever and could otherwise prove sweet indeed....

Bringlightnings* Spell:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 furlong radius/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell generates as its Effect one or more bolts of magickal lightning, with each of which the witchcræfter can strike any creatures or beings within the Area which the practitioner can see via normal perception or otherwise (such as scrying). If a storm (natural or otherwise) is present, the witchcræfter can direct one bolt per Action Turn. If no storm is present, the sky will quickly darken with clouds during the initial AT after activation, and every third AT thereafter the caster can call down a lightning bolt from the sky. Each stroke of lightning will inflict 7D6 points of Electrical Physical damage upon all subjects within a one-rod radius of its central striking point. PD is doubled for being grounded or wearing metal armor, tripled for subjects both grounded *and* wearing metal armor. Note that the caster is immune to all effects of the magickally summoned lightning.

*The Casting, *Bringlightnings*, can be augmented by one or more of these various others likewise marked by an asterisk—i.e., *Damaging Winds, Heavy Precipitation, Damaging Hail,* and *Callstorm*. Of course, if there is already a storm in progress, then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the witch/warlock uses *Bringlightnings* to so do.

Inanimation Charm:

Time: 1 BT/STEEP — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this vile Charm enables the caster to halt all movement of magically animated creatures or Heka-propelled objects within the Area of his ability. The dweomer neutralizes the motive force of golems, animated corpses and skeletons, moving trees, and other controlled things of this sort. In addition non-magickal missiles or items subject to *Psychokinesis* and *Telekinesis* (qq.v.) are halted thus. So too are missiles or items of Mundane sort which are aimed and/or directed and impelled by Casting of Power.

Panicksteed Eyebite:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 animal/10 STEEP Special — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: Amongst the basest of the witchcræfters Casting is the *Panicksteed* one. This Eyebite enables the dark practitioner to cause mounts and other beasts of burden including asses, horses, and mules to rear suddenly so as to dismount riders or throw off loads. Animals noted above affected by the Casting have a base 70% chance of unseating riders, that chance reduced by *Riding* STEEP over 30 on a 1-for-1 basis. Riders thrown suffer 3D3 points of Impact PD, adjusted by a Hit Location modifier. The panicked animals then bolt and gallop off in fear, with or without rider or other load, running in terror in the opposite direction at their full movement rate for a period of 7D6 BTs. Note that hitched asses, horses, and mules, as well as camels, elephants, and oxen, merely do the latter, pulling or carrying what they must with them. While fleeing, no animals can be controlled by their rider, handler, or mahout unless a successful *Animal Handling* roll is made at DR "Difficult."

Ratpack Formula:

Time: 7 ATs — *Other Heka Costs:*
Area: 1 rod diameter per 10 STEEP — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This summoning Formula calls forth a horde of aggressive, disease-ridden rats, from whatever sewer, graveyard, midden, or underground warren of other sort they inhabit, to the witchcræfter's proximity. The rodents will attack any and all other personas within the Area or as far away as Distance range allows, at the practitioner's direction. There will be a number of rats in the pack equal to the caster's STEEP plus D%.

Only full armor of special Heka protection will avail against such a swarm of rodents attacking. On any given Critical Turn, each subject of attack (non-protected as noted and within reach of the rats) will be covered by 2D3 of these rodents and suffer 1D3 points of Piercing Physical damage thus. Each subject, regardless of total damage suffered, will also be infected with a disease whose Strength and Contagiousness will be discovered by rolling 5D10 for each factor seven hours after being bitten. If there are fewer than four rats available for any subject, that individual will suffer 1 point of PD. The attacks will continue as long as there are living rats to assail the subjects.

Each rat has a P TRAIT of 9 points, so damage of that amount or more delivered to one, kills it.

Scorpionsting Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/10 STEEP — *Other:* Nil

E/F/M: This Cantrip enables its casters to materialize as many scorpions as they have tens of *Witchcræft* STEEP, these arachnids appearing instantly all over the subject's body. Each scorpion will immediately begin to attempt to sting the subject. There is a base 35% chance per Critical Turn that a scorpion will succeed in injecting its venom thus. Each can sting and inject venom but one time. A hit by the sting of a scorpion causes 3D3 points of Poison Physical damage immediately, and another 3D3 in one BT. There is a 1% chance per point of Poison PD suffered that victims will be Dazed for as many hours time as they have suffered points of damage. Each fresh injection or onset requires another check for Dazing, or extends existing Dazing. All scorpions will remain and attempt stinging until succeeding, or they are removed by some means, or otherwise gotten rid of. (Scorpions can't swim, and if they are immersed in water will drown immediately without further attempt to sting.) A scorpion takes only PD point to kill, but that is difficult to inflict when one is on a victim....

Throwflames Charm:

Time: 1 CT/20 STEEP — *Other Heka Costs:*
Area: 1 subject/CT — *R&D:* Nil
Distance: 1 yard/STEEP — *Other:* Nil

E/F/M: This dweomer supplies the witchcræfter with a fiery missile, that substance appearing in the caster's hand each and every CT the Effect is active. The practitioner can hurl this flaming stuff as fast as an arrow is sped from a bow to strike any target chosen, that subject being of no more than about one cubic yard volume. The practitioner must succeed in a roll against STEEP in this K/S Area to strike the target and cause the missile to super-combust. That success then inflicts 13 points of Continuing Fire Physical damage upon the subject, the Effect lasting for six Critical Turns Time, regardless of the Time duration above, or until that individual (or area) is drenched with water or the Effect is otherwise negated or dispelled.

Toadstool Spell:

Time: Special — *Other Heka Costs:*
Area: 1 rod diameter Special — *R&D:* Nil
Distance: Special — *Other:* 100 Special

E/F/M: Through this dweomer, witchcræfters are able to draw or use their malign force with the aid of poisonous fungi.

If cast upon a bed of toxic fungi, the *Toadstool* Spell enables the practitioner to utilize these and subsequent growths for a Negative Heka Reservoir. An additional 100 points of Heka must be expended at activation of the Casting in order to magickally prepare the bed. On any given day, there will be 1D20 fungi there, and D% at night. Each fungus growth will yield 1 point of energy, the witchcræfter being able to draw forth such Heka from as far distant as one yard per STEEP point once during daytime and once after dark. If ever 91 or more points are drawn during a single day, however, the bed is destroyed. The practitioner must also watch out for any physical destruction of the bed of fungi, too, for if all the toadstools in the Area are destroyed at one time, the dweomer is ruined.

As a second form, the witchcræfter can lay this Effect upon an Area as far away as one mile per STEEP point possessed. The chosen site will then grow ugly, poisonous fungi in a typical ring. Whenever within the Distance range and desiring to spy on the *Toadstool's* locale, the practitioner can spend one AT concentrating on this Area, and all within one-chain radius will be seen as if by scrying. Furthermore, in *extremis*, if it is night and the witchcræfter is within the one mile per STEEP point Distance range mentioned, the persona can merely speak a single word, and be transported in one CT Time from wherever he or she stands at the moment into the center of the *Toadstool* ring, but so doing then destroys the dweomer and the fungi growing there, too.

Whichwitch Charm:

Time: 1 CT/STEEP — *Other Heka Costs:*
Area: 1 rod radius Special — *R&D:* Nil
Distance: Special — *Other:* 100 Special

E/F/M: Through this dweomer, the witchcræfter is displaced instantly 1D3 yards in a random direction, and at that same moment 2D3 illusion images of the caster appear in the Area noted. Each appears exactly as does the practitioner; each does, says, and acts as does the real witchcræfter. Negation by Physical damage is effective against any such image. Dispelling the Effect is difficult, for unless a truly potent Casting is used, only one image will be removed thus. Note that even after all images are gone, the practitioner remains displaced for the duration of Effect. This light distortion occurs despite the movement of the subject, so that on any given CT, viewers relying principally on visual senses will be uncertain of the subject's actual location, unless they have physical contact with the witchcræfter.

Any attempt at direct attack, including all *Combat* K/S forms, by an individual utilizing visual senses as a principal means of location, upon one under *Displacement* dweomer Effect, will fail to succeed automatically on the first attempt by a given attacker, and Special Failure chances are doubled. Subsequent attempts by the same attacker will always suffer a penalty of +7. Area attacks are not usually affected by this dweomer, unless the central subject happens to be one under Effect of this dweomer. In this case, as well as in such others as the GM determines warrant, the Difficulty Rating of the Casting's success chance will be harder by one or two steps. Compare the Priestcræft Casting, *Displacement*.

Casting Grade VIII

Blindness Cantrip:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 yard/STEEP — *Other:* Nil

E/F/M: The *Blindness* Cantrip enables the practitioner to magickally destroy vision, causing permanent sightlessness in the victim. Only magickal protections or Heka armor might prevent this terrible fate, unless the subject is of great Spiritual power. Upon activation of the Casting, the practitioner need only point at the chosen victim and that one is struck blind. A subject with a higher Spiritual TRAIT than the witchcræfter's STEEP total has the

positive difference as a percentage chance of negating the Effect, however, but no form of Avoidance is otherwise possible.

Breaklimb Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: When the witchcræfter activates this Spell, the subject immediately suffers a broken bone in an arm or leg, as the caster concentrates on one of the target's limbs and pantomimes a snapping motion with the hands. Only magickal or Heka protections might save the subject from this Effect. The victim suffers an immediate 8D6 of Physical damage, and the target limb is useless.

Evilspirit Spell:

Time: 1 night Special — *Other Heka Costs:*
Area: 1 Evil spirit — *R&D:* Nil
Distance: 1 mile/10 STEEP — *Other:* Nil

E/F/M: The Effect of this dread Casting summons a Non-Physical Manifestation of a Nether Planes creature or being to the presence of the witchcræfter, and enables the practitioner to command that one to do his bidding. From dusk to dawn, the spirit will follow the witch's or warlock's commands, pursuing and attacking enemies, etc. The exact sort and power of the summoned Evil creature or being are dependant upon the campaign, and the gamemaster will be left to determine details. In general, such NPM form is typically similar to a Haunt, and the information for that being should serve as a guideline for the GM. See the Mediumship *Haunt* Formula on page 233 of this book for Haunt statistics and description.

Frogform Spell:

Time: Instantaneous and Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The transforming power of this Spell's dweomer turns the subject, along with all worn and carried, into a frog or other small, harmless animal. An unwilling subject, aware of the danger and able to act to avoid being touched requires that the witchcræfter score a successful hit in *Combat, Hand-to-Hand* (either type) in order to activate this Effect and change the victim to a batrachian or similar form.

The subject will retain all TRAITS, memories, Knowledge/Skills, etc. Although the victim will be able to articulate speech if the animal form is capable, the Effect disallows any use of Castings or Powers. Essentially the victim is trapped within the form, and only the ability of speech offers any hope of being rescued. This transformation is permanent, and can be reversed only through magickal means, such as the *Frogprince* Casting (q.v.) detailed hereafter.

Haghaunt Formula:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 mile/STEEP — *Other:* Nil

E/F/M: This Formula enables witchcræfters to project their consciousness into another persona's dreams, in order to read surface thoughts (as in *Telepathy*) and at the same time torment the victim. A single Action Turn of this Effect will reveal the paramount concerns of the subject to the practitioner employing this foul Casting. The caster then inhabits the subject's subconscious mind during sleep, causing 4D3 points each of Mental and Spiritual damage, and preventing Heka recovery for the Time duration of the Casting, or until the subject is somehow roused from this tormented dream-state. If this occurs, the dweomer is negated, and the practitioner must recast it in order to return to *Haghaunt* the victim again. Note that while employing this Casting, the witchcræfter is unable to sleep, but is instead in a trance-like state similar to *Astral Projection* (q.v.). The practitioner's body is unguarded from Physical Harm spirit attack, so some protection is typically employed to prevent assault or possession.

Knifewound Eyebite:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP — *Other:* Nil

E/F/M: The Effect of this Eyebite causes a horrible wound to appear magickally on the subject's body as the persona had been sliced by a blade. The psychokinetic wound is equal to 8D6 points of Cutting Physical damage but no modifier for Hit Location is made, for such damage is always Non-Vital. The dweomer's harm is not prevented or mitigated by normal or even enchanted armor of any sort, although Castings such as Heka armor can provide protection.

Casting Grade IX

Evilbeast Spell:

Time: 1 AT/STEEP — *Other Heka Costs:*
Area: 1 Nether creature Special — *R&D:* Nil
Distance: 1 mile/10 STEEP — *Other:* Nil

E/F/M: This fearsome Casting summons an Evil creature from the Nether Planes to hunt down, attack, or harry the caster's opponents. The conjured Netherrealms creature will typically be a Beast or Brute, although it might be some other particularly disgusting and foul thing such as a Grue. Whatever answers is murderous, cruel, aggressive, ill-tempered, and unreasoning.

Although the gamemaster must decide on what will be brought to do the witchcræfter's bidding by this Casting, for each campaign is unique and offers various denizens of the Lower Planes thus, the following general statistics for a Pandemonium Beast are provided for a guideline:

Beast

Base Scheme (+/– 3D6/1D6):

M (Cunning): 60		**P:** 450, CL: 405		**S:** 100, EL: 80	
MR: 50	MM: 50	PM: 225	PN: 225	SM: 50	SP: 50
MRCap: 10	MMCap: 10	PMCap: 175	PNCap: 175	SMCap: 30	SPCap: 30
MRPow: 10	MMPow: 10	PMPow: 35	PNPow: 35	SMPow: 15	SPPow: 15
MRSpd: 10	MMSpd: 10	PMSpd: 15	PNSpd: 15	SMSpd: 5	SPSpd: 5

Beasts are from the Pandemonium Plane and Spheres and are called or summoned to service through Heka-application. Any of a score or more of species can be called to the witchcræfter's service, of course, for these creatures have little choice but to obey, as they lack true intelligence. All are hideous in aspect with Evil visages and bristled, scaled, mangy-furred, or shaggy haired bodies. No species appears as a normal Mundane animal, not even of the most vicious carnivorous sort, but Beasts rather present an image of mixed animal and/or reptile and/or insect, etc, form.

Beasts and other creatures of that ilk have Cunning rather than true Mental TRAIT, so they cannot be assailed Mentally and do not suffer Mental damage. Their Cunning otherwise serves as do Mental TRAIT, CATEGORIES, and ATTRIBUTES. Physically, all are much more powerful than most sorts of other Evil Supernatural creatures (Brutes and Grues excepted, of course), in that they typically have high Capacities which reflect their ability to withstand the punishment of Physical damage.

Basic Attack Chance for a given species of Beast varies between 30 and 45.

A Beast is armed with any number of natural weapons including the following in combinations of 2 to 6 available for attack in a CT:

Claws: 3 to 6D3 Cutting PD each attack

Fangs: 3 to 9D6 Piercing PD per attack

Horns: 3D6 Piercing PD per horn, or 6D6 if a single horn

Mandibles: 1 to 3D3 Piercing and 3 to 6 1D3 Cutting PD per attack

Pincers: 3 to 6D3 Cutting PD each attack

Proboscis: 3D6 Piercing PD followed by 6 1D3 Impact (blood and fluids being drawn out and consumed) PD each CT thereafter

Tail: 3 to 6D3 to 1D6 Blunt PD per attack

Talons: 3 to 6D6 Piercing PD each attack

Tentacle: 2D3 Cutting and 3D6 Blunt each attack

Tushes: 6D6 Cutting PD per attack

Tusks: 3D3 Impact and 6D3 Piercing PD per attack

All species have one to three minor to major Powers with Heka originating from their P TRAIT.

Beasts are Invulnerable to non-enchanted/non-Heka-based attack forms, disease, poison, fire, chemical, and cold of Preternatural or Supernatural sort, and are also immune to direct Negative Heka energy.

They are susceptible to iron, silver, and Positive Heka energy, each such substance or energy causing twice normal Physical damage.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	20	20	24	*	*	24	12
Super	15	15	18	*	*	18	9
Vital	10	10	12	*	*	12	6
Non	5	5	6	*	*	6	3
Average	12	12	15	*	*	15	7

*Invulnerable to fire; virtually Invulnerable to all chemicals but alkalines.

Frogprince Spell:

Time: Permanent or 1 hour/Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Although seldom cast in the dweomer which transforms enchanted human subjects from animal form back to their natural one, thus, for instance dispelling the Effect of a *Frogform* (q.v.) Casting, the *Frogprince* is typically laid in reverse fashion. That is, the witchcræfter employs this Spell's Effect to make a toad, mole, or the like appear as a human being!

The Effect can be so manipulated as to provide the animal subject thus changed with a semblance of Mental TRAIT and sometimes considerable Attractiveness. Usually, such subjects are "confused," have "lost their memory," "have just awakened from an enchanted sleep," have "just been returned to true form" and so forth. Most have a winning way, as it were, and considerable Charismatic effect. Befriending such a one can prove embarrassing indeed when the dweomer wears off.... Practitioners have been known to cause the subject animal to closely resemble a person known to the witchcræfter in order to cause greater trouble. The Time duration for the latter form of this Casting is one hour per STEEP point of the witch or warlock laying the Spell.

Ghostblight Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight or Perception — *Other:* Nil

E/F/M: *Ghostblight* is a Cantrip used by the witchcræfter to cause harm to spirits, Non-Physical Manifestations, and Partial Physical Manifestations. The practitioner need only see or perceive the subject, point a finger and speak a damning word, and the victim of this dweomer's power suffers a total of 9D6 Spiritual damage, or 3D6 Physical and 6D6 Spiritual damage if a PPM form.

Spiritforge Cantrip:

Time: 1 year/STEEP — *Other Heka Costs:*
Area: 1 spirit or NPM form — *R&D:* Nil
Distance: 1 foot/STEEP — *Other:* Nil

E/F/M: The purpose of the *Spiritforge* Cantrip is to force a spirit creature or being, or some other Non-Physical Manifestation, to bondage under the witchcræfter. The Effect inflicts Spiritual damage upon the chosen spirit, and at the same time forces it to engage in a struggle against the practitioner, pitting its now-reduced S TRAIT against the witch's or warlock's. After instantaneously suffering 1D3 points of Spiritual damage for every 10 points of STEEP possessed by the witchcræfter, the subject must then fight off the will of that one, as stated.

If the practitioner triumphs, the spirit or NPM creature or being must remain bound to and serve the witchcræfter for as many years as that persona has tens of STEEP. A Special Success (or Special Failure by the subject) enables the caster to send the subject forth to a Distance measured in miles. The NPM subject is fixed in that form until bondage is broken; if the subject defeats the practitioner, it can escape bondage. This is a dangerous Casting for the witchcræfter, too, for a Special Failure by that one (or a Special Success by the subject) leaves a Spiritual Link between practitioner and subject, and the spirit/NPM has the Initiative in such case.

Timeflies Spell:

Time: Instantaneous and Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch or 1 foot/STEEP Special — *Other:* Nil

E/F/M: The Effect of this truly awful dweomer is to age the subject one year for every hour of actual time that passes, for as many hours Time duration of Effect as the witchcræfter has STEEP points. Typically, the practitioner must touch the victim's exposed flesh, that touch usually requiring a successful hit in *Combat, Hand-to-Hand* in active contest situations. However, if the caster knows an actual or *Truename* of the subject, as well as some details of the victim's life, history, etc., the Spell can be sent to the Distance noted and still be effective. The aging is permanent and will not go away! If the aging Effect causes the subject to go beyond its natural viability age, then the subject dies, and there is no return to a younger age, no restorative possible.

Compare the Dweomercræft Casting, *Aging/Ageless*.

Triplespace Formula:

Time: 1 week/10 STEEP Special — *Other Heka Costs:*
Area: 1 object or thing — *R&D:* Nil
Distance: Touch — *Other:* Special

E/F/M: This Casting creates a space within a space. The Effect first causes an Extra-Dimensional (Seventh Dimension) "pocket" within a specified object, such as a pouch, bag, box, or other container. The size of the space considered is then determined by the amount of Heka which the witch expends, as follows: With no further Heka, the Casting will triple the effective space within a one cubic foot pouch or like container, allowing it to hold up to three cubic feet volume. For every 1 point of additional Heka spent in excess of the activation cost, the Casting will create an additional one cubic foot of space within the subject object. Note that if enough Heka is added, this Formula could possibly create room-sized spaces within a bag or chest or a cupboard in some building.

The *Triplespace* Effect will last for one week per 10 STEEP of the practitioner, as noted, though it can be extended if the witchcræfter states that this is the intent when the Casting is performed. For every 1 point of Heka expended in this regard, the duration will be increased by one week.

Specific Castings

As noted earlier, most practitioners use tried and true Archetypical or Tutelary Castings that have been honed to the greatest effectiveness for the least expenditure of Heka. But many individuals prefer to experiment and devise new Castings of their own. In the **Mythus** game, such Castings are called *Specific* Castings. This chapter details how to create and use Specific Castings.

RESEARCH EQUIPMENT

It is assumed here that the persona creating a Specific Casting has a library of research material and the laboratory equipment necessary to prepare the whole of the Specific Casting's components. The gamemaster will decide whether or not this is the actual case. The persona creating a Specific Casting must spend 1D3 (not necessarily consecutive) weeks of game time doing nothing other than work to devise the basis for the desired Casting. Then the actual work of refining and recording it will require 1D3 days per Grade of the Casting.

DESIGN LOGIC

It is usually erroneous to employ "scientific" thinking to determine anything connected to the creation of Castings. Instead, one must use the Laws of Magick, must reason from *effect* to *cause*, and must forget all the theories and laws which seem to apply here on Earth. Return to them only as a last resort, instead following this path in the course of determining what is entailed in a Specific Casting: (1) the Magickal Operation desired, (2) then reason and logic based on the foregoing, and (3) only as a last resort, scientific thinking.

By examining the various tables hereafter, you will see that there are few knowns and a lot of variable generalities. It isn't easy to figure out just what goes into the makeup of a Casting. Take the example of the *General Consideration*, Change of Nature. This Consideration covers much ground, so to speak. Using it, one could make a sword go from dull to sharp, battered to like new, bent to straight.

These are but Minor Reversals which each cost only 5 points of Heka. Making a broken sword whole, or a bronze one steel, are Moderate Reversals (broken-whole, soft metal-hard metal—or possibly strong-weak) each costing 15 points. These examples are given now so that as you examine the tables you will have a better understanding of the thinking and principles behind the whole of this section. Considerations are broad, and in total they cover all things which can be done with a Specific Casting.

HEKA COST

While the Laws of Magick (and the Canons of Religion) are fixed, the Heka cost for a Specific Casting is far less certain. That is, the fact that Heka must be expended is plain, but the unique nature of the amount of Heka required for a given Specific Casting is not immediately determinable. A computation of the costs for each and every one of its factors must be made before a final determination of the actual amount of energy required is possible.

Law or Canon Base

Law: Laws are applied to Castings of all sorts except those of *Priestcræft* (see below). The Heka cost is applied as the basis of creation of any Casting, the Law of Magick being found by the overall operation of the Casting.

Highest Law of Magick Employed	*Heka Cost*
Law of Sympathy	5
Law of Antipathy	10
Law of Ritual	15
Law of Change	20
Law of Emanation	25
Law of Conduction	30
Law of Obstruction	35

Canon: This cost is applicable only to Castings utilizing *Priestcræft*. Only Full Practitioners of *Priestcræft-Religion* (with Vow operative, of course) can actually devise a Specific Casting and utilize the Canons. It must be akin to their particular ethos. Furthermore, they must have the ability to employ the Grade of Casting equal to the Canon required to enact the basic Casting. That said, it is a far easier matter to apply a Canon Heka cost to a Casting. The workings and end result of the Casting are compared to existing Tutelary Castings to determine the acceptability and Grade, for Grade is equal to the nine ranks of Canons shown. The basic cost of the Casting is then noted.

Highest Canon of Religion Employed	*Heka Cost*
I. Canon of the Initiational	20
II. Canon of the Consecrational	35
III. Canon of the Sacrosactional	50
IV. Canon of the Numinous	75
V. Canon of the Darker Mysteries	100
VI. Canon of the Radiant Mysteries	150
VII. Canon of the Transcendent Mysteries	200
VIII. Canon of the Supernal Mysteries	250
IX. Canon of the Hieratic Circle	300

Plane or Sphere Consideration

After finding the Law (or Canon) applicable, the plane or sphere from which at least part of the Heka will be drawn from must be determined (except in the case of a Casting to be made via Priestcræft). As a guide, find the plane/sphere connected with a similar Casting's Effect/Force/Material list. The amount of Heka is then added to that for Law (or Canon).

Note that to draw from the Supernatural Planes/Spheres an "entry" cost of 20 must be paid, and this is in addition to the cost for the specific plane/sphere actually drawn from. The same is true with respect to the Entital, but the "entry" cost is 100 Heka points. Where more than one plane/sphere is drawn from, only one is considered, that one being the higher, if applicable, but "entry" cost must be paid for the second and following. Thus, to draw from the Supernatural (Pandemonic) and the Entital (Abyssal) costs 20 (entry to Supernatural) plus 100 (entry to Entital) plus 250 (Abyssal draw).

Plane or Sphere Drawn From	*Heka Cost*
Mundane	1
Material	2
Preternatural Plane	5 (entry), *plus:*
Elemental Air/Fire/Water/Earth	*5*
Shadow or Negative	*10*
Positive or Æthereal	*15*
Supernatural Plane	20 (entry), *plus:*
Nether	*30*
Empyreal	*40*
Pandemonic	*50*
Concordelysian (Supernal)	*60*
Entropical	*70*
Celestial	*80*
Entital Plane	100 (entry) *plus:*
Temporal	*150*
Panprobable	*200*
Abyssal	*250*
Astral	*300*

General Considerations

When Law (or Canon) and Plane/Sphere Heka costs have been determined and noted, the Specific Casting's creator must then check the General Considerations below and apply each and every factor deemed pertinent to the Casting being created. This will add many small amounts of Heka to the basic cost, but it is necessary to enable the Casting to function as desired. Any factor overlooked might cause the whole Casting to fail! GMs must take note that all of the following factors are general in nature and subject to their interpretation and judgment. However, once a case has been adjudicated in a certain fashion, all similar to it must be governed by the prior standard.

Effect/Force/Material Result(s)	*Heka Cost*
Basic to subject's nature	1
Uncertain, unknown quantity, not alien	3
Against subject's nature	5
Beyond subject's nature	10

Size/Weight Change, Each	*Heka Cost*
Smaller/lighter up to 50%	1
Larger/heavier up to 25%	2
Smaller/lighter up to 75%	3
Larger/heavier up to 100%	4
Smaller/lighter beyond 75%	5
Larger/heavier beyond 100%	6

Adding To/Subtracting From Subject's Composition	*Heka Cost*
Like to/from like	1
Vegetable-animal	2
Vegetable-mineral	3
Animal-mineral	4
Spirit-animal	5
Spirit-vegetable	6
Spirit-mineral	7

*Form of Subject Before & After Casting, Each**	*Heka Cost*
Natural single substance (stick, bone, stone, etc.)	1
Natural but worked single substance (leather, iron, etc.)	2
Natural, worked, and combined substances**	3
Prepared, multi-component substances of any other sort	4

*If end result is different from beginning subject.
**Alloyed metals, a wooden chest with iron hinges and lock, wool clothing with bone buttons, etc.

*Type of Subject Before & After Casting, Each**	*Heka Cost*
Non-living, never sentient	1
Non-living, once sentient	2
Living, non-sentient	4
Living (or undead/unalive), sentient	8

*If end result is different from beginning subject.

*Augmentation or Reduction of Nature Consideration**	*Heka Cost*
Minor change/existing factor only	5
Moderate change/added minor factor	10
Major change/added moderate-major factor	20

*Excludes size and weight factors.

Change Of Nature Consideration	*Heka Cost*
Minor reversal (dull-shining, cool-warm, etc)	5
Minor thought/emotion reversal (calm-nervous, alert-careless, angry-enraged, hungry-famished, etc.)	10
Moderate reversal (cold-hot, weak-strong, etc.)	15
Moderate thought/emotion reversal (calm-nervous, etc.)	20
Major reversal (dispersed-gathered, detectable-undetectable, hidden-plainly discernable, etc.)	25
Total reversal (non-corporeal-material, negative-positive, etc.)	30

Life Form Consideration	*Heka Cost*
Vegetable, non-living (bark, wood, rope, etc.)	1
Vegetable, living but non-sentient	2
Animal, non-living (leather, horn, ivory, wool, hair, etc.)	3
Any combination of the above	4
Animal, non-intelligent and unaware (amoeba, worm, clam, etc.)	5
Animal, non-intelligent but basically aware (fish, reptiles,most birds, etc.)	6
Semi-intelligent vegetable, animal of average animal intellect (bat, bull, cat, crow, dog, horse, etc.)	8
Intelligent vegetable, semi-intelligent animal (ape, dolphin, pig, raccoon, etc.), or willing subject of the same belief/cause/ethical perspective/nature as Caster	10
Intelligent (and in human norm range) animal life form of willing sort	15
Intelligent (and in human norm range) other animal life form	20
Other animal/Elementary spirit life form	25

*If end result is different from beginning subject.

Organism Control Action Consideration	Heka Cost
Natural inclination action	2
Forced reflexive action/twitch	4
Forced movement of extremities/appendages[a]	6
Forced partial immobility/slowed responses	8
Forced mobility/disjointed, slow responses	10
Forced immobility/paralysis[b]	15
Forced normal mobility/quickened actions	20
Total autonomic nervous system control/repression	30
Decay/disintegration[c]	40

[a]Or vague, general direction of the subject.
[b]Or minimal direction and obedience of the subject.
[c]Or direction and obedience of the subject.

Passive/Active Modifier

There are three considerations for applying this, the next to last modifier in computing the Base Heka Cost of a Specific Casting. In some cases there might be a reduction in the final Heka cost, due to Passive/Active consideration, others may have no change at all, and some will have additional Heka cost added. The list below shows usages and costs, with full explanations following.

Passive/Active Usage	Heka Cost
Detection or passive defense only	–10
Warning, alarms, or similar field	–5
Dispelling Heka or its result, directly affecting something in a non-harmful manner, etc.	0
Active use of major sort to create or bring to the area something substantial	+5
Any Casting which holds implicit or delivers damage	+10

Passive Castings bring nothing discernable into being. This sort of Heka is always of such nature as to be defensive, protective, observational, warning, or predictive use. Heka used to alert one of impending trouble or of something not otherwise detectable is obviously Passive. Castings which absorb, reflect, dispel, or turn away Mental, Physical, Spiritual or Heka-based threats are likewise of Passive sort. Learning information may be of a lesser Passive sort.

Intermediate Castings fall between the Passive areas described above and the direct and usually aggressive Active ones (see below). In general the following sorts of Castings fall into this Intermediate area: cures, healing, divinations, minor physical changes in self.

Active Castings are those which have a Mental, Physical, or Spiritual effect (typically of damaging, disorienting, disabling, or controlling nature), do something actively threatening and harmful, and/or create or bring to the area something which is active and threatening/harmful in nature. Damage inflicted always means an Active Casting. Something brought to the area or created by the Casting is usually indicative of Active Heka, unless the object is defensive, common, small, and of little substance or non-material. However, if the subject of the Casting is non-living, static, and not intrinsically harmful (a wall, ladder, leg of mutton, pair of boots, etc.) then it will fall into the lesser portion of the Active category.

Examples: To place a shield of Heka against something is purely Passive and gains a modification of –10 Heka points in its creation cost.

A Casting which triggers an alarm, if a spirit or physical thing enters an area, is of lesser Passive sort and has a –5 Heka points modification.

To enable oneself or another to have better sensory input is of Intermediate nature. A Casting to shield against an attacker's Heka, warn the caster if one is nearby, and outline the enemy with a faint glow for a brief time is of Intermediate nature.

The same Casting with a bright light haloing the the opponent would fall into the lesser portion of the Active and add 5 Heka points to the cost.

Again, the same Casting which then proceeded to slow the movement/attack capacity of the opponent would be most Active and have a +10 points of Heka added to its base cost.

Casting Form Consideration

The amount of time it takes to activate a Casting is known as its Form. There are five Forms of Casting, each having a different period of time for activation; the beginning of the Casting and the actuality of its Effect/Force/Material to transpire. Multi-function Castings will always take more time, but some single function Castings might also be such that they take longer to activate. Consult your gamemaster if in doubt. The five Forms and their Heka costs are as follows.

Casting Form	Time to Activate	Heka Cost
Charm	1 Critical Turn	30*
Cantrip	5 Critical Turns	15
Spell	1 Battle Turn	8
Casting	5 Battle Turns	2
Ritual	1+ Action Turns	–4**

*60 if the Casting is Eyebiting
**For each AT of the uninterrupted Ritual Casting, the total cost is reduced by 4 points of Heka, so a one-hour Ritual would bring a 40 point reduction in the Casting's Heka cost.

Activation Cost Energy (ACE)

When Law (or Canon), Plane/Sphere, all Other Considerations and Passive/Active Modifiers are added together, the Base Heka Cost of the Specific Casting has been determined. As with all Castings, however, additional Heka must be included to power the whole, to *Activate* it. This is called the Activation Cost Energy (ACE). To "ACE" the Casting means you are putting energy into it to make it go, so to speak. There are three parts to ACE, and they too have an easily remembered abbreviation. The first consideration is that of the duration which the Casting requires to act and/or will remain active. This is called Casting *Time*. The second part of Activation Cost concerns the volume of material or size of space to be affected by the Casting. This is called Casting *Area*. Last, but by no means least, is the component of ACE which deals with the range over which the Casting must travel to the Area it is to affect. This is called Casting *Distance*. The three together are the "TAD."

Time (T) of Casting Duration (Including Delay Before Activation)	*Heka Cost*
Less than 1 CT	1
1-9 CTs	2
1-9 BTs	4
1-9 ATs	8
1-9 hours	15
1-9 days	50
1-9 weeks	100
1-9 months	200
1-9 years	500
1-9 decades	1,000
1-9 centuries	2,500
1-9 millennia	5,000

*Because Specific Castings are not absolutely fixed in nature, the actual duration of Casting activity is uncertain unless it is of instantaneous nature. In all other cases, the exact Time for any one is found at the moment of Casting by the one so doing. The creator should state the Time desired for the Casting, and then 1D10 is rolled. Under normal condition, the result is the number rolled, and a 0 (zero) is the number desired by the Caster. Under other (stressed) conditions, however, it means something else—*failure* of the Casting. Such failure is in addition to any other possible chances of failure of a Casting. Other than 0, the number rolled is always the percentage, in tens, of Actual Time the Casting is Active—i.e., 9 = 90%, 8 = 80% etc.

Area (A) Which Casting Will Affect	*Heka Cost*
About 1 cubic inch	1
About 1 cubic foot	2
About 1 cubic yard	4
About 1 cubic rod (16.5')	8
About 1 cubic chain (66')	15
About 1 cubic furlong (660')	30
About 1 cubic mile (5,280')	60
About 1 cubic league (15,840')	125

Distance (D) Casting Must Travel To Area	*Heka Cost*
Less than 1 inch/to 1 furlong if indirect	1
Less than 1 foot/to 1 mile if indirect	2
Less than 1 yard/to 1 league if indirect	4
Less than 1 rod/to 6.7 miles if indirect	8
Less than 1 chain/to 40 miles if indirect	15
Less than 1 furlong/to 667 miles if indirect	30
Less than 1 mile/to 24,000 miles if indirect	60
Less than 1 league/beyond 24,000 miles if indirect	125

All Castings have a TAD consideration, but only Specific ones require computation of Heka energy costs, save for those Archetypical ones which have a variable allowing some change in one or another of the three factors.

Note that ACE can be either fixed or variable. Fixed gives a "discount" in Heka cost when the Casting is activated, while unfixed allows more tailored application of the Casting at the time it is used. The same is true of the Heka to be added to the Casting, if any, for the purpose of overcoming Resistance in a target and to inflict damage (of Mental, Physical, or Spiritual sort). Inclusion of a "compartment" which will contain a fixed amount of one or the other, or both, means a reduction in the cost of Heka at the time of Casting, while having variable means you have to pay on a 1 for 1 basis, but you can put in as little or as much as you like or are able. See the Fixed vs. Variable Costs example below.

Resistance Factor Component

Don't forget that some subjects have a Resistance to Heka, whether natural resistance or that created by (counter) Heka. Any time a sentient creature is to be affected directly by the Heka itself (not merely indirect or direct damage), the Resistance of the Physical, Mental, or Spiritual TRAIT (as applicable) of the subject must be overcome. The Archetypical Resistance Heka Additions table in Chapter 6 of this book details these costs.

Note that as with ACE, Resistance Factor can be either fixed or variable. See the Fixed vs. Variable Costs example below.

Damage Factor Component

The final consideration for a Specific (or any other sort of) Casting is the Damage Factor Component. This will take affect only after Heka armor (Resistance) has been taken care of in some way. No matter what sort of damage is the end result—Acid, Cold, Electrical, Fire, etc.—the cost is the same: 1 point of Heka per point of damage of any sort—Mental, Physical, or Spiritual.

Area effect Castings always utilize an Exposure Roll (see Chapter 12 of the **Mythus** book). Therefore, Specific or other Castings with Area Damage affect must have a Damage Factor Component which is divisible by 6, i.e., a multiple of 6—6, 12, 18, 24, 30, 36, etc. Simply compute the number of points of damage you think you need or can afford, then go to the nearest multiple of six. Here's an example:

A Netherhound is plaguing you, so you determine to end its career by blasting it to its intrinsic *tau* with a specially designed Specific Casting you have named *Wordenkainen's Total Fissionfield*. The Casting affects an area of one cubic chain (66' per side) which is necessary because of the capabilities of the Netherhound in movement and dodging. The horrid Beast can certainly withstand some 600 PD points before disintegrating into its basic elements, and even your HP can't afford to expend enough Heka to be absolutely sure to blast the Netherhound. After all, an Exposure Roll might come up 1, and that would mean you'd need at least 600 points of Heka per pip—3,600 points of Damage Factor Component Heka! You settle for 1,200 total (after what your HP has spent to power up the Casting and negate resistance, that's about the limit of his resources, short of dragging an array of Heka Reservoirs with him). Then your HP expends as many Joss Factors as he can to make sure the roll is as favorable as possible, for a Beast of this sort won't have much, if any, Anti-Joss to use. You decide 6 will do the trick. The Exposure Roll is a 1, but your JFs crank it up to 6 plus, so the Netherhound will take all 1,200 points of PD (good riddance, damned thing!) *unless* it has Anti-Joss of 5 or more to use to save its foul hide. Four AJFs would reduce your HP's 6 JF to 2, but that's still enough to raise the Exposure Roll of

1 to a 3 (two pips, one per JF), and deliver 600 FD points. Looks like the ol' Specific Casting paid off in this case.

Note again that such a Specific Casting could be designed with a fixed Heka cost for damage, as explained in the section that follows.

Fixed vs. Variable Costs

As explained earlier, Specific Castings can be designed with either fixed or variable ACE, Resistance consideration, and/or damage component.

For example, imagine that a Specific Casting is created, and its creator wants it to last for 1 to 9 hours time at 15 points of Heka, cover an Area of 1 cubic chain (66' per side) also at a cost of 15 Heka points, and have a Casting range of less than 1 furlong (660') at a Heka cost of 30 points. That's an Activation Cost Energy (ACE) total of 60. If the designer fits it into the Casting as a fixed quantity, then that total is reduced by 25%—i.e., 15 Heka points savings. However, the Specific Casting would then always have a fixed Time, Area, and Distance, and these could not be varied.

To continue, if the Casting had a fixed Resistance consideration of 60 and a damage component fixed at 60, then the actual Heka needed for powering them at the time of Casting would be 120 (60+60) x 0.75 (for the 25% reduction), or 90 points of Heka. Once again, though, that much Heka would always have to be expended when the Casting was activated, and neither less nor more could be taken from or added to it.

FINAL ANALYSIS

When the computation of the total Heka cost of a Specific Casting has been finished, the gamemaster must compare the resulting effects to standard Castings to find out if all is done properly.

The Specific Casting should be about three times (or more) as expensive to use as is an Archetypical or Tutelary one. If the Heka cost is the same or under twice the standard, then some Considerations have probably been overlooked. If it is too much more expensive, then some considerations are unnecessary. The process of arriving at the cost is a difficult and trying one, admittedly, but so too would be the work of actually devising and completing one's own Specific Casting.

ADDITIONAL TIME REQUIRED TO CREATE A SPECIFIC CASTING

Given the rules above, gamemasters can allow Specific Casting creation without adding any additional penalties. Whenever this process becomes tiresome, though, employ the following rule:

For each 10 points of Heka required by a Specific Casting, excluding Activation Cost Energy and the Resistance and Damage Component points, the persona must spend 1D3 full days of game time doing nothing other than such work, and the entire time must be uninterrupted, or the persona will have to begin again at the start. To this number of days add the standard 1D3 weeks time for creating a Specific Casting.

DOCUMENTATION

The actual process of developing the Specific Casting requires that the player write a full and carefully worded description of what the Casting to be developed will do. The form used herein should be followed. Each important function of the Casting is then separately stated. To each and every such function the various Considerations of Specific Casting costs are then applied. A revision of the Casting's description and functions might have to be made, but eventually it will be fixed, a cost in Heka points established, and then that Specific Casting becomes the property of the persona and a part of the campaign milieu, i.e. the GM keeps a copy of it in the campaign files, and the persona is entitled to use the Casting as designed.

ON-THE-SPOT CREATION (OPTIONAL)

Whether or not personas will be allowed to create new Specific Castings "on the spot" is strictly up to the gamemaster to decide upon, for the ability to "whip-up" a needed Charm, Spell, or whatever on the spur of the moment depends very much upon the campaign milieu—i.e., the GM's approach to magick. If magick is viewed as formal and rigid in the GM's particular campaign, then this is an option which will seldom be allowed—in fact, about the only possible place for it would be a Spellsongs Specific Casting. If the GM's view is less strict and towards the free-wheeling, then this option should find a lot of use.

To make a Casting "on the fly," rather than using all of the Considerations given, the creator simply finds the nearest applicable Archetypical (or Tutelary) Casting in an Area *in which he or she has ability*, notes the Base Heka Cost, and then pays *triple* that amount for the Specific Casting—adding whatever other Heka points are necessary, of course, for Activation—Time, Area, Distance (TAD)—and Resistance and Damage (R&D) Component, if not already included in the Casting.

A brief outline of the Functions of the "on-the-spot" (which we will henceforth call "OTS") Specific Casting must be made by the concerned player, so whatever is noted thereon can be used by the gamemaster for adjudication of the matter. Then, the player rolls the dice for the persona, making a K/S check against STEEP in the applicable Area—i.e., that K/S Area from which the comparative Casting was drawn. The Base Difficulty Rating is "Hard." Adjust the DR upwards if the comparative Casting (and the Specific one) is (are) of a lower Grade than the persona is capable of using. Make the DR more difficult if the Grade is determined to be higher than the persona's possible level.

Here's an example: Whisperill the Black Mage has a *Dweomercræft* STEEP of 51, and he decides to use an "OTS" Specific Casting which turns out to be a Grade VI Casting. Thus, his normal chance of 51% success (DR "Hard") drops to 25% (DR "Difficult"). Special Success will mean that the Casting either works at one-half the expected Heka cost or else it has double effect. (The GM might allow the HP to include it as a "known" Specific Casting as well.) Failure means nothing happens, and the Heka is wasted. A Special Failure will cause the Casting to have the opposite of the desired effect, strike the one activating it instead, etc.

Sample Worksheet for Creating Specific Castings

Name of Casting: _____

LAW BASE + = _____

PLANE OR SPHERE = _____
(or)
(CANON BASE only) (= _____)

EFFECT/FORCE/MATERIAL Result(s) Consideration = _____
Size/Weight Change, Each = _____ / _____
Size / Weight

Adding to/Subtracting From Subject's Composition = _____
Form of Subject Before and After Casting, Each
= _____ / _____
Before / After

Type of Subject Before and After Casting, Each
= _____ / _____
Before / After

Augmentation or Reduction of Nature Consideration = _____
Change of Nature Consideration = _____
Life Form Consideration = _____
Organism Control Action Consideration = _____
Casting Form Consideration = _____
Passive/Active Modifier = _____

ACTIVATION COST ENERGY*

Time: = _____ × 0.75 = _____

Area: = _____ × 0.75 = _____

Distance: = _____ × 0.75 = _____

Resistance (Intrinsic Built-In)* = _____ × 0.75 = _____

Damage (Standard Built-In)* = _____ × 0.75 = _____

*If included, pay only 75% of actual Heka upon Casting.

TOTAL HEKA COST OF SPECIFIC CASTING _____

Casting Effect/Force/Material List

Result Desired/ Resulting Effect	*Plane or Sphere Relationship*
Absorption, Force (Physical)	Material
Absorption, Heka	Abyssal
Absorption, Other Energy	Entropical
Acid	Æth
Action Increase, Mental	Æthereal
Action Increase, Physical	Material
Action Increase, Spiritual	Concordelysian/Pandemonian
Adhesive	Material
Alkaline	Æth
Animal Magnetism (*See Sensory Capacity, Emotions*)	
Apparition (Being)	Negative
Armor, Mental	Æthereal
Armor, Physical (Invisible)	Entropical
Armor, Physical (vs. Heka)	Celestial
Armor, Spiritual	Concordelysian/Pandemonian
Astral Projection	Æthereal
Astral Travel (Physical/Material)	Æthereal
Augury, Mundane	Material
Augury, Paranormal	Æthereal
Augury, Supernatural	Celestial
Aura	Material
Aura, Uncertain	Shadow
Aura Sight	Æthereal
Barbs*	Material
Beak*	Air
Brachiation (Ability)	Material
Burrowing (Ability)	Æth
Camouflage Form	Shadow
Carapace*	Material
Clairaudience	Æthereal
Clairvoyance	Æthereal
Claws*	Material
Cold	Air
Color Changing (Ability)	Material
Comet (Production)	Empyreal
Confusion, Preternatural	Negative
Confusion, Supernatural	Pandemonian
Cure, Disease	Positive
Cure, Insanity	Positive
Cure, Madness	Astral
Cure, Mental Damage	Positive
Cure, Physical Damage	Positive
Cure, Spiritual Damage	Concordelysian/Pandemonian
Curse, Mundane	Negative
Curse, Preternatural	Pandemonian
Curse, Supernatural	Abyss
Darkness	Negative
Death	Negative
Deluge (Rain)	Water
Detection, Baneful Life/Beings	Positive
Detection, Beneficent Life/Beings	Negative
Detection, Danger (Material)	Shadow
Detection, Danger (Preternatural)	Æthereal
Detection, Danger (Supernatural)	Celestial
Detection, Entital Force/Being	Entropical
Detection, Heka	Æthereal
Detection, Hostility	Positive
Detection, Mundane Substance (Any)	Material
Detection, Preternatural Force/Being	Empyreal
Detection, Supernatural Force (Any)	Astral
Detection, Supernatural Force (Dark)	Concordelysian

Detection, Supernatural Force (Light)	Pandemonian
Dimness	Shadow
Disease Cure, Mundane (See Cure, Disease)	
Disease Cure, Supernatural	Celestial
Disease, Natural/Mundane	Negative
Disease, Supernatural	Nether
Disintegration	Entropical
Dispel Mundane Casting	Material
Dispel Preternatural Casting	Positive
Dispel Supernatural Casting	Empyreal
Distance Alteration**	Ærth
Distortion, Sensory	Shadow
Divination, Mundane	Material
Domination	Negative & Positive
Doppleganger (Being)	Æthereal
Drain, Positive Energy	Negative
Drain, Vitality (Physical)	Negative
Duplicate Image	Shadow
Duplicate Object	Negative & Positive
Dust	Earth
Eidolon (Being)	Shadow
Electricity	Air
Elementary Spirit	Material
Energy Bolts/Darts	Positive
Ethereality	Æthereal
Explosion (Impact)	Positive
Fangs*	Material
Fear	Shadow
Feather Lightness	Negative
Fire, Black	Negative
Fire, Crystal	Positive
Fire, Preternatural	Fire
Flames, Preternatural	Fire
Flames, Pure	Empyreal
Flight	Air
Flying	Air
Fog	Air & Water
Force	Positive
Force Wall	Positive
Future Seeing	Temporal
Galvanize Mentally	Positive
Gas (Any)	Air
Ghost (Being)	Negative
Glow	Positive
Growth, Accelerated	Positive
Gravity Alteration	Ærth
Hail	Air & Water
Hallucination	Shadow
Haunt (Being)	Negative
Healing	Positive
Heat	Fire
Hooks*	Material
Hopelessness	Negative
Horns*	Material
Hypnotism	Shadow
Ice	Air & Water
Icicles	Air & Water
Illusion	Shadow
Implosion (Collapse)	Negative
Infrared Illumination	Fire
Insanity	Negative
Invisibility	Æthereal
Invulnerability, Elemental	Celestial
Invulnerability, Material (Normal)	Shadow
Invulnerability, Material (Preternatural.)	Æthereal
Invulnerability, Negative	Empyreal
Invulnerability, Positive	Entropical
Invulnerability, Shadow	Concordelysian
Jaws*	Material
Jinx (Anti-Joss), Mundane	Negative

Jinx, Preternatural	Pandemonian
Jinx, Supernatural	Abyssal
Jolt	Positive
Joss, Mundane	Positive
Joss, Preternatural	Concordelysian
Joss, Supernatural	Astral
Keen Senses	Material
Kill	Negative
Lava	Ærth & Fire
Levitation	Material
Life Restoration	Astral
Light	Positive
Lightning	Air & Positive
Lubricant (Slipperiness)	Material
Lycanthropy	Nether
Madness, Extreme (Dangerous)	Pandemonian
Magma	Fire
Magnetic Attraction	Ærth
Magnetism (Hypnotic effect)	Negative
Mandibles*	Material
Manifestation (Physical)	Material
Memory Loss	Negative
Mental Command	Æthereal
Meteor (Production)	Celestial
Mindlessness	Entropical
Mist	Water
Mnemonic Restoration	Positive
Motive (Movement)	Positive
Mutability, Form (Physical)	Panprobable
Necromancy	Panprobable
Needles*	Material
Neutral Aura	Panprobable
Noise, Damaging	Pandemonian
Noise, Deafening	Material
Odorlessness	Material
Odor, Alluring	Material
Odor, Repellant	Material
Oracle, High	Concordelysian
Oracle, Low	Pandemonian
Panic	Pandemonian
Pain, Debilitating	Negative
Paralysis, Mental	Negative
Paralysis, Physical	Negative
Paralysis, Spiritual	Concordelysian/Pandemonian
Past Reviewing (Seeing back into)	Temporal
Petrifaction	Material
Phantasm	Shadow
Phantom (Being)	Negative
Phase Shifting	Æthereal & Astral
Phosphorescence	Material
Pincers*	Material
Planar Travel, Entital Planes/Spheres	Concordelysian/Pandemonian
Planar Travel, Preternatural Planes/Spheres	Material
Planar Travel, Supernatural Planes/Spheres	Æthereal
Plasticity (Physical)	Material
Plates, Armor (Non-metallic)*	Material
Poison (Except Gas or Gaze)	Material
Poison Antidote	Material
Poison Gas	Air
Poison Gaze	Negative
Poison Neutralization	Positive
Polymorph (Physical form)	Panprobable
Poltergeist (Being)	Pandemonian
Prison (Cage), Mundane	Material
Prison Cage, Force	Positive
Prison Cyst, Buried (Mundane)	Shadow
Prison Cyst, Hidden (Preternatural)	Æthereal
Prison Cyst, Hidden (Supernatural)	Entropical
Probability Travel	Panprobable
Projected Partial Physical Manifestation	Æthereal

Projected Phantasmal Image	Shadow
Quills*	Material
Radiant Indication, Preternatural	Material
Radiant Indication, Supernatural	Empyreal
Rain	Water
Reflection, Heka	Astral
Reflection, Mundane Energy (Physical)	Positive
Reflection, Positive Energy	Empyreal
Reflection, Negative Energy	Entropical
Regeneration, Body Part/Portion	Concordelysian
Regeneration, Physical Damage	Positive
Rejuvenation	Temporal
Repulsion, Mundane	Material
Repulsion, Preternatural	Mundane
Repulsion, Supernatural (High)	Abyssal
Repulsion, Supernatural (Low)	Astral
Revenant (Being)	Negative
Reversal, Mental	Celestial/Nether
Reversal, Physical	Panprobable
Reversal, Spiritual	Concordelysian/ Pandemonian
Rock	Ærth
Rock Boring (Ability)	Ærth
Rocks (Precipitation of)	Ærth
Rot, Mundane (Accelerated)	Negative
Rot, Supernatural	Entropical
Scales*	Mundane
Sensory Capacity, Emotions	Material
Sensory Capacity, Heat	Fire
Sensory Capacity, Thought	Æthereal
Sensory Capacity, Vibrations	Air
Sensory Decrease	Negative
Sensory Distortion	Shadow
Sensory Increase	Material
Shade (Being)	Shadow
Shadow (Being)	Shadow
Shadows	Shadow
Shadow Weight	Shadow
Shell*	Material
Shrinking, Unnatural (Accelerated)	Negative
Silence	Shadow
Skeleton (Being)	Negative
Sleep, Unnatural	Negative
Sleet	Air & Water
Smoke	Fire
Snow	Air & Water
Soot	Fire
Sorcery	Pandemonium
Sound, Alluring	Celestial
Sound, Damaging (Inaudible)	Celestial
Sound, Deafening (Inaudible)	Positive
Sound, Illusory	Shadow
Space, Interdimensional	Panprobable
Space, Intradimensional	Æthereal
Space, Interplanar	Panprobable
Space, Interplanar (High)	Astral
Space, Interplanar (Low)	Abyssal
Space, Non-Dimensional	Shadow
Space Travel, Physical	Celestial
Spectre (Being)	Negative
Spines*	Material
Stasis, Motive (Motion)	Negative
Stasis, Physical Life	Entropical
Stasis, Time	Temporal
Stasis, Vitality	Entropical
Steam	Fire & Water
Stench, Nauseating	Nether
Strength, Gain (Physical)	Positive
Strength, Loss (Physical)	Negative
Stimulation, Physical (Mundane)	Material
Summoning, Entital	†
Summoning, Mundane (Physical)	Æthereal
Summoning, Preternatural	†
Summoning, Supernatural	†
Swimming, Paranormal	Water
Talons*	Air
Teeth*	Material
Tentacles*	Water
Tentacles, Supernatural	Pandemonian
Therianthropy (Part man/part Beast)	Nether
Theriomorphy (Human to Beast)	Panprobable
Time Alteration	Temporal
Tornado	Air
Transmogrification	Panprobable
Transportation, Instantaneous	Celestial
Transportation, Instant. (Summoning)	Æthereal
Transportation, Wind-Borne	Air
Tusks*	Material
Twilight	Shadow
Two-Dimensionality	Shadow
Ultraviolet Illumination	Empyreal
Umbrate (Being)	Shadow
Uncertain Aura	Shadow
Undead	Negative
Unliving (Non-Zombie)	Nether
Vacuum, Survival In (Physical)	Celestial
Vampiric Being, Material	Negative
Vampiric Being, Preternatural	Nether
Vampiric Being, Supernatural	Abyssal
Vampiric Drain, Mental	Negative
Vampiric Drain, Physical	Negative
Vampiric Drain, Spiritual	Pandemonian
Velocity (Motion)	Positive
Vibratory Frequency Change	Panprobable
Vibratory Shift	Negative & Positive
Vitality, Material	Positive
Water	Water
Water Breathing	Water
Water Jet	Water
Weakness, Permanent	Negative
Weakness, Temporary	Shadow
Webs*	Material
Weretherionomy (Beast to human)	Panprobable
Whirlwind	Air
Wind	Air
Wish, Limited Scope	Panprobable
Wish, Major Scope	Astral
Wish, Malign	Abyssal
Wish, Minor Scope	Panprobable
Witchcræft	Nether
Wound, Physical	Negative
Wound, Mental	Entropical
Wound, Spiritual	Concordelysian/Pandemonian
Wraith (Being)	Negative
"X-Ray" Capacity	Æthereal
Zombie (Being)	Negative
Zombie, Alchemical	Material
Zombie, Preternatural	Pandemonian
Zombie, Supernatural	Abyssal

*A disembodied part appearing on or rising from and/or affixed to some foreign surface. Surface examples: The bottom of a pit, the sward, a board floor, a wall, a ceiling, inside a large container such as a truck or armoire, a tree trunk, on tree branches, gates or doors, underneath a table, on a chair, a flight of steps, an animal. In addition, the disembodied portions might be given volition (Motive) operable at the (general) direction of the caster—i.e., Talons which swoop through the air and slash and/or grab, so forth.

**Applicable to ground travel (Mundane) or interior physical (Material) space only.

†According to the will (and ability) of the persona casting the Heka.

Heka-Engendered Powers

Heka-engendered Powers are innate natural abilities similar to magickal Operations which are possessed by personas or creatures. These Powers typically require no verbal or somatic (gesture) components for activation. Some Materia may or may not be required for the Power, or may serve to amplify or reduce the Effects. The following sections cover the various Powers, though they are by no means the limit, should the gamemaster decide to add more.

NATURAL POWERS (INCLUDING PHÆREE AND NON-HUMAN HPS)

Humans on Ærth will rarely have any innate natural Powers of Heka, although Mystic Vocation Heroic Personas have a chance of having one. The gamemaster may also opt to allow one as a Quirk for an HP with sufficient Heka-producing areas, so that some HPs will have one, and a very few will possess two.

Non-Human Heroic Personas will always have one or more Heka-engendered natural Powers. Listed below are some sample Heka-engendered Powers taken from the **Epic of Ærth** companion volume. While they constitute but a fraction of those possible for the creatures from the world of Phæree, they will provide a good example of the range of magickal abilities available to personas—especially non-humans. Gamemasters are cautioned to use care in allowing their use in a campaign milieu, unless, of course, they want all of the personas running around with a plethora of such abilities—which such GMs will naturally have to keep up with!

We recommend that GMs choose those Powers they are most comfortable in bestowing to the personas, perhaps limiting certain of these strictly to non-humans. Others yet may be used when a persona is somehow magickally bestowed with a Heka-engendered ability. Again, care should be taken not to potentially disrupt the game balance.

That said, we present you with the following short list of natural Powers. (There could easily be a whole book of them drawn from Castings and imagination, and gamemasters will certainly wish to expand the number employed in their own campaign!):

Accelerate/Decelerate Natural Processes: Reproduction, growth, aging, healing, etc., doubled or halved for one week.

Affect Sensory Organs: To a minor degree (cleared or blurred vision, cure or cause hay fever, etc.); usable once per day.

Amplify Emotions: Affects an individual or all personas in a given area—while concentration is maintained—once per day.

Armor Skin: Provides personal protection for the individual. The amount equals 1D6+4 points of Physical armor, usable once per day.

Augury: Allows the individual to perform the divination per the Casting (see page 198 of this book), usable once per day.

Ball Lightning: Generates and directs one globe (one-foot diameter) of electrical energy, capable of causing 2D6+3 points of damage. The persona can control the movements of the ball up to one chain (66') away. Usable once per day.

Bestow Curses: Causes one subject to suffer minor mishaps for a 24-hour period. Usable once per week.

Bestow Powers: Enables another to utilize one minor Heka-enabled Power from this table for 2D10 hours.

Cause Fear: Affects one or more creatures (up to 100 Mental TRAIT points) per the Casting, once per day.

Cause Insanity: Such individuals can cause a minor sort of insanity in one creature for a limited duration (1D3 hours, typically). Usable once per day.

Chameleon Ability: Enables individuals to blend with their surroundings, effectively becoming invisible. Usable once per day.

Converse With Animals: The possessor of this ability can communicate with mundane animals for one AT per MRCap point. Usable once per day.

Detect Hidden/Secret/Invisible Objects: Usable once per day.

Diminution/Growth: Reduce or increase size of self, other, or object by +/– 5% to 95%, once per day.

Drain Heka: By touch, a being with this Power causes 1D10 × 5 points of Heka to dissipate and drain away from a person or object, and gains them for itself, usable once per day.

Energy Bolt: Creates and directs a bolt of Heka capable of causing 2D6+3 points of Impact damage. The range of the bolt is one chain (66'), can be used once per day.

Flight: This Power enables its possessor to fly at 5 times normal movement rate for 1D3 hours, once per day.

Force Field: Creates a barrier of one-rod diameter (16.5') which is impenetrable by physical forces or directed Castings for 1D3 BTs. Usable once per day.

Generate Smoke/Steam/Mist: Obscures vision, blinding all within a one-rod (16.5') radius for 1D3 ATs. Usable once per day.

Gravity Manipulation: Adjusts the gravity affecting one creature or object, as per the *Slow Gravity* Charm (see page 38 of this book).

Healing: One or more kinds of damage to the possessor or another being are healed of 3D6+3 (1D6+1 if per TRAIT) points of damage. Usable once per day.

Illumination: Subject can create illumination, up to one chain distant, from a mere glow to a bonfire in brightness, once per day.

Illusionary Images: Creates 1D3 mobile or stationary images. Usable once per day.

Immunity To Poison/Disease: Beings with this Power are immune to Mundane, Preternatural (or both) disease forms, up to STR set by GM.

Manipulate Temperature: Individuals with this Power can cause a shift in temperature in a small area, with a variance of +/– 4D5+4 degrees. Usable once per day.

Mental/Spiritual Armor: One type or the other, with a value of 1D6+4 points, once per day for 10 ATs. Optionally, this armor can include protection from Mental or Spiritual Links.

Non-Corporeal Form: This Power allows its possessor to transform Full to Non-Physical Manifestation and back again once per day.

Paralysis: Individuals with this Power can cause one or more creatures to become frozen in place for 10D6 minutes. Usable once per day.

Petrifaction: The possessor's touch, breath, or gaze turns a single creature to stone, once per week.

Physical Displacement: Such individuals can instantly teleport at will 1D6+4 feet in desired direction. Usable three times per day.

Poison: Poison touch, gaze, breath, etc., inflicts on its target a poison of a STR set by the GM, usable once per week.

Produce Food and/or Water: This Power creates a complete meal, three times daily.

Pyrotechnics: Causes bright, flashing, colored lights within a one-chain radius. Usable once per day.

Regenerate: Affects the possessor or another being, causing one lost limb or organ to be repaired/replaced. Usable once per month.

Semi-Corporeal Form: Creatures with this Power can transform from Full to Partial Physical Manifestation and back again once per day.

Shadowcloak: Per the Casting (see page 76), once per day.

Shapeshifting: Possessors of this ability can change their personal form to that of a mundane animal such as a cat, crow, dog, owl, horse, etc., for up to one1 hour, once per day.

Sleep: This Power affects one or more creatures, with M TRAIT total up to 3 times the possessor's own, in a one-rod radius area. Usable once per day.

Speed/Slow Movement Capacity: Either the possessor or some other being can be affected. Movement is doubled or halved for one hour. Usable once per day.

Summoning: Such individuals can magickally summon 1D3 like creatures of a predetermined sort at will, once per week.

Thought Reading: Individuals with this Power can read the surface thoughts of unsuspecting personas for 1D10 minutes. Usable once per day.

Water Breathing: The possessor of this Power can breathe normally underwater for up to one hour, once per day.

Weather Control: Fog, wind, rain, and storms can be manipulated, enhanced, or neutralized by the possessor of this ability. Usable once per week.

POWERS TRANSFERRED FROM ALIEN PSYCHOGENICS

There are no *Psychogenic* K/S Areas in the **Mythus** game. In a Heka-active milieu there are no Psychogenics *per se*. This is not to say there isn't something to replace them, of course, and if you've read through this work to this point you'll be well aware that there is a very potent replacement. Just as in milieux which are near-zero level of Heka activity, that force's counterpart and related energy, Vril, grows stronger in a highly magickal cosmos. In the **Mythus** milieu, Vril force alters to Heka of a special type. Thus, personas with any sort of *Psychogenic* K/S Area ability become, in this universe, active Heka users able to employ innate, Heka-enabled Casting Powers. Each *Psychogenic* K/S Sub-Area translates into a specific sort of Power.

It is absolutely necessary to point out that possession of Heka-engendered Casting Powers does not necessarily translate to an advantage in Full Practice Heka capacity as a Mage or Priest. On the contrary, the gamemaster is directed to consider a rule that possession of such Powers brings a penalty to the prospective Mage or Priest, the penalty for each Power possessed reducing the chance for Full Practice by 2—i.e., each adds 2 to the D% roll when making the DR "Hard" K/S check against MMCap or SMCap for Full Practice Heka channelling. This is applied because Heka-engendered Powers are "wild" and not related to the Laws of Magick or the Canons of Religion. This rule has been applied to all non-human HPs and to the world of Phæree to some extent, especially with regard to priestcræfters there.

The conversion of *Psychogenic* abilities to Heka-enabled Casting Powers is modified by transference to other milieux, of course, and Heroic Personas with such ability might have Psychogenics or some other, special ability in the new milieu. This brings us a very important point. While in this milieu, former Psychogenic personas may not increase the K/S Sub-Area STEEP score for any of their abilities, except as noted specifically hereafter:

Generally speaking, the possession of Heka-engendered Casting Power is of no particular aid to use of Heka in other Casting forms, save that is does provide a source of raw energy. Such personas are basically unable to positively modify other forms of Casting ability, save through using Vril-created Heka to power them. Gamemasters may, at their option, allow an increase of *Psychogenic* K/S Sub-Areas through use of Heka-engendered Casting Power as follows:

(1) Such HPs must be Full Practitioners in the related TRAIT—Mages to increase Mental TRAIT Psychogenics, *Priests to increase Spiritual TRAIT* Psychogenic *K/S Sub-Areas—or else possess both* Endurance *and* Heka-Forging *Physical TRAIT K/S Areas.*

(2) Their average STEEP in Dweomercræft/Magick, Priestcræft/Religion, *or* Endurance/Heka-Forging *must exceed the STEEP of the underlying* Psychogenic *Sub-Area.*

With those conditions met, GMs may then apply the following rule:

For each successful use of the Heka-engendered Casting Power, such a persona builds an understanding of the functioning of the Power in relation to Laws, Canons, and the multiverse, so as to accrue a chance of converting this understanding toward increased ability. Thus, each such use brings a cumulative 1% chance of increase, up to a percent total equal to the persona's MRPow, SPPow, or PNPow, as applicable to the *Psychogenic* ability. Thereafter, at any time the persona makes active use of a Casting with an Effect/Force/Material category the same as the Psychogenic Related Casting (but not the Heka-enabled Casting Power engendered by the transference of the persona from a Vril-active cosmos to this milieu) there is an equal percentage chance that 1 additional point of STEEP will accrue to the underlying *Psychogenic* K/S Sub-Area, provided that such accrual will not bring that STEEP total above the total of either of the two necessary K/S Areas (i.e., *Dweomercræft/Magick, Priestcræft/Religion,* or *Endurance/Heka-Forging*). Furthermore, no more than 10% of the total of the average STEEP of any of these three sets of K/S Areas may ever be exceeded in accruing *Psychogenic* K/S STEEP in this manner.

Example: An HP named Ralinda, who has a PNPow of 18 and posseses the *Psychogenics, Physical* K/S Sub-Area *Body Motion* (*Combat* Sub-Area), also has 45 STEEP in Endurance and 35 STEEP of *Heka-Forging.* Her STEEP in *Body Motion* is only 29, so if she uses Castings related to *Armor, Physical* and *Action Increase, Physical* up to 18 times, she can accrue an 18% chance of adding a point of STEEP to her underlying *Psychogenics* K/S ability, *Body Motion.* The theoretical limit to added STEEP is 10% of the average of the two necessary K/S Areas (*Endurance* and *Heka-Forging*) which is 40, yielding 4 points. Because an addition of 4 STEEP to her *Body Motion* ability would bring it to 33, and that is less than the least of the STEEP scores in the two K/S Areas needed, she could take full advantage of the increase of 4 points, if otherwise able to do so through Castings and K/S checks, at 18% probability.

Heka-engendered Powers arising from *Psychogenics* are listed by TRAIT in alphabetical order—i.e., Mental, Physical, and Spiritual. In each TRAIT category, they are also arranged alphabetically.

The listing at the beginning of each section will facilitate easy location of information regarding each description. After the standard name for the *Psychogenic* Sub-Area, there appears its general Effect/Force/Material category under the "Related Casting" column heading. As previously noted, the persona must concentrate on this Effect/Force/Material to gain the desired result of the Power to be employed. The column gives a general idea as to what is being called into play through the Heka-enabled Casting Power, but a thorough reading of the descriptive text is necessary to to know exactly what the *Psychogenic* K/S Sub-Area actually translates to in this milieu. A full description of each ability's related Casting Power follows.

Mental TRAIT Powers

Apports: This *Psychogenic* K/S Sub-Area translates to the Heka-engendered Casting Power utilizing *Transportation, Instantaneous* (*Summoning*) Effect/Force/Material. Specifically, it enables personas to summon to themselves small objects from elsewhere, simply by concentrating on the desired object.

Note that only conscious *Apports* work in this milieu; the unconscious form does not operate at all, so even if a persona possesses only the latter form, it will translate into a conscious summoning ability here. Vril converts to Heka energy at the standard ratio of 1:5, so the persona should have sufficient Heka force to operate *Apports* with reasonable frequency and effect. Cost of operation remains at 1 (Heka) point per ounce of material apported, and DRs are likewise unaffected by the switch from *Psychogenic* K/S to Heka-engendered Casting Power.

You will notice that a new adjustment for "attuned" is given. This applies to very special objects which such enabled individuals themselves only handle, use, etc.

If another persona actually handles or otherwise associates with such an object, the vibratory "attunement" is lost. The persona to whom it was attuned must then spend a week cleansing and re-attuning the object.

Material Apported	*Difficulty Rating*
Gaseous	Easy
Liquid	Moderate
Mineral solid	Hard
Vegetable, non-living	Difficult
Vegetable, living or dead animal	Very Difficult
Animal, living	Extreme

Other Modifiers	*Adjustment*
Completely unfamiliar and protected by Heka	+3 to DR
Completely unfamiliar and Heka-laden	+2 to DR
Completely unfamiliar and very specific, but only heard a little about*	+1 to DR
Only seen/heard a lot about	No modification
Handled/examined**	+1 to DR
Very familiar†	+2 to DR
Attuned item	+3 to DR

*Such as for a particular blood type, a key for a certain lock, etc.

**In addition to having seen and/or heard about the object, the persona has tasted, touched, smelled, and/or read about it enough to have acquired some familiarity with it. In the case of a key, the lock would have to be similarly examined.

†Something belonging to the individual or to a close associate, which has often been handled by the persona.

Virtually anything can be made to materialize when using *Apports*, including the following:

Poison gas	Blood	Sand
Noisome odors	Perfume drops	Stone
Smoke	Water	Metal coins
Fog/mist	Ink	Wood
Steam	Acid	Flowers
Oxygen	Paper/money	Fish
Hydrogen	Crustaceans	Birds
Jewels	Fruit	Animals

Objects to be apported which are a combination of materials use the highest DR: i.e., a knife with a wooden handle is a DR "Difficult," but an ivory handle makes it "Very Difficult" before adjustment.

Apported material can be brought to a desired location by the (psychogenic) individual consciously materializing the *Apports*. Objects can be brought from a distance up to the individual's MRPow in feet, and can then fly around, rain down, lay motionless, or move of their own volition (if any) according to the apporter's desire or by GM determined probability.

TAD (Time, Area, and Distance) considerations also come into play:

Time for *Apports* is normally ONE AT. This can be shortened by one minute of time per 2 Heka points expended, to a maximum of 6 Heka points to make Time three minutes (six BTs, or 180 seconds) between conscious effort and the appearance of the apported material. If even less Time between concentration and appearance is desired, the persona can expend additional Heka at a cost of one point per BT to a maximum of an additional 4 points (now 10 total) to shorten the delay to one BT (36 seconds). There is further shortening of the Time delay possible, and the cost to do this is 1 Heka point per CT, to a maximum of 9 (total now 19 Heka points) to have only a one CT Time of concentration before apported material appears. The minimum Time for operation of this Power is one CT.

Area might affect the *Apports* Power if the persona desires to bring in material over a broad space. That is, beyond about one cubic foot, the Power requires Heka expenditure just as if it were a normal Casting. Area consideration Heka costs are shown below:

Mental TRAIT, Psychogenic Relationship, Heka-Enabled Casting Powers

Psychogenic Power	*Related Casting Effect*
Apports	Transportation, Instantaneous (Summoning)
Cryogenesis	Cold
Dermo-Optical Perception	Sensory Increase
Empathy	Sensory Capacity, Emotion
Levitation	Levitation
Parakinesis (Limited)	Motive
Parakinesis (Extended)	Motive
Psychical Hypnotism	Domination
Psychokinesis (Static, Non-Living Matter)	Motive
Psychokinesis (Any Non-Living Matter)	Motive
Psychokinesis (Living Targets)	Motive
Psychokinesis (Any Target)	Motive
Pyrokinesis	Heat
Telempathy	Domination & Sensory Capacity, Emotion
Telepathy	Sensory Capacity, Thought & Mental Command Ability
Teleportation (Limited, Stress Only)	Transference, Instantaneous
Teleportation (Extended, Stress Only)	Transference, Instantaneous
Teleportation (Limited)	Transference, Instantaneous
Teleportation (Extended)	Transference, Instantaneous
(Combat Sub-Area) Mind Drain	Wound, Mental
(Combat Sub-Area) Mind Warp	Wound Mental & Paralysis, Mental & Insanity
(Combat Sub-Area) Mind Control	Wound, Mental & Sensory Capacity, Thought & Mental Command Ability

Area Apports To Affect	*Additional Heka Cost*
About 1 square/cubic yard	4
About 1 square/cubic rod (16.5')	8
About 1 square/cubic chain (66')	15

Note that distances in parentheses are the measurement of the sides of the Area in question. No Area larger than about one chain (or an Area of circa 4,400 square feet) can be affected by *Apports*.

Distance is another variable factor which can be affected by the expenditure of additional Heka. In Vril-active milieux, *Apports* operates more efficiently over distances, so that material can be brought in from just about any Distance. In this milieu, the Power reaches out only to the radius of the persona's M TRAIT in miles (or 100 miles if the GM desires a uniform measure). To increase the Distance of the *Apports* Power, 1 point of Heka must be expended per unit of increased range, figuring in even hundreds of miles. Thus, to reach 200 miles costs 1 Heka point; 300 miles costs 2; 1,000 miles costs 9; and 10,000 costs 90. To "reach" between each successive layer of planes or spheres costs 90 points—as if the Distance is 10,000 miles.

Cryogenesis: This translates to an Effect/Force/Material of Cold. The Power enables the persona to simply look at and will a target to become colder, providing the subject is non-living (i.e., mineral or dead vegetable or animal matter). Living targets are affected as if being attacked by a *Cold Ray* (q.v.), a Casting which damages in direct proportion to the amount of Heka spent.

Cooling of non-living matter is at the following rates and Difficulty Ratings:

Matter To Be Affected	*Area Units Considered*	*Base DR*
Gaseous	1 cubic rod (16.5')	Easy
Water (or similar liquid)	1 cubic yard	Moderate
Mineral (other)	1 cubic yard	Moderate
Dead matter	1 cubic foot	Hard

Gamemasters may, at their option, determine the conductivity of substances and establish affected volumes based on this conductivity level. Because it adds considerably to the GM's work of adjudication, we have offered the fast solution of the above table.

Non-Living matter will be affected by *Cryogenesis* Power as follows:

–10° F per 1 point Heka, per unit Area, per CT.

Thus, to lower the temperature of a pool containing 10 cubic yards of water from 50° F to 30° F—thus freezing the whole of it—would require 20 points of Heka over each of two Critical Turns (six seconds), a total of 40 Heka points. The reader will note that if only the top foot of water were to be so frozen, a small pond might be iced over to the 12' depth desired, in the same manner, at no additional Heka cost, for the 10 cubic yards translates to 810 cubic feet, a surface area of a bit more than 20' × 40' chilled to solid ice, to a depth of 1'.

Distance consideration is the M TRAIT of the persona in feet, or 100', at the GM's option (as previously noted).

Cold Ray generation is at a cost of 1 Heka point for each 1 point of potential Physical damage to be inflicted by the chill. Thus, 12 Heka points would potentially cause up to a maximum of 12 PD points of Cold damage. As usual, potential Physical damage is divided by 6 and an Exposure roll is made by the attacking persona. The resulting number on 1D6 is multiplied by one-sixth of potential damage, to find the actual number of PD points suffered prior to reductions, if any, for protection (natural, magickal, etc.). All K/S rolls using the *Cryogenesis* Power are made at Difficulty Rating "Hard," with whatever adjustment the GM determines is equitable, adequate, and reasonable for conditions.

Adjustments to consider are for passive/active state of attacker/target, other conditions affecting attacker/target, and anything else the GM deems germane for the peculiar circumstances.

Time for activation/attack of the Power is only one CT.

Area is one living target.

Distance is M TRAIT in feet (or 100'). To extend distance, the persona must expend 1 point of Heka per foot of additional range desired.

Example: An HP named Worrell, who has an M TRAIT of 110, decides to use the *Cryogenesis* Power to direct a *Cold Ray* at a target 124' distant, so he expends an additional 14 Heka points to add 14' to his Distance restriction. He then opts for potential Heka damage of 66 points (11 average for each one-sixth). The total cost is 80 Heka points, and damage actually inflicted on the target will be from 11 to 66 points.

Dermo-Optical Perception (DOP): This translates to the Effect/Force/Material of *Sensory Increase*. Vril converts to Heka at 1:5. *DOP* Power applies to the skin (dermis) of the enabled persona, and allows it to serve almost as if it were a second pair of eyes. In fact, in personas otherwise blind, *DOP* does function as visual perception, but use of it is not as relatively free of cost as is retinal vision using the eyes. Such personas will use the pre-designated area of skin with which to "see" as was normally done in their original (or former) milieu, and fingertip-touch will allow both reading and the discernment of color. As the cost for touch reading by *DOP* is only 1 point of Heka per AT, an enabled individual might well enjoy reading in the dark, for light conditions have no effect on this Power.

Use of *Dermo-Optical Perception* depends on whether or not the persona is also using normal eyesight at the same time. When both means of visual sensing are in operation, the cost for utilization of *DOP* is 1 Heka point per BT; but when the *DOP* perception only is in use to give visual images, the cost drops to 1 point of Heka per AT, the same as is needed to use touch sensing/reading. Vision by *DOP* depends on the light conditions—i.e., treat such sight in the same manner as eyesight.

There is an additional ability of this Power. That is the capacity for seeing in poor light conditions as well as a persona would be able to in full daylight. The *DOP*-enabled individual can spend additional Heka points to see normally in poor light conditions at the following rates:

Light Condition	*Added Heka Cost*	*Sight as if*
Twilight	1 per time unit	High noon
Dusk	3 per time unit	Hazy noonday
Bright moonlight	5 per time unit	Cloudy afternoon
Partial moonlight	7 per time unit	Twilight
Clear, moonless night	9 per time unit	Dusk
Dark, cloudy night	11 per time unit	Full moonlight
Minimum ambient light*	14 per time unit	Partial moonlight

*Such as in a darkened, closed room.

Thus, in dark, cloudy night conditions, *DOP*-enabled personas could shut their eyes, use *DOP* only, and see as if it were a clear, moonless night, at a cost of 12 Heka points each AT (of six-minutes length), while in a dark room in some building it would require 15 points of Heka to see as if the room were illuminated dimly (as if by partial moonlight).

There is no Difficulty Rating involved, for use of *DOP* requires no K/S check in this milieu.

Empathy: This translates to Sensory Capacity, Emotions. Convert existing Vril points to Heka at the standard 1:5 ratio. Unlike the *Psychogenic* use of *Empathy*, the Heka-enabled Casting Power requires no DR and K/S check. The enabled individual expends Heka equal to the MRPow of the subject (1 minimum where MRPow is unratably low), and the emotions of the subject within sight of the empath are discernible to the enabled persona for as long as up to one Action Turn.

If a group of subjects' emotions are to be so read, the Heka cost is paid for the highest individual MRPow in the group, plus 1 point for each other subject. For example, a group of 12 humans is being scanned by an empathically enabled persona. The highest MRPow in the group is 19, so that costs 19 Heka points; the other 11 require 11 Heka points expenditure, so a total of 30 points of Heka is needed to discern the emotions of the whole dozen, individual by individual. Be sure to note that this applies only to associated individuals of like species acting as a group. For game purposes, they must be within close proximity of one another, so that no member is more than a few feet from any other, and all are in a contiguous area. Good examples are a crowd of people, a pack of wolves, and a herd of elephants.

There is a possible adjustment for "screened" emotions. Screening gives a false—typically bland—emotional reading. The empath suspicious of the use of screening must expend additional Heka to discover if there is such a cover-up occurring. To do this, one subject only can be probed, it must be the one with the strongest MRPow, and the cost is 1 additional Heka point for each point of MRPow of the subject individual. In the example used above, the additional Heka cost would be 19 points, but that expenditure would allow the enabled persona to utilize the Power to read the subject's true emotions.

In all other respects, this enabled ability is like *Psychogenic Empathy* contemporary to an Earth milieux with active Psychogenics. Simple creatures have only simple emotions—hunger, contentment, fear, uncertainty, dislike, liking, play, reproduction, etc. Humans, however, have the whole gamut of emotions—all of the above plus anger, anxiety, love, jealousy, envy, avarice,

etc.—along with complex emotional motivators which can also be emotionally read. Undead have no discernible emotions, of course.

Levitation: Naturally, this Power corresponds with the *Levitation* Effect/Force/Material (from the Mundane Sphere or Material Plane). Because of the added power for conversion of Vril to Heka at the 1:5 ratio, the enabled persona is far more capable in this milieu, for all costs are the same as they are for Psychogenic *Levitation*, and there is no need for a K/S check to discover if the attempt at *Levitation* succeeds or not. Willing it and expending Heka suffices to accomplish the feat. For the sake of convenience, the rules which govern *Levitation* and apply to this milieu are repeated here.

By expending 1 point of Heka, the persona is able to rise one yard in the air and remain so levitated for one BT. Thus, for 10 points of Heka the individual could *Levitate* to a height of 10 yards and remain floating there for some minutes before returning to the ground (or falling, if careless). It takes only one CT to ascend or descend one yard, so in one AT (five minutes) the individual could rise 10 yards, remain floating for eight BTs, and in the last BT descend safely to the ground. It is possible to move by pushing off from an object, pulling oneself along, "swimming," and so forth when levitated. Use weightless movement in outer space as a guideline.

Wind, however, has an effect on a levitated persona. Each five mph of wind speed will move the individual five feet/CT in the direction it is blowing. Thus a 10 mph wind from the north would blow a levitated persona 10 feet southwards in one CT. By expending 1 point of Heka per five mph wind speed, the levitator can remain stationary for one BT—i.e., to stay motionless one yard off the ground for one BT costs 2 points of Heka energy in a 10 mph wind.

Parakinesis: This corresponds to *Motive*, and other than the fact that the enabled persona has greater capacity due to gain from conversion of Vril to Heka on the 1 to 5 basis, and the obviation of any need for a K/S check, it is the same as Psychogenic *Parakinesis*. The rules governing the use of this enabled Casting Power are restated here for convenience.

There are two grades of this Psychogenically based, Heka-enabled Casting Power: Limited and Extended. Limited *Parakinesis* is the ability to touch a small object of light weight and move it a short distance without equal physical force from the persona. The size is limited to about four cubic feet, the weight to about 20 pounds, and the distance to about 20 feet. As weight decreases by a pound or so, maximum distance increases by about 10 feet, so a 10-pound object could be touched and made to move 60 feet, two pounds 200 feet, and one pound or less 210 feet (the maximum possible). In addition, the individual using Limited *Parakinesis* must be able to expend some physical energy of limited sort—say a slight shove with a finger, toe, the nose, etc.—in order to cause the parakinetic force to operate. One point of Heka must be expended for each one pound of weight so moved. For instance, to send a quart flagon of ale flying from a tavern table 90 feet across the common room would require pushing it lightly and expending some 3 points of Heka.

Extended *Parakinesis* simply means that the amount of matter movable is many times greater and the range is greater—i.e., 144 cubic feet, 400 pounds weight, and a distance maximum of 80 feet. Also, mere contact is sufficient to move the desired object parakinetically; no physical force in addition is needed. One point of Heka per one pound of weight to be so moved must be expended for up to 10 pounds weight; but thereafter it takes only 1 point of of Heka to move each additional 10 pounds of weight; so moving the maximum 400 pounds weight (or 144 cubic feet) six feet would cost 49 Heka points (10 for the first 10 pounds, plus 39 to move the extra 390).

Psychic Hypnotism: This translates to *Domination*. Vril conversion to Heka is at the standard 1:5 ratio. There is no K/S check necessary for exercise of this Casting Power. Otherwise, *Psychic Hypnotism* operates as the *Psychogenic* K/S Sub-Area of the same name, save for a few slight amendments which are evident in the rules repeated hereafter.

This Heka-enabled Casting Power allows personas to influence those not hostile to them, or to make those who are hostile behave in a neutral, disinterested fashion. An individual using it must expend 2 points of Heka for each neutral person to be psychically hypnotized, 5 points for each hostile person. Note that, in order to be affected, subjects in a group must be able to hear the individual speaking and be paying attention to that persona (not distracted).

Any affected subject who is neutral to the user will, for a short period of time, obey simple suggestions or commands given. Such suggestions or commands may neither be self-destructive nor may they go against any strongly held values/beliefs the affected persona possesses. Any suggestion or command which violates the above rule will automatically break the hypnotic effect and cause the affected persona to become hostile to the user of the Power. Hostile individuals, of course, can be made to cease being (actively) hostile only for the duration of the effect.

The length of time the *Psychic Hypnotism* lasts is summarized on the following table:

Nature Of Target	*Duration*
Unintelligent (M less than 36) and non-hostile, willing, or unsuspecting and interested in user.	3D6 ATs
Stupid and hostile, neutral, or vaguely interested.	2D6 ATs
Unwilling, uninterested.	1D6 ATs
Hostile but not aggressive.	1D3 ATs
Hostile and aggressive.	3D6 BTs
Ready to attack and harm.	2D6 BTs

Note that target individuals with the capacity to cast *Domination* Effect and the knowledge of how to do so can never be affected by this Power. Individuals with Full Practice or possessing over 360 total Heka points will, if affected, remain psychically hypnotized for the minimum possible time.

Psychokinesis: The category translates to *Motive* Effect/Force/Material. Vril converts to Heka at the standard 1:5 ratio. The enabled persona is able to perform any sort of *Psychokinesis* (PK)—see below for "steps"—regardless of limitations in other milieux. The four steps mentioned are:

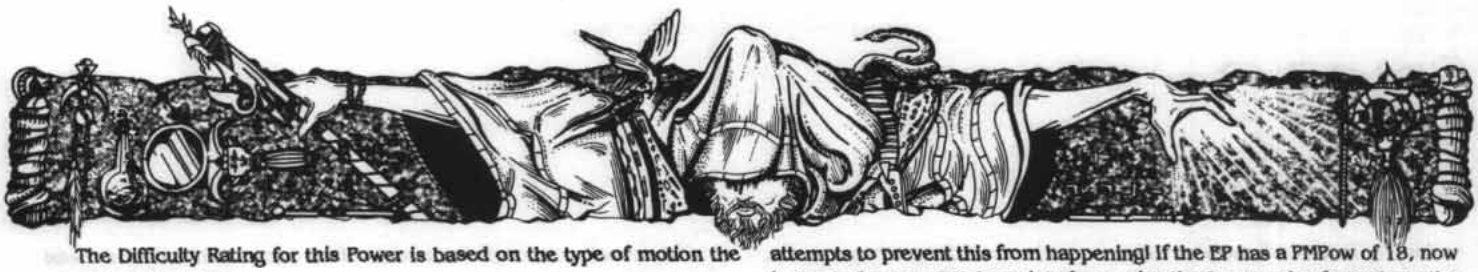
Step 1. Static, Non-Living Matter (PK NLS)
Step 2. Any Non-Living Matter (PK NL)
Step 3. Living Targets (PK L)
Step 4. Any Target (PK A)

There is an additional Heka cost for upgrading steps. The cost in this milieu is 2 Heka points doubled per step. Thus, the cost to go from step 1 to step 2 adds a cost of 2 points, the same as for going from 2 to 3, or 3 to 4. To go upwards by two steps costs 4 points of Heka, and to move three steps from 1 to 4 means a Heka expenditure of 6 points. Thus, even a limited-ability persona normally able to use only PK NLS is able to utilize PK A by spending 6 Heka points to do so.

Similar to the Heka-enabled Casting Power *Parakinesis* (q.v.), *Psychokinesis* allows the enabled persona to move objects by will and expenditure of Heka, but in this case there is no physical contact requirement. The basic cost in Heka for use of *Psychokinesis* Power is:

1 Heka point/pound/foot.

That is, 1 point moves one pound of weight one-foot distance. However, after the initial inertia of 10 pounds weight has been overcome, matter moves in 10-pound increments per Heka point spent, so to move 10 pounds costs 10 Heka points, but 20 pounds costs only 11 points to move up to 11 feet. If only one pound is being moved, the distance increment shifts to 10 feet after 10 feet, so moving one pound 10 feet costs 10 Heka points, but to move it 20 feet costs only 11. For the sake of ease of adjudication, those are the only two alterations.



The Difficulty Rating for this Power is based on the type of motion the operator attempts:

Type Of Motion	*Base DR*
Levitation or sliding horizontally, curving or not.	Easy
Horizontal, straight line motion while levitated.	Moderate
Complex "flight movement" such as aiming at a target while either party is moving, or having two or more objects levitated or sliding horizontally, curving or not.	Hard
Simple precision operations (stacking, opening and closing, etc.), or two or more objects levitated and moving in straight line.	Difficult
Difficult precision operations (fencing with a weapon, tying/untying hard knots, writing messages, drawing pictures, etc,), or two or more objects engaged in complex motion or simple precision operations.	Very Difficult

Increase the DR by one level if the persona must deal with a frightened and/or unwilling target or the persona is under extreme stress or being attacked; or increase by two if the persona must deal with an unwilling and/or frightened target while under extreme stress or attack.

Examples of Psychokinesis *Power in Operation:* With the PK NLS ability, a persona might mentally reach out and turn the pages of a book at the cost of 1 point of Heka for all the pages of the work, up to about one pound's weight, as long as the persona did so in an uninterrupted period lasting no more than an hour or so. The persona might also cause the whole book to levitate one foot at a cost of 1 Heka point, slide along the ground 20 feet at a cost of 11 Heka points, or rise up and fly 15 feet across the room at a cost of 11 Heka points.

Now with PK NL, not only would such individuals have all of the above possibilities with such a book, they might stop it in mid-air if it were thrown at them. (Complex "flight" motion DR because they don't know the trajectory of the missile.) Furthermore, they might even be able to hurl it back in the face of their assailant—another K/S check with a DR of "Moderate" for that. Also, the PK NL would allow for the manipulation of dice, for instance, at 1 point Heka cost and a DR of "Very Difficult" for two objects plus a simple precision operation (of making the dice come up with the desired faces). Similarly, the trajectory of an arrow might be affected by this ability if an individual expended sufficient Heka to cover the distance from bow to target, could see both, and made a "Very Difficult" DR K/S check to do so. Naturally, the persona would have to be aware of the impending archery.

With PK L, a persona could catch flies ("Hard") and move them three feet over to a spider's web for 3 points of Heka each, or else try to catch a dozen at once for the same point cost but at a DR of "Very Difficult." A bird flying overhead could be stopped ("Moderate") and then moved down to the individual, at a cost of 1 Heka point per initial 10-feet distance, 1 per 10-foot increment thereafter, assuming that the bird weighed no more than about one pound; and even a five-pound specimen would cost only 4 more points of Heka.

Another factor is Resistance. Anything with significant strength relative to the individual operator can use that strength to resist. The enabled persona must then spend 1 point of Heka for every point of PMPow used in Resistance, or else the Power will fail.

Here's an example: An EP has a hand crossbow pointed at a Psychogenically enabled HP who wishes to use this Power to turn the weapon around to point at its wielder. Normally this is an "Easy" K/S operation, but let's also say that the HP wants to make the EP's trigger finger squeeze off the bolt when the crossbow has completed its turn. That's two objects, so we move the rating up to "Hard," and then add one for the precision (simple), thus bringing the total DR up to "Difficult." However, let's take into account the EP's rigorous attempts to prevent this from happening! If the EP has a PMPow of 18, now instead of a mere 3 Heka points for moving the 2+ pounds of crossbow, the HP must spend an additional 18 to neutralize the EP's resistance, plus yet another 3 points to keep the movement going into another CT. If we wanted to make it even more difficult we could say that the EP also possesses *Motive* Powers of similar sort. Now in order to successfully cause the crossbow to twist around, our hero must first beat the foul EP in a contest of K/S Areas, the STEEP for the former *Psychogenic* one being used against whatever is applicable for the EP. The HP may increase effective STEEP for this struggle by spending additional Heka points on a 1-for-1 basis, and the EP—if possessing Casting Power of the same as *Parakinesis* or *Psychokinesis*—may do the same. Victory in the K/S versus K/S contest will allow the HP to proceed normally as above. A tie result means that the *Psychokinesis* was beaten off, but the HP may try again immediately. If defeated, however, the HP may not make another attempt for 24 hours.

Finally, being struck by psychokinetically flying objects can cause damage of appropriate weapon sort or Motion damage. See "Damage from Other Physical Injury" in Chapter 12 of the **Mythus** book for details.

Pyrokinesis: This Heka-enabled Casting Power is related to Heat, naturally. The enabled Casting is very much simpler than the employment of Psychogenic *Pyrokinesis*. Vril converts to Heka at the usual 1:5, and such personas will need the extra energy, for they can virtually use "heat ray eyes." Any target they stare at and expends Heka on is subject to combustion and/or heat (searing) Physical damage. Combustion is shown below:

Target Rating	*Heka Cost To Combust*
Explosive or volatile & explosive (benzine, phosphorous, etc.)	5
Very flammable (gasoline, pure alcohol, turpentine, etc.)	10
Highly flammable (loose and dry paper, straw, oily cloth, oil, etc.)	15
Flammable (tar, twigs, dry cloth, etc.)	25
Normally combustible (logs, wood, peat, coal, etc.)	30
Fire resistant (wet logs, mud brick, plaster, etc.)	50

Questions regarding relative combustibility will have to be decided by the gamemaster, but things which are normally not flammable will not be set aflame by means of this Casting Power. However, the heat can nevertheless be conducted by non-flammables of the proper sort—metallic armor for instance. Thus, while flammability might lend to Physical damage caused by a *Pyrokinetic* gaze (see Fire and Flame on page 263 of the **Mythus** book), any substance which is not non-flammable, heat resistant and non-heat-conducting will not serve to disallow a gaze attack of this nature.

This "heat ray eyes" attack, (and the eyes must be used) is simply a matter of determining how much Heka will be invested to inflict heat damage. Each 1 point so spent goes towards a maximum damage total on a 1-for-1 basis, but a 1D6 Exposure roll is given to any target able to attempt evasion of the attack. Thus, for example, investment of 60 Heka points would result in Physical damage actually inflicted by the attack being separated into 10-point increments (60 divided by 6 = 10) and then rolling 1D6 to determine what damage occurs—10, 20, 30, etc., points according to the die roll—assuming some attempt to evade the attack was possible.

TAD considerations might apply:

Time is not usually a factor, as the operation of the Power requires only one CT. However, the gamemaster might alter this with respect to targets which are very difficult to ignite, or very large ones which need heating.

Area of Effect of Pyrokinesis Power is normally small (less than about one cubic foot). That is typically all the space necessary to consider, or else the added Heka cost for Target Rating covers this. Take "wet logs" as a good

example of the latter case, where a larger area is affected to get them to ignite, so added Heka is required. If a large area is to be affected, this can be done only through repeated use of the Power, except as otherwise noted above.

Distance is line of sight within 65' distance, i.e., "Less than one chain (66')." You will notice that this is a shorter range than *Cryogenesis*, for example. Distance of attack can be extended by paying 1 point of Heka for each additional 1' distance to the target. Thus, a target 66' away would cost only 1 extra Heka point; one 166' distant would mean 101 extra points.

Telempathy: As in Empathy, this ability is related to the *Domination* and *Sensory Capacity, Emotion* Effect/Force/Material. It is treated exactly the same as the Empathy (q.v.) Casting Power, but there is an extra capacity. Added is the ability to send an emotion to an individual or group of like individuals. This emotion will dominate behavior for one hour if the subjects are non-intelligent, one AT if they are semi-intelligent, and one BT if fully sapient (human or higher intellect). Telempathic sending of emotions costs the same as receiving such emotions—i.e., Heka equal to the highest MRPow in the group, plus 1 for each additional individual in that group. Note that distance beyond the sight of the enabled persona, or intervening material screening the subject(s) from view, adds to the cost of *Telempathy*, whether in sending or receiving. These added costs are:

*Distance**	*Barrier Type Intervening**	*Heka Cost*
1 mile	Cloth, leather, foliage, etc.	1
2 miles	Wood, lath & plaster, etc.	2
4 miles	Double course brick, stone facing, etc.	3
8 miles	Very thick stone, 1' or more metal, solid rock, etc.	4
16 miles	20'+ solid earth, 10'+ rock, etc.	5
32 miles		6
64 miles		7
128 miles		8
256 miles		9

** Distance and Barrier Type costs are additive.*

Example: Telempathy used on a subject in a castle interior would have to pass through several barriers, but as the top is as exposed to telempathic sendings as are the sides, none of the intervening substances are of the heaviest sort. Coming down from above, we pass through the roof—a barrier equal to "very thick stone"—and then through the four floors beneath—which are equal to "double course brick"—then through another "very thick stone" barrier to get beneath the fortress. That's a total of 4 + 3 + 3 + 3 + 3 + 4 = 20 for barriers. So an expenditure of 20 points of Heka is needed for this consideration. Let's say that the castle is also more than 500 miles distant (510 to be exact), so that another 10 points of Heka must be spent to get the *Telempathy* that far. The total cost is then 30 + MRCap of the target in Heka points.

Note that any unseen subject must be known as to general whereabouts, or else a reading of general nature must be made. A general reading merely finds out if there are emotions present in a general area of about one square mile (maximum outdoors) or less (a smaller, divided area indoors such as a room). The cost is 5 Heka points plus that for distance and barriers, if any. A general reading won't identify the exact nature of a potential subject (or subjects) unless the emotional profile of the subject(s) is (are) known from previous telempathic contact. It will reveal things such as general species, of course.

When the profile of a subject or subjects is known, then a general search by scan of a radius equal to Distance rating is possible. The Heka cost of such a broad scan is 5 plus the distance cost squared. Thus, a one-mile radius scan costs only 5+1 points of Heka, a two-mile scan costs 5+4, a four-mile scan costs 5+9, an eight-mile radius scan costs 5+16 points of Heka, and so on, squaring distance cost each step. By such scan the subject(s) is (are) always located if in range, unless totally screened or able to block emotional radiation. (Counter-Heka is useful in such regard.)

Total screening can come from Heka or from one-inch thick ferrous metal or thin lead sheathing (or gold, oricalcum, etc.), or else is effectively achieved by individuals able to block emotional radiation. Screened emotions will not be detectable as those of the desired subject(s). Any persona able to utilize Powers or Castings which deal with *Emotion* and/or *Domination* are considered as screened. Telempaths and telepaths are blocked, as are those able to employ Powers or Castings dealing with *Sensory Capacity, Thought*. This brings up the question of contact with another individual able to use Heka-enabled Casting Power to produce *Telempathy* or its equivalent.

If telempathic influence is attempted on such an individual, a K/S versus K/S contest takes place, with each persona's relevant STEEP used. As both may add Heka to increase their total score, an enabled individual might be in trouble if attempting to influence a Mage, Priest, or (choke!) Demon. Tie scores goes to the subject, but the attacking telempath may try immediately to again exert influence. Failure indicates that no further attempt on that subject may be made for at least 24 hours. A Special Failure enables the subject to try similar influence techniques on the would-be attacker if so desired and the immediate means (Heka points) are possessed.

Telepathy: This translates to *Sensory Capacity, Thought* and *Mental Command* Effect/Force/Material. Both use Heka from the Æthereal Plane, a Paranormal one, and the highest of those which touch directly on the Mundane Spheres. As usual, Vril converts to Heka at a 1:5 ratio. Operation of the Heka-enabled Casting Power of *Telepathy* is as follows:

There are three actions which relate to *Telepathy*. The first is sending thought messages to others with minds capable of receiving and understanding them, and just about anyone can be a receiver of such messages, even if they are unable to send them. The second is the telepathic reception of thought messages and thoughts. That is, not only are telepathic thoughts—those directed at the receiving persona—considered hereunder, but thoughts sent to others, as well as the thinking processes of others, nearby or distant, also come under this "mind reading" portion of *Telepathy*. Third, and last, is the telepathic control of another mind, and this is by far the most difficult process, harder even than reading the mind of an unwilling subject. Each of these three actions possible with *Telepathy* will be detailed in turn.

Telepathic Broadcast: The cost for "broadcasting" a message is 1 point of Heka, per mile squared, per BT, per persona on the receiving end. Thus, the cost to send a telepathic message of one BT duration to one person over distance is:

Distance Sent in Miles	*Heka Cost in Points*
1	1
2	2
4	3
8	4
16	5
32	6

The progression above continues, so for 10 points of Heka a message can be sent 512 miles; 15 points can get to anywhere on Ærth; and for 19 points a message will reach the moon. A mere 33 points will allow your thoughts to wing all the way to Pluto (and a bit beyond it if you so will). Likewise, a two BT message sent eight miles to two people would cost 16 points of Heka. Thoughts so broadcast can be received by any telepath who is awake and not concentrating on something else, at a cost of 1 point of Heka per BT of reception, so don't send out any secret information! However, one can channel thoughts along a "tight beam" aimed at a specific person or group only, and so an eavesdropper would have to be aware of the "channel" being used and be spending points to monitor it. (The "monitoring function" is at a cost of 1 point of Heka per hour until a message is actually intercepted, whereupon it jumps to 1 per BT as above.) To channel thoughts, however, requires that a telepath be able to see the persona on the receiving end, know that persona, or have some other pre-arranged manner of

contact. Eavesdropping personas are considered to know what "channel" is being used if they possess the same information about the recipient as does the broadcasting telepath.

To send and/or receive requires no K/S rolls unless you're trying to pick up on a message sent to someone else, whereupon a "Moderate" roll will be necessary each BT of "eavesdropping."

Telepathic Reception: As stated initially, one need have no special ability to receive messages. Probing minds is another matter entirely. To probe a mind, telepaths need one of two cases: (1) They must be in visual contact with their subject, or (2) they must have had previous mental contact with the subject, whether initiated by themselves or the subject, and must know the general whereabouts of the subject within a one-mile radius of a known locale (regardless of that locale's distance).

When there is visual contact, this must be maintained throughout the whole of the probing. In either case, whether at a distance or within visual contact, telepaths must make a K/S check each BT they telepathically probe the subject's mind. Heka use in probing is on a CT basis. Thus, if the K/S check proves to be successful, such a telepath is thereafter able to spend up to 10 CTs mind reading at a cost of 1 or more points of Heka per CT.

The Difficulty Rating for K/S checks and the Heka cost depend on the type of thoughts read by probing. This is as follows:

Target & Thought Level	*Base DR*	*Heka Cost*
Surface thoughts of an unintelligent (M less than 36) subject	Easy	1 per CT
Strong surface thoughts of an intelligent subject	Moderate	1 per CT
Guarded surface thoughts of an intelligent subject	Hard	2 per CT
Secondary thoughts*	Difficult	3 per CT
Guarded secondary thoughts**	Very Difficult	4 per CT
Deep thoughts†	Extreme	5 per CT

*Includes recent memories.

**Includes memories about one year to five years old.

†Includes memories over five years old.

Willing subjects can allow their mind to be read, so the DR is then two levels easier than usual (as above). Unwilling personas who are aware of the attempt are at one DR tougher, however, and those who possess *Telepathic* Power; *Sensory Capacity, Thought;* or *Mental Command* can "shield" their mind to make the DR three levels harder.

Surface thoughts are what is immediately on an individual's mind. Those are the only kinds of thoughts which those with a Mental TRAIT lower than 36 possess. *Secondary* thoughts are those things which are close to the surface but are not actually being mentally "spoken" at the moment. *Deep* thoughts are things which are not at all a part of what the conscious mind is currently up to. *Guarded* thoughts are any thoughts which personas would not particularly care for the mind reader to know they have.

Personas with any Mental Powers will be able to tell when someone is attempting to read their mind and may prevent the mind reader from so doing by tying or beating the individual in a contest of K/S Areas—the Heka-enabled Casting Power persona using *Psychogenics, Mental, Telepathy* Sub-Area STEEP, and the subject opponent whatever Heka-producing K/S Area or Power is most applicable to an ability to engage in a contest of this nature. As with *Telempathy*, both the attacker and the defender—if a telepath (Psychogenically or by such Power from another Heka source)—may expend Heka on a 1-for-1 basis to increase effective STEEP rating for this struggle. Once again, a tie allows the attacker to try again, but a defeat means that he or she cannot again so attack the defender for a period of 24 hours. An attacker who wins, however, may then proceed normally but must suffer the Difficulty Rating increase for a "shielded mind" (if the defender is capable of shielding as noted above), or merely that of an "unwilling subject" otherwise.

Telepathic Control: *Telepathic Control* requires a successful probing of thoughts at the "deep" level, so a minimum of 5 Heka points is required to open a channel from the telepath's mind to that of the subject. Of course, it is most probable that a K/S versus K/S battle will be required. In any event, if a probe of deep thoughts succeeds, the telepath may then, instead of reading those thoughts, elect to expend Heka to control the mind of the subject. The cost is 1 Heka point for each MR CATEGORY point of the subject. If there is sufficient Heka available to the telepath, then control is established. If there isn't, then the Heka is simply lost, and the telepath loses contact with the subject instantly. Control suppresses the ego of the subject; the persona will be under full control of the telepath for 24 hours. Control can be renewed for another 24-hour period by again expending Heka equal to the subject's MRCap prior to the expiration of control from the preceding period. What happens to the telepath and the controlled persona becomes more involved, however.

The telepath will have the sensory viewpoint of the controlled subject. The subject's mind will have to be read normally, however, if that is desired. The Difficulty Rating of this process is based on memories, though, rather than current thoughts, so DR runs from "Difficult" for recent ones to "Extreme." The superego of the controlled individual is readable as memories, and the id can be probed at one DR easier because there is no ego there to repress it. Such controlling personas can operate a subject's body as if it were their own, walking, talking, etc., in the same way as would the controlled persona. Other personas who know the latter, however, will have a chance to notice something is "odd" equal to their *Perception* STEEP plus 1% cumulative per hour of interaction with the controlled. The GM will have to decide such matters.

Meanwhile, the body of the controlling telepath is no longer "awake." With the active mind gone, the body sinks into a trance state, relaxing as if it were asleep. Spirit possession at such a time is a very possible danger! Telepathic controllers must keep their mind in the body of their controlled subjects for at least 16 hours per day, so for that period of time their own body is as described. A subject's body must rest for at least six hours in every 24, and it can be left for as long as 12 hours at a time without undue concern. When left to rest, the subject's body and mind are made to "sleep," but beyond the 12-hour period there is a danger of loss of control. Of course, the telepathic controller must also sleep at least six hours per day. During this sleep, the mind of the controller cannot be affected by the mind of the controlled, but if the telepath removes his or her mind from the body of the subject, it is possible for the ego of the subject to reassert itself.

Nonetheless, it is necessary for the telepath to leave the controlled body periodically. Telepaths must return their mind to their own body after 48 hours absence. Failure to reactivate their own body for a duration of one AT (five minutes) for every hour absent risks the possibility of bodily coma and death. For every hour absent from their own body beyond 48, there is a 10% cumulative chance of coma and death. Failure to keep it awake and active at the one AT/hour of abandonment ratio noted will also require a check to see if coma and death occur, the probability being 10% per AT or fraction thereof the body is not awake and active. For instance, those gone from their own body for 36 hours would have to re-awaken it and function actively in it for 36 ATs—180 minutes, or three hours total. Every five minutes short of three hours means a 10% chance of the body dying. It is dangerous in more than one way to leave the body in mindless trance state!

Before going further, there are some important things to keep in mind about the telepathic persona and the controlled body. The telepathic persona's Mental and Spiritual TRAITS *et al.* transfer to the controlled body, and with them go all K/S. Physically, however, TRAITS, CATEGORIES, and ATTRIBUTES are those of the controlled, while *Physical* K/S Areas are not. These Areas are also of the telepath's own, except that they function at 50% STEEP only. This

is because the link between mental command and neuromuscular response is not well established. For each AT the telepath is in control of the subject's body, 1% of STEEP is returned, so that only after 50 or more ATs of control can the telepathic persona use Physical K/S Areas to their actual potential.

Whenever left on its own, the possessed ego will attempt to reassert itself. For each AT it is left without the superseding presence of the controlling mind, the personality of the individual has a 1% chance of so doing. If the controlled body's mind "awakens" and again is the motivating force for it, the telepathic controller is ousted, control is lost, and the telepath must go through the whole process again. The telepath has no advantage from previous control, save with respect to functioning of the body's Physical systems as discussed hereafter. Ousting of control in this case needs no K/S check, struggle, or Heka. The controlled individual has succeeded if the percent chance is met. If a controlled body is left for more than 99 ATs (10 hours), reassertion is automatic. The same is true if the controller is in possession and is stunned. In all such cases controlled individuals "awake" recalling nothing of what their body did, but fully aware of the fact that their mind was repressed by an invading telepathic one.

Telepathic personas have some advantage while in control of another's body, for in its trance-like state, their own body is recovering Heka at twice the normal rate for mere sleep. As there is an invisible channel between their body and mind, telepathic personas are able to utilize the Heka reserve of their own body at will. This is fortunate in another way, for they can't tap the controlled body's Heka as long as they are attuned to their own body. If anything untoward occurs to their own body, so that it dies, then such telepathic personas could be in real trouble!

Bodily death in such case means that such a telepath's mind is trapped inside the controlled body. The ego of that body will have to dispatched somehow, or else there will be far more trouble than merely running out of Heka to use. The gamemaster must have an immediate K/S versus K/S contest take place: telepath's M TRAIT versus that of the controlled person's. Special Failure means that the telepath's mind is destroyed. Failure means that the telepath's ego is suppressed inside the subject's body—and more about this matter later. Success means that the ego of the controlled remains repressed. Special Success means that the suppressed ego is destroyed, and the controller is now the person in who's body she or he has been mentally residing, and M and S TRAITS from the old body then tranfer to this one (with P TRAIT unchanged).

It is evident, then, that there are only two clear cases of defeat and victory: Special Failure and Special Success. Failure or success otherwise indicates that there is a body with two minds and two egos, two M TRAITS and two S TRAITS. There are two solutions to this, and which is utilized is up to the gamemaster.

The first deals with the matter rather harshly and arbitrarily. One or the other of the personalities must eventually oust the other, or else insanity will pervade the mind, and that's that. A D% roll is made to find out how many days elapse before the final struggle takes place, and this is kept secret from the concerned party. On the "fatal day," roll 1D10 (the ego with the higher M TRAIT gets a 10% advantage): 30% of the time (1-3) the lower M TRAIT ego will triumph, 40% (4-7) goes to the other ego, and there is a 30% chance (8-0) of permanent insanity. (Time to roll up new personas!) In the intervening time period, whichever ego is in control can seek some advantage, and GMs will have to handle that as they see fit.

The second method allows for dual egos within a body. There are two cases of this condition. The first is the same as that for control, with stunning automatically switching egos in control, and a daily M TRAIT K/S versus K/S contest to see which ego will be in charge for the next 24 hours. Such a persona is possibly viable as an HP...but not likely to be in most cases.

Case two is a sort of "mutual understanding." This case allows the two egos to have a conversation, mind-to-mind as it were, and work out an arrangement. This can be a regular, non-hostile sharing of being in control, turn to turn. It can also be a shared alertness and "pooling" so to speak. Each ego is then there to experience and contribute. This makes for an exceptionally powerful persona with a whole lot of K/S Areas and high STEEP, for the higher score in any common K/S Area would be the one used. Ambidexterity will be developed with ease. When one ego (mind) is "outside" of the body, the other will be there to operate and protect it.

However...gamemasters have many options to allow this and still keep things in balance. First, use Counter-Quirks liberally. Next, slow all Speed ATTRIBUTES according to the force of personality of the two egos—the stronger the two, the slower the reactions—based on a minimum penalty of –2 and a maximum of –6. Intercommunication takes time! Finally, be sure to divide APs between the two separate sets of M TRAIT K/S Areas and the two S TRAIT K/S Areas. There will be duplication of effort and building up of the same ability in each ego that way. (This could be a really fun HP to play and to GM for too!)

Teleportation: This translates to *Transportation, Instantaneous.* Vril of the enabled persona converts to Heka at the rate of 1:5. The Heka-enabled Casting Power is divided into four areas—Limited, Extended, Stress Only, and Extended (TX)—just as is the the *Psychogenic* K/S Sub-Area, but the *Teleportation* capacity is greater in this milieu.

Limited means that the persona is capable of teleporting a maximum distance equal to *Psychogenics, Mental,* K/S STEEP in tens of yards: i.e., a 36 STEEP equals 360 yards maximum *Teleportation* distance.

Extended means that *Teleportation* range maximum is STEEP as above, but in thousands of miles: i.e., 36 STEEP equals 36,000 miles.

Stress Only in this milieu means that such personas are able to teleport themselves and what they wear, have attached to them, and hold (at their option) which is non-living matter and of weight equal to or less than half of their own normal body weight.

Thus, it is clear that the *Extended (TX)* grade of *Teleportation* is the fourth sort of Casting Power enabled. Such individuals are able to move themselves, what they wear and hold, and/or any other sort of matter they touch. Other matter teleported is controlled by the persona's STEEP. For each point of *Psychogenics, Mental* K/S Area STEEP, up to 10 pounds of other matter can be teleported.

Movement via *Teleportation* takes exactly one Critical Turn to complete—time during which the persona (and all else teleporting) simply disappears and then reappears at the destination point. The distance travelled isn't a factor in how much Heka it costs to teleport (in fact, this Power negates the dimension of normal distance entirely insofar as the *Teleportation* extends), but the type of material transported is a factor, as shown below:

Material Teleported	*Heka Cost in Points*
Non-living mineral	2 per pound
Non-living vegetable	1 per 2 pounds
Non-living animal or living mineral	2 per 5 pounds
Living vegetable	1 per 5 pounds
Living animal	1 per 10 pounds

To transport a fully clothed human weighing 200 pounds would cost about 25 points of Heka; that includes roughly one pound or less of non-living mineral and two or less pounds of non-living vegetable material, as well as five or less pounds of non-living animal material (keys, coins, small knife, cloth of vegetable and animal hair fibers, dyes, shoes, belt, pouch, etc.). If the subject had armor, shield, sword, axe, and dagger, then another 200 or more points of Heka would have to be spent to teleport such non-living mineral and associated non-living vegetable and animal items.

Note that conscious, unwilling subjects cannot be teleported, but unconscious subjects or willing ones can be so transported. This restriction con-

cerns only the Heka-enabled Casting Power of *Teleportation* and does not necessarily apply to all Heka-produced forms of Transportation, Instantaneous, Casting or Power.

Familiarity of destination determines the Difficulty Rating for Teleportation:

Destination	*Base DR*
Known intimately (own rooms, etc.)	Easy
Well known place often viewed	Moderate
Known place last seen within one month	Hard
Known place last seen within one year	Difficult
Place seen only a few times	Very Difficult
Place seen only in an illustration, by means of Heka (scrying, etc.), or but once	Extreme

Viewing of a well known or known place via means of Heka to reinforce the teleporter's memory will suffice. Any place intimately scrutinized via Heka-means will at best be DR "Difficult" without several personal visits there as well, to familiarize oneself with the actuality.

Special Success indicates only half the Heka was expended in the *Teleportation*, and the GM may optionally allow a +1 addition to STEEP, transferable to other milieux or not, due to the able use shown by the persona. Failure indicates that the transfer was to someplace other than that the persona envisioned. The gamemaster will decide how stupid, embarrassing, or dangerous the "miss" was. For example, instead of going to their own room, such personas might have appeared in the room next to it, the public square of the town they live in, the town's gaol (jail), the neighboring town's bordello, a villa some distance away, etc. Only a Special Failure should bring real danger or death potential. When a Special Failure occurs, use the six degrees of Difficulty Rating to find the chance for fatality, giving 10% for "Easy," 20% for "Moderate," and so on to 60% for "Extreme."

Some physical harm can come from near-fatal brushes—i.e., die results within 1 of the fatal. Roll 1D10, and 1 is always a life-and-death situation or fatal, 1-2 for a 20% chance of impending doom or fatality, etc. Non-fatal results place the individual far from the intended destination.

(Combat Sub-Area) Mind Drain: This translates to *Wound, Mental*. The Heka-enabled Casting Power can affect only subjects with a Mental TRAIT exceeding 35 (before damage to it, of course!). Vril-to-Heka conversion is at the standard 1:5 ratio. TAD considerations are:

Time for use of the Power is one Critical Turn to establish a channel and Link, plus one CT to inflict damage.

Area is one sentient, sapient target.

Distance is both "in sight" (or perceived) and "less than one chain (66')."

Enabled personas must expend Heka equal to their target's MRCap in order to establish a channel (Link), and then send 1 point of Heka along it for each point of Mental damage they expect to inflict. Such damage occurs in the CT following the establishing of the Link to the target creature. A subject with Mental armor will deduct the amount of that protection from Heka spent to cause Mental damage. A subject able to utilize *Wound, Mental*, can expend Heka on a 1-for-1 basis to neutralize the attack. However, the amount of Heka expended by the attacker is not known to the defending subject, even though the target will know it is under mental attack.

If the subject is a spirit or is otherwise invisible to the enabled persona, it can be attacked even though it is unseen, as long as the enabled individual wishing to *Mind Drain* is capable of perceiving the presence of the subject and has actually located its general whereabouts.

Also, unlike *Psychogenics, Mental* (*Mind Drain*), it requires the expenditure of full Heka for successive attacks. That is, Heka equal to the target's MRCap must be spent for each *Mind Drain* attack the persona makes, even if it happens to be on the same target. However, if a subject's Mental Effective Level has been reached, then the cost of opening a channel drops to one-half MRCap, rounded down

(Combat Sub-Area) Mind Warp: The enabled persona has the capacity of *Wound, Mental* as detailed immediately above. In addition, the persona can opt to use *Paralysis, Mental* or *Insanity* attack instead. Related Casting Effect/Force/Material results through this Heka-enabled Casting Power. The two additional Casting Powers, *Paralysis* (*Mental*) and *Derangement* (*Insanity*), are described below. However, the reader must note that the subject must have a Mental TRAIT score in excess of 35 to be affected by such forms of attack.

Paralysis attack has the following TAD:

Time requires one Critical Turn to establish a channel and Link plus one CT to paralyze.

Area of attack is one sentient, sapient target.

Distance of operation of the Power is both "in sight" (or perceived) and "less than one chain (66')."

The Heka cost for establishing the channel (Link) for *Paralysis* is the total of the subject's MRPow and MRSpd ATTRIBUTES. On the CT after the Link is established, the persona must send a blast of mental energy (Heka) along the channel. If, after all applicable deductions, the Heka remaining is in excess of the combined total of the subject's MRPow and MRSpd, the target is immobilized and unthinking for as many Battle Turns as there are points of Heka exceeding that total.

Example: A Fiend with an MRPow and MRS total of 60 would require 60 points of Heka to Link, and with the channel established, the next CT the enabled persona sends a mental blast of 115 points (all of the persona's remaining Heka) at the monstrous thing. The Evil being, however, has both Mental armor and is able to utilize Negative energy. Thus it expends 25 points of its own Heka in defense, and its Mental armor protection capacity absorbs 30 points. Too bad! Exactly 55 Heka points are thus countered, and only 60 get through. The Fiend pauses in mid-stride for a split second, then snarls as it renews its advance.

As you will have noticed from reading the above example, Mental armor and the ability to use Heka to manipulate or produce Negative energy (Effect/Force/Material) offset the *Paralysis* attack on a 1-for-1 basis. Had the Heroic Persona in the example managed to send but one additional point of Heka in the mental blast, the Fiend would have been *hors de combat* for one Battle Turn—quite a sufficient length of time to have sent the nasty beggar howling back to the Nether Planes from whence it came. That aside, had our brave HP had more Heka on call, a second Link to assail the Fiend once again would require yet another 60 points of energy, as that's the Evil thing's MRPow and MRSpd total. Second and successive attacks to *Paralyze* are just the same as the initial attack. However, a Mentally *Paralyzed* target can be Linked by any persona able to do so, and the Heka cost for such a channel is only 10% (rounded down) of the MRPow + MRSpd total—a mere 6 points for the example of the Fiend. Heka send blasting along the channel will extend the existing *Paralysis* for one CT for each 1 point of Heka. If the total length of Mental *Paralysis* in CTs exceeds the subject's M TRAIT, then its mind is blown out by the energy. This results in death for normal beings, being sent back to their own plane for Supernatural creatures, with the following reversal: On a being's own plane the effect is deadly, so that the Fiend in the example would be destroyed by such an overload, if the contest were to take place on its own sphere of the Netherrealms.

Derangement is very similar to the *Paralysis* attack. Time, Area, and Distance (TAD) are the same as for *Paralysis*. The Heka point cost for establishing a Link is that amount equal to the M TRAIT of the subject. Each additional point will cause Mental *Derangement* in the subject on a one Action Turn cumulative basis.

The Heka force causing *Insanity* (Effect) is expended at the same moment as that for establishing the channel, of course. Assuming a subject with an M TRAIT total of 150, an attack of 151 points of Heka aimed at *Derangement* would cause one AT of *Insanity;* 152 points would inflict three ATs; 153 points six ATs; 154

inflicts 10 ATs (one hour); and so forth. Attacks which inflict 31 or more points of *Derangement* upon the subject will have a chance of causing permanent *Insanity*.

For each point in excess of 30 there is a 1% chance of the condition of Derangement being a lasting one.

Behavior of subjects while Deranged is up to the gamemaster, but any useful, ordered activity is highly unlikely. For details of Insanity see Insanity and Madness on page 267 of the **Mythus** book.

[Combat Sub-Area] Mind Control: This translates to both the *Wound, Mental* and *Sensory Capacity, Thought* areas of Related Casting Effect/Force/Material. The enabled persona has the capacity to employ the *Mind Drain* attack detailed above plus the *Telepathic Control* (q.v.) form of Casting Power in a different, limited way. TAD considerations for *Mind Control* are:

Time is one Critical Turn (plus control period).

Area is one sentient, sapient subject.

Distance is both "in sight" and "less than one chain (66')" for initiation of attack, but once *Mind Control* is established, the enabled persona can exercise the Power at greater distances. There is a Heka cost for this, however. To have the subject at a distance "less than one furlong (660')" costs 4 Heka points per day, extending to "less than one mile (5,280')" costs 8 points per day, and to go to the maximum range of "less than one league (15,840')" requires expenditure of 15 Heka points per day.

The enabled persona must first send a probe at the target subject's mind. The Heka cost for this action is 5 points. A K/S versus K/S contest will then probably occur. If the subject does not contest the probe, the attacker simply rolls against K/S STEEP for the Power, and success or failure is the same as if a contest took place.

In the event of a K/S versus K/S contest, the determination is found by the usual means. A Special Success means that the subject is *Mind Controlled* and will behave virtually as he or she would normally, save that what is done is under the mental direction of the controlling persona. Success means that *Mind Control* is established, but the subject speaks slowly, moves as might a somnambulist, etc. A Failure indicates that the attempt was unsuccessful, but another attempt can be initiated next CT at the enabled persona's option. A Special Failure means that the Heka is wasted, and the subject cannot be so again attacked by the enabled persona for a period of 24 hours.

If *Mind Control* is established, the controller must pay for Distance (see TAD considerations above) and controlling. For each AT of *Mind Control*, the cost is 1 Heka point, 10 points per hour, 240 points per day. Note that costs for increase in Distance are not cumulative, so to go from "less than one furlong" to "less than one mile" costs (net) 4 points, while the cost to go to "less than one league" is but an additional 7 Heka points (net).

Victims of *Mind Control* suffer 3 points of Mental damage per hour or fraction thereof of such control. At such time as their Mental Effective Level is exceeded, *Mind Control* is broken—except as noted hereafter. Such subjects fall into a coma, suffering from shock, and it will take one day of bed rest for each hour of control to restore an individual to full ability. A controller with an M TRAIT in excess of 120 points can maintain *Mind Control* even when M EL of the subject is exceeded, but the Heka point cost for control jumps to 2 per AT. If under such circumstances the subject's M TRAIT is reduced to 0 or below due to Mental damage from *Mind Control*, that persona is forever afterwards a mindless vegetable, save when the persona who caused this state resumes *Mind Control*. The control of such a mindless subject is automatic and costs only 1 point of Heka per hour of control, although the penalties to ATTRIBUTE Speed and inability to otherwise use Heka apply to the controller (see below). (The subject of such control then develops a sort of quasi-mind and personality, being a weird and loyal servant of the "master.")

The persona using the Mental Power to *Mind Control* is able to function virtually normally, but performs at an ATTRIBUTE Speed penalty of –2. In addition, the persona is unable to employ any other Power, Casting, or action which requires the use of Heka.

Physical TRAIT, Psychogenic Relationship, Heka-Enabled Casting Powers

Psychogenic Power	*Related Casting Effect*
Cell Regeneration (Self Only)	Regeneration, Physical Damage
Cell Regeneration (Self & Others)	Regeneration, Physical Damage
Dowsing	Detection, Mundane Substances
Hyperæsthesia (Sight)	Sensory Increase
Hyperæsthesia (Smell)	Sensory Increase
Hyperæsthesia (Hearing)	Sensory Increase
Hyperæsthesia (Taste)	Sensory Increase
Hyperæsthesia (Touch)	Sensory Increase
Hyperæsthesia (Taste & Touch)	Sensory Increase
Hyperæsthesia (Taste, Touch & Smell)	Sensory Increase
Hyperæsthesia (Hearing & Sight)	Sensory Increase
Hyperæsthesia (All Senses)	Sensory Increase
Hyperæsthesia (Vibratory)	Sensory Capacity, Vibratory
Monition	Clairvoyance
Nictalopy	Sensory Increase
Parascopy (Living Matter Only)	"X-Ray" Capacity
Parascopy (Non-Living Matter Only)	"X-Ray" Capacity
Parascopy (All Matter)	"X-Ray" Capacity
Phase Shifting	Ethereality
Premonition	Clairvoyance & Future Seeing
[Combat Sub-Area] Body Hardness	Armor, Physical
[Combat Sub-Area] Body Motion	Armor, Physical & Action Increase, Physical
[Combat Sub Area] Physical Prowess	Armor, Physical & Strength Gain

Physical TRAIT Powers

Cell Regeneration: This relates to the Related Casting Effect/Force/Material of *Regeneration, Physical Damage*. Vril converts to Heka at the usual basis of 1 Vril point to 5 Heka points.

TAD considerations are as follows:

Time for application is one Critical Turn.

Area is one living animal class subject.

Distance is self or touch.

Self Only Casting Power enables the immediate healing of Physical damage of any sort which has been sustained by the persona. If this Power is utilized only once every 24 hours, the enabled persona is able to heal 1D6 PD points for every 6 points of Heka expended to so do, with no theoretical maximum as to the amount of damage healed. Thus, by spending 60 Heka points, the persona would heal 10D6 of Physical damage, subject, of course, to not exceeding P TRAIT. More than one attempt per day can be made, but for a second usage of the Power the persona must succeed against a K/S check at a Difficulty Rating of "Hard." Third and successive attempts have increased DRs accordingly—i.e., third attempt is at "Difficult," fourth at "Very Difficult," fifth at "Extreme."

Special Success indicates healing is as if a 6 were rolled on each die. Failure indicates merely the Heka is wasted. Special Failure inflicts as many D6 damage as were meant to heal.

Self & Others Casting Power functions exactly as does that which pertains to the enabled persona, and such individuals can use it for their own benefit or apply it to another, as they choose. Use of the healing on other humanoids is at one Difficulty Rating worse than normal. Use on all other living things is at two DRs worse. Difficulty Ratings are as follows:

The first attempt on an (human) individual is at DR "Moderate," a second attempt on the same individual "Difficult," and then one step worse for each

successive attempt on that persona. Thus, for example, to attempt *Cell Regeneration* for an Alfar persona is at DR "Hard" on the initial attempt, and to attempt to heal a horse is at DR "Difficult" at inception.

Success and Failure is the same as for *Self Only Cell Regeneration.*

Dowsing: This enabled Casting Power relates to *Detection, Mundane Substances.* Vril converts to Heka at the 1:5 ratio. Time runs in one Battle Turn segments and costs 1 Heka point per BT to operate. Area is "less than one rod (16.5')," extending as a diameter centering on the persona. Distance of operation depends on the persona and requires Heka expenditure as follows:

Distance	*Heka Cost Added Per BT*
Less than 1 rod (16.5') down	1 point
Less than 1 chain (66') down	2 points
Less than 1 furlong (660') down	4 points

The method of Casting and the K/S Sub-Area function checks are the same as for *Psychogenics, Physical (Dowsing)* and are repeated here for ease of play.

This ability is simply the Power to find the location of certain types of materials or chemicals through concentration and searching (movement). The operation is performed by the enabled individual, and, whether a forked rod of hazel wood (or some other sort of wood), wire, or a pendulum is used, success will allow the dowser to know the general location of what is being searched for beneath the ground (including approximate volume of material, depth, and course in the case of flowing matter).

The Difficulty Rating is based on the material sought and the manner of seeking as shown below:

Method Of Search and Material Sought	*Base DR*
Physically present at the site and seeking water	Easy
Looking at/using a map and seeking water	Moderate
Physically present and seeking another sort of liquid	Hard
Physically present and seeking a solid mineral or gas	Difficult
Physically present and seeking a non-living animal or vegetable matter, or using a map seeking other liquid or solid material	Very Difficult
Physically present seeking living matter, or using a map to find non-living animal or vegetable matter	Extreme

Failure simply means that the dowser has found no indication of the material sought for, while a Special Failure will lead to a wrong location. Note that the exact nature of the material being sought must be stated in advance—i.e., water, oil, silver ore, the remains of a dead body, etc.

The gamemaster will know what sort of a divining rod/instrument the persona must employ to find what is desired, and without the rod/instrument there will be a penalty of some sort; three levels harder will be about right (in most cases). (Some dowsers are able to use virtually any instrument of any nature, some can use most of a like sort, and most are attuned to a single one, often specially made by their own hands.)

Sample dowsing instruments include:

1. Hazel wood branch/forked stick
2. Other wood branch/forked stick
3. Ivory/bone fork
4. Metal fork/two straight wires or rods
5. Pendulum (string or chain with some type of bob)
6. Palms of hands only

A penalty for using something of different material from that which is "right" for the dowser also applies. The GM should start at –1.

Hyperæsthesia: All forms of *Hyperæsthesia* relate to *Sensory Increase,* with the exception of *Hyperæsthesia, Vibratory,* which translates to *Sensory Capacity, Vibratory.* Conversion of Vril to Heka is at the usual 1:5 basis.

Time is not a factor in Casting, save that it requires one CT to activate the Power.

Area is the enabled persona.

Distance is a factor beyond a range of "less than one yard," and this is shown below:

Distance at which Sense is Used	*Heka Cost Added Per CT*
Microscopic	4
Less than 1 rod (16.5")	1
Less than 1 chain (66')	2
Less than 1 furlong (660')*	4
Less than 1 mile (5,280')	8
Less than 1 league (15,840')	4**

*Maximum distance at which *Hyperæsthesia, Vibratory* will function.

**Applicable to (telescopic) vision only, for no other hyperæsthetic sense will function at this range.

The Difficulty Ratings generally applicable, and a description of each sensory ability, are given here for the convenience of the reader.

The Difficulty Rating for the performance of any of the functions of *Hyperæsthesia* is based upon the nature of the information to be discovered:

Nature Of Examined Material	*Base DR*
Large, gross, course, loud, odiferous, strong, etc.	Easy
Less than above	Moderate
Barely detectable normally under the best of circumstances	Hard
Faint, indistinguishable to normal senses of superior sort	Difficult
Typically detectable only by creatures with remarkably keen sensory ability	Very Difficult
Minute, barely discernible to any normal creature	Extreme

Sight: This is the ability to see telescopically and microscopically, as well as to distinguish objects camouflaged or screened. When totally screened—say a thin curtain interposing in the line of sight or paper covering a container—only the most singular feature can be "seen": the size, shape, or color which is predominant and strongest visually. For example, someone using hyperæsthetic sight to examine a chest without opening it would see a mass of brown blobs if, say, it were stuffed full of leather pouches containing coins and jewels. Telescopic/microscopic vision can be up to 100 times power, magnifying something to appear 100 times larger/ closer than it is.

Hearing: This ability covers not only acuteness of audial perception but also the type of sound heard. That is, a faint click might be identified by the individual as the release of a metal tumbler encased in teak wood. Furthermore, if such an individual's voice is capable of doing so, the persona is capable of mimicking sounds heard hyperæsthetically: voices, musical instruments, bells, animals, etc. Individuals utilizing this Power will have hearing at least similar to that of dogs (or owls), or about 20 times or more than human normal.

Smell: When exercised, a hyperæsthetic sense of smell imparts to the persona a nose as keen as as anywolf's. This allows the persona to do such things as identify perfume traces, chemicals, individual body scents, water proximity, and so on. Sneaking up on someone who is using this Power is almost impossible to do, save downwind. Just as the audial hyperæsthetic might hear people talking in a closed room down the hall, the olfactory power of someone with this ability will allow that individual to detect (and probably identify) them based on their scents. Note, however, that until having gained a broad range of experience, such a persona might not be able to tell just what it is that is smelled! For instance, having never smelled the Materia for an *Acid Jet* Casting (Alchemical), the persona might note the intermingled odors of nitric, sulfuric, and hydrochloric acids. "Distinct, sharp,

and volatile—but I can't say what sort of chemical combination I'm smelling, though it seems to be acidic..."

Touch: Personas using this Power can tell as much or more about an object by touching it as they could by seeing it. Size, weight, composition, shape, and color are all types of information which can be obtained. The fibers of a cloth can be determined as to content (flannel) and color (red and black) in a lightless room. Small particles, such as bits of dried blood, on an object can likewise be detected and even the blood type discerned (at a DR of "Very Difficult" or so)! By touching the ink on a page, large, clearly written or printed words can be read with a DR of "Hard," and fine writing is "Very Difficult," for example. Again, experience will aid an individual greatly in making sense of what is learned from some touch. Common things will be known, but the unusual is likely to be a puzzle until learned.

Taste: The sense of taste is as acute in such individuals as is the olfactory Power in others. That is, a minute bit of something placed in the mouth or merely touched with the tip of the tongue will convey to the persona all manner of information. Gases have tastes, as do liquids and solids. "This wine was stored in a færíe-grown oaken cask for two—no, three!—years. I think the bung was made of pear wood, though. I can taste a hint of leather—horsehide—and also wool. One of the workers must have lost a button from a coat, and it dropped into the wine cask. No matter, it is an excellent vintage of claret—a Bordeaux from the Saint Emilion region. Hmmm... likely from the Chateau Laroque—97...three!" (Not a few wine tasters can actually do that...almost. For a Hyperæsthetic with taste sense, however, the above display is of DR "Moderate," only!) Determining the type of poison used from a week-old collection of residue might be a bit more difficult.

Vibratory: This refers to the ability to sense water, ground, and air vibrations as well as the presence of invisible beings and spirits with less than a Full Physical Manifestation. Movement can thus be sensed, but the farther away the more difficult, except in a liquid medium where the penalty for distance will be less, but the maximum Distance for operation of "less than one furlong (660')" applies nonetheless. Generally speaking, normally invisible creatures will be easier to detect than spirits, and the more powerful and hostile the spirit, the easier the sensing, unless the entity is being careful to conceal its presence. Strong spirit visitation can possibly be detected by a sensitive exposed to the exact area: That of a recent nature at "Difficult," or continuing manifestation in a location at "Hard." A Special Success might even enable the individual to say just what sort of spirit is or was there.

Individuals who possess more than one of the above senses may concentrate on and employ only one such hyperæsthetic sense as a time.

Monition: This Heka-engendered Casting Power translates to the Casting Related Effect/Force/Material *Clairvoyance*, albeit that of a limited sort. However, with the 1-to-5 conversion of Vril to Heka in this milieu, personas are more operative with respect to *Monition* Power. There are no specific considerations of Time, Area, and Distance in regard to the Power.

A vague mental picture of something which is happening comes to personas using this Power, and from that hazy picture they must draw conclusions of deductive sort. Thus, *Monition* seems to be both a "feeling" about the event and knowledge, too. The proximity to the individual's person, mind, spirit, beliefs, etc., of the occurrence sensed by *Monition* dictates the amount of Heka needed to get impressions of what is going on. All of this is repeated from other milieux wherein Psychogenics operate on their standard basis, so that the reader will not have to consult such works.

Whenever a "strange feeling" steals over monitant individuals, they may elect to expend Heka energy to utilize their Power. They must then concentrate for one AT, and during that time Heka between 5 (for an "Easy" use) and 30 (for an "Extreme" case) will be spent. The GM will inform such players of points gone, and then the DR will be known and the K/S check for success be made. The base Difficulty Rating will vary with how personally important the occurring event is to the persona:

Association with or Import to the Persona	*Base DR*
Immediate family, best friend, loved one, residence, private office, etc. Something which directly threatens the strongest beliefs and/or the life of the persona.	Easy (5 Heka points)
Relative, friend, former lover, place liked and frequented, etc. An indirect threat to the strongest beliefs and/or the persona's life, or a directs threat to immediate family *et al.* Something involving the destruction of information/objects which are vital/crucial to the persona.	Moderate (10 Heka points)
Distant relation, associate, familiar place. Something indirectly life-threatening to someone liked/respected or involving the loss of possessions of the individual.	Hard (15 Heka points)
Well known acquaintance, famous (important) person, known place. Discovery of something important by dangerous foes of the persona.	Difficult (20 Heka points)
Casual acquaintance, known but disliked/hostile persona, casually visited but important place. Loss of something important by a well known associate.	Very Difficult (25 Heka points)
Vague acquaintance, persons seen once, enemies, famous places of importance, vehicles of transport. Anything else affecting the individual or the people closest to him or her in some important manner.	Extreme (30 Heka points)

Failure means the Heka energy expended is lost and no second attempt for that occurrence can be made. Special Failure indicates a false *Monition*. Special Success will give unusually clear details of what is occurring (*Clairaudial* and *Clairvoyant*) for twice the usual duration. *Monition* is a "flash" impression lasting one BT, or longer for a Special Success.

The GM may wish to adjust for the environment at the time of the "strange feeling," the persona's state of mind, and other similar factors which might positively or negatively affect chance of success.

Nictalopy: This Power relates to *Sensory Increase* (*Sight*). Vril converts to Heka at the standard 1:5 ratio. TAD considerations do not play a part in use of *Nictalopy*. The persona enabled to utilize this Casting Power has six options, and the Heka cost for each is shown below:

Prevailing Light Conditions	*Heka Cost Per AT of Use*
Normal light (Power not in use)	0
Nighttime light conditions*	1
Infrared radiation only	2
Night & infrared combination	3
Ultra-violet radiation only	3
Infrared & ultra-violet combination	4
Night, infrared, & ultra-violet combination	5

*All "nighttime" conditions assume some ambient light from the sky or other source which is visible to the persona.

Other rules pertaining to *Nictalopy* are repeated here for convenience.

The nictalope persona can see as well as any nocturnal animal able to "see" in darkness (light amplifying optical devices give a fair idea of the visual capacity of the nictalope; the best of these devices are almost equal to such visual Power).

Infrared will show only those objects/creatures warmer or colder than the background radiation, and stronger radiance will mask them.

Ultra-violet radiation, all manner of rays bombarding the world from space (and elsewhere) will give sufficient illumination for the nictalope to see as if it were late twilight or a bright, moonlit night at worst.

Parascopy: This Casting Power relates to "X-Ray" capacity and is a function of

energy drawn from the Æthereal Plane. Vril converts to Heka at 1:5. Time, Area, and Distance in relationship to Casting are not considerations for use of *Parascopy* Power. Although general ability to utilize the Power is increased by the greater Heka of this milieu, the capacity of the persona is not altered by transference to it, so restrictions Living Matter Only or Non-Living Matter Only remain in effect. All *Parascopy* performance is as detailed in other Vril-active milieu-based rules. Those guidelines are repeated here for convenience.

To utilize *Parascopy*, individuals must first expend Heka points equal to 20 minus PNPow, 1 point minimum in all cases. Then at a cost of 1 additional Heka point per CT they may examine what is inside a target object or persona with X-ray-like vision. Examination must be done slowly and carefully, so using *Parascopy* to examine the contents of a small strongbox, for instance, would require as much time as actual physical handling and visual inspection of the contents done in a careful manner—i.e., at least one BT per item examined. A strongbox with coins, gems, vials, and a scroll in it would require four BTs Time and at least 40 Heka points for the time spent to parascopically examine the various items. Examination of a body for disease, a foreign object, or the like can also be accomplished. The Difficulty Rating is based on the exactness of what is being searched for.

Details of Parascopic Target	*Base DR*
Known, large, obvious, gross	Easy
Assumed, moderate-sized, partially obscured	Moderate
Uncertain, small, general search	Hard
Doubly shielded	Difficult

An article covered with more than six-inches depth of surface material is one DR step harder to examine, or two steps harder if beyond one foot. Anything separated by more than three feet of distance from the surface layer is beyond *Parascopy's* range.

Phase Shifting: This translates to *Æthereality* (Æthereal Plane) for purposes of Heka-enabled Casting Power consideration. Vril converts to Heka at the standard 1:5 ratio.

Time of Casting Power is one Critical Turn per phase shifted to or from. Thus, to go from Full Physical Manifestation (FPM) to a Partial Physical Manifestation (PPM) would take one CT. To then go from PPM to Non-Physical Manifestation (NPM)—thus being able to enter many other spheres and planes of the universe—would require another CT of time. In any case, the persona is unable to do anything else while Phase Shifting.

Area is the enabled persona only.

Distance has no application.

This Casting Power enables individuals to change their form from material to either of the two stages of non-material form. A Partial Physical Manifestation is a ghostly form. A Non-Physical Manifestation is totally invisible to normal human senses. Such personas are able to remain in whatever form they have shifted into for as long a period as they wish and have the Heka energy to allow. Neither form need to breathe, drink, eat, rest, sleep, etc.

In PPM, a persona may opt to be either visible (as a near-transparent, ghostly or wraith-like figure) or be essentially invisible, but in either case will be incapable or making noise or otherwise using physical means to influence material objects. The enabled persona will be capable of walking through walls, floating through the air (at normal movement rate), levitating up and down (through walls and floors), and will likewise be completely immune to all types of normal Physical damage, though he or she will be unable to cause any such damage either. The ill effects of any Physical damage previously suffered (shock, dazing, etc.), however, will still continue to plague the persona in Phase-Shifted state of Partial Physical Manifestation.

In Non-Material Manifestation, the persona is essentially on the Æthereal Plane and viewing the Material as if through a thin, gauzy veil. Of course, the NPM persona is quite undetectable to normal human perception. In many respects this form is the same as the PPM, invisible, but in addition the persona can will Astral travel. See *Astral Projection* under Spiritual TRAIT Power descriptions, page 324, for details of movement in this state. Note, however, that Phase-Shifted individuals are not using any "silver cord," and they may change from NPM to PPM or FPM when desired—or upon running out of Heka. That is a danger! To run out of Heka in some totally alien, deadly environment, thus returning involuntarily to Full Physical Manifestation, is to doom a persona to death. Even willing return to material form can be dangerous. However, this state of Phase Shifting provides a very, very powerful means of travelling, exploring, investigating, and so forth! The Heka it requires is detailed hereafter.

The initial cost to Phase Shift is 1 point of Heka for each 10 pounds of matter (the persona's body and any clothing and other equipment on his person or carried in hand) he must shift out of (material) phase. After making this initial expenditure, he must then succeed in a K/S roll to successfully shift out of phase. The base Difficulty Rating for this roll depends on how much personal equipment he is attempting to carry with him and is summarized on the table below:

Equipment/Weight	*Base DR*
None. The persona is Phase-Shifting nude.	Easy
Light clothing only, plus perhaps a wallet and a small dagger; or nude except for a single weapon* about the size/weight of a medium-sized sword or a short bow and a score of arrows.	Moderate
Heavy clothing with light, leather armor such as a jack; or light clothing and slightly heavier armor; or light clothing and a weapon as above or a pack with up to six pounds of equipment.	Hard
Heavy clothing with moderate armor plus a single weapon as above or a pack with equipment as above; or light clothing, no armor, and as many weapons and as much equipment as the persona can carry.	Difficult
Heavy clothing and armor, as many weapons and as much gear as the persona can carry.	Very Difficult

*Several smaller weapons of about the same mass and weight can be substituted at the option of the player.

Special Success reduces Heka cost of remaining out of phase to 1 per AT. Failure wastes the Heka. Special Failure means that the individual can't use this Power for a week. In no case can the Phase-Shifting persona cause someone else to do so. Once the changing of manifestation has been accomplished, the cost or remaining so Phase-Shifted is one-half the initial expenditure per Action Turn thereafter. Drop fractions as usual. For example, an HP with light clothing who weighs a total of 190 pounds would have to spend 19 points of Heka and take one CT to Phase Shift. After that, the persona could maintain the state for 9 points of Heka per AT for as long as desired and/or affordable. Note that upon deciding to return to normal state, another CT of time is required for each phase needed to return to material form, and during that period of time the persona can do nothing else.

Premonition: This Casting Power translates to a combination of *Clairvoyance* and *Future Seeing*, so while it resembles *Monition* (q.v.) in some respects, it is clearly more potent. Vril converts to Heka at 1:5, and TAD considerations of rather unusual sort come into play.

Time to cast *Premonition* is not a factor. A "strange feeling" occurs, and then time is spent investigating it, so to speak.

Area translates to details in the case of using this Power. It is a simple formula. Each detail costs 5 Heka points to discover, and details may be small. Gamemasters always have the option to limit the number of details revealed, and will describe them. They may also add one or two if there is Heka available, for some *Premonitions* might require such extra data.

Distance for this Power means days of time in the future. For each day in the future, there is a cost of 1 Heka point, and in addition there is always a "future variable" of from 0 to 9 points (using 1D10 and counting a result of 0 as 0 Heka points). This cost is always determined secretly by the gamemaster to prevent the premoniscient persona from knowing the date of the foreseen event!

Example: A persona wishes to use *Premonition* to "see" about 14 days into the future and discover four details regarding an event. This means that there is an addition of 32 points of Heka (14 for days, plus 20 for the four details at 5 points each) plus the "future variable" of 0 to 9 Heka points added to the "association" base cost of from 5 to 30 points of Heka. So, depending on that cost, the persona will have spent from 37 to 62 points before making the K/S roll. The GM will, of course, set the exact date in the future that the event is to take place, and it should seldom be exactly when the player requested. However, exact time might be revealed in lieu of a detail, at the GM's option. *Premonition* beyond 14 days in the future is discouraged, and gamemasters must be careful indeed if they allow anything exceeding two weeks or so—unless the event is separated by great distance/difficulty in reacting factors. It is as foolish to give personas knowledge of impending doom six months in advance as it is to give them important information about something which is about to happen half a world away where they and any associates cannot possibly be of any use.

This enabled Power is similar to *Monition*, as noted, though it functions in the future, prior to the actual event. But the Difficulty Rating is found exactly as is that for *Monition*. Whenever a "strange feeling" steals over premoniscient individuals, they may elect to expend Heka energy to utilize their Power. They must then concentrate for one AT, and during that time Heka for Area details, plus Distance in the future in days plus, between 5 (for an "Easy" use) and 30 (for an "Extreme" case) will be spent. The GM will inform such players of points gone, and then the DR will be given and the K/S check for success be made. The base Difficulty Rating will vary with how personally important the occurring event is to such a persona:

Association with or Import to the Persona	*Base DR*
Immediate family, best friend, loved one, residence, private office, etc. Something which directly threatens the strongest beliefs and/or the life of the persona.	Easy (5 Heka points)
Relative, friend, former lover, place liked and frequented, etc. An indirect threat to the strongest beliefs and/or the persona's life, or a direct threat to immediate family *et al.* Something involving the destruction of information/objects which are vital/crucial to the persona.	Moderate (10 Heka points)
Distant relation, associate, familiar place. Something indirectly life-threatening to someone liked/respected or involving the loss of possessions of the individual.	Hard (15 Heka points)
Well-known acquaintance, famous (important) person, known place. Discovery of something important by dangerous foes of the persona.	Difficult (20 Heka points)
Casual acquaintance, known but disliked/hostile persona, casually visited but important place. Loss of something important by a well known associate.	Very Difficult (25 Heka points)
Vague acquaintance, persons seen once, enemies, famous places of importance, vehicles of transport. Anything else affecting the individual or the people closest to him or her in some important manner.	Extreme (30 Heka points)

Failure means the Heka energy expended is lost and no second attempt for that occurrence can be made. Special Failure indicates a false *Premonition*. Success will reveal things "foreseen." The farther in the future, the more vague the information in most cases. Details are typically aspects of persons, places, and/or things concerned with the event. For example, an event occurring two weeks in the future might identify an event (say a bandit robbery of a carriage drawn by six piebald horses), the place (a forest with huge trees, perhaps), and an impression of the clothing worn by someone in the event (golden yellow watered silk). The nearer in time the event, the more complex the individual detail. Again, note that the gamemaster will not necessarily reveal as many details as requested by the persona. Special Success will give unusually clear details, considering the period in the future, of what is occurring (perhaps nearly *Clairaudial* and *Clairvoyant*), or twice the usual duration might be given for an occurrence in the very near future—say a day or so. *Premonition* is a "flash" impression lasting one BT, or longer for a Special Success.

The GM may wish to adjust for the environment at the time of the "strange feeling," the persona's state of mind, and other similar factors which might positively or negatively affect chance of success. It is mandatory that the gamemaster make certain that information from any true *Premonition* be traceable to future events, places, persons, and things by intelligent play, use of K/S Areas, detective work, expenditure of Heka, and so forth. This is a game, and the Power is aimed at allowing the players the ability of having their HPs on hand to intervene in matters foreseen...or to attempt to, at least.

[Combat Sub-Areas] Body Hardness, Body Motion, & Physical Prowess: In this milieu, the possession of any Physical Psychogenic ability means substantially the same thing for the persona. *Vril converts on a non-standard 1:2 basis.* Despite this, the enabled Powers are quite useful and highly usable. The Related Casting Effect/Force/Material for each of the three Combat Sub-Areas is as follows:

Body Hardness - Armor, Physical (Entropical Plane).
Body Motion - Action increase, Physical and Physical armor.
Physical Prowess - Strength Gain (Positive Plane) and Physical Armor.

For the sake of easy reference, we are repeating rules for these Powers here.

Physical Armor: All personas with combat Power possess this ability. Such personas are able to harden themselves, skin and the rest of their body equally, so as to be equal overall armor against all forms of Physical damage. That classification includes Impact, Acid, Fire, etc. By expending Heka up to a maximum of their PNPow, such individuals gain that amount of armor against such attacks: i.e., 1 point of Heka equals 1 point of armor. It requires one CT of concentration to create Physical armor, and during that period an individual can do nothing else. The persona may not expend more Heka for this Power until all armor previously created has been negated by absorption of (potential) Physical damage. For example, imagine that an HP named Lanna has this Power, has 86 points of Heka, and spends one CT concentrating on Physical Armor. If her PNPow is 18, she then gains 18 points of armor against all forms of Physical attack, and when that has been destroyed by absorbing 18 points of PD, she may, if able, spend another CT and 18 Heka points to renew protection.

Physical Speed: Personas with the Heka-enabled Casting Power of either *Body Motion* or *Physical Prowess* may use *Physical Speed*. By spending one Critical Turn of concentration on energizing themselves for *Physical Speed*, such individuals are able to expend Heka to bring about additional body motion ability. Movement speed, actions, or actual attacks can be doubled thus. (When using the optional Initiative system for spacing actions, have such a persona conduct doubled actions or attacks together.) Note that Heka must be expended and then a K/S check made to see if *Physical Speed* was attained or if it failed. In the latter case, the Heka is lost, but such a persona will nevertheless gain first action (i.e., have an Initiative of 1 point lower than the lowest of all normal combatants) in the next CT Initiative sequence (simultaneous with any other personas having *Physical Speed* failure) after other personas with Casting Power enabling successful *Physical Speed* increase have acted.

Physical Speed Action	*Base DR*	*Heka Cost*
Pedal motion or crawling	Easy	10 points
Complex movement such as evasion, bobbing, climbing, etc.	Moderate	15 points
Aiming and discharging a weapon	Hard	20 points
All typical combat actions in varying order	Difficult	25 points

Note that striking with a natural weapon or a hand-held one (club, axe, etc.) falls under the "Complex movement" category.

Success means that the persona will have the desired Physical Speed ability for the next Battle Turn (10 CTs). A Special Success enables Physical Speed in two BTs without concentration (and loss of action for a CT), but Heka must be expended to gain the second BT. However, if Heka is spent, there is no K/S check required. Special Failure indicates that no speed is gained at all, and the individual will act last in that CT.

Physical Performance: This ability is usable only by personas with *Body Motion* Casting Power. It requires no time of concentration, but there is a cost of 5 points of Heka to enable its use. Whenever such personas act during the CT, they will be able to perform far above their norm, because each additional point of Heka spent will increase their ability by one foot. The K/S check for this Power depends on the category of activity concerned:

Physical Activity Category	*Base DR*
Jumping forward up to +15 feet	Easy
Jumping forward up to +30 feet or springing upwards to +10 feet	Moderate
Jumping upwards up to +20 feet or jumping downwards up to +50 feet or jumping sideways or backwards up to +5 feet	Hard
Jumping downwards up to +60 feet or jumping sideways or backwards up to 10 feet or leaping ahead up to +10 feet	Difficult
Jumping sideways or backwards up to +15 feet or leaping ahead up to +20 feet	Very Difficult

A jump assumes at least one or two steps movement in the direction, or a gathering, lean, and spring. A leap or spring as used above assumes no such obvious motion or foregathering. Jumping downwards includes falling. In the latter case, deduct the PNSpd from 30 to determine how many tenths of seconds pass before Heka action occurs (note that there are 30 tenths in a CT). For example, a persona named Jocko has a *Body Motion* Power and a PNSpd of 16, so he will be able to kick in the Power after 1.4 seconds time (30 – 16 = 14 tenths, or 1.4 seconds). If falling beyond 31.5 feet (the distance fallen in 1.4 seconds at the rate of 16′ per second per second—see the *Slow Gravity* Charm on page 38 for the formula), he will not take any Physical damage for some of that distance, depending on the DR he selects (probably "Difficult") and the success of his K/S check. Assuming the GM allows a 10-foot fall without damage, then the persona could possibly fall as far as 70 feet and be undamaged. However, a fall of 80 feet would deliver damage equal to the momentum of falling that distance—i.e., 1D6+1 cumulative per 10′ fallen, so at 80′ the persona would suffer 8D6+8 damage (not too bad, considering...).

You will note that each of the Heka-enabled Physical feats has no time indicator, for the action is unique and lasts for so long as the indicated activity requires. Gamemasters may, at their option, expand Physical Performance to include activities of other natures which are recorded in CTs of time. They might add such things as holding on, muscular exertion, swinging, and tumbling (as are seen in martial arts films): for example, to dangle by fingertips for 10 CTs (10 points of Heka and DR "Moderate"), then swing to travel 20 feet in an arc (20 Heka points and DR "Hard") and land so as to be

able to hold up a descending "spiked ceiling of doom" which only four strong men could prevent from coming down (60 points to Heka to PMPow, thus making it an 80 for the HP, and equal to four strong men, at DR "Hard"), and finally to tumble 30 feet to safety (back-flip, roll, handspring sideways, etc.) to avoid the missiles of the enraged guards (30 points of Heka and a K/S roll of "Difficult"). In short, there are a lot of other things this Power can cover, but GMs must each decide how broad they wish to make it. With Heka from other sources available to the persona, it can be subject to abuse.

Physical Force: This Power is available only to those personas possessing the *(Combat Sub-Area), Physical Prowess.*

Time needed to activate this Power is one Critical Turn of concentration.

Area covered is the persona only.

Distance is not a consideration.

By expending 5 points of Heka and concentrating for one CT, enabled individuals can increase their PMCap and/or PMPow by up to a total of 10% of their actual Physical TRAIT total. Such a persona with a P TRAIT of 110 could use Physical force to make PMCap and PMPow each higher—say 5 to PMCap and 6 to PMPow to bring them each to 25. Then each CT, for the whole of a Battle Turn, the persona could direct Heka energy into Physical attacks with natural weapons or with hand-held or hand-hurled ones. If such attacks succeed in hitting, Heka added translates directly to Physical damage, and this is in addition to bonuses for PMPow. Thus, allotting 60 points of Heka to their attacks possible during the BT, such personas would do an additional +6 points of PD due to Heka energy each time they managed a successful K/S roll in their attacks, until the expiration of the 10 CTs of time which Physical force lasts.

Note that Heka must be expended for the entire period of time considered, one BT. No more than 10 points of Heka may be allotted to each CT, and each CT's allotment must be equal—i.e., all 10 CTs of the Battle Turn in which Physical force

is activated must have a like amount of Heka: 1 point, 2, 3, 4, etc., each. However, if a persona is able to attack more than once each Critical Turn, the allotment of Heka continues to function, so that it applies equally and undivided to each attack during that CT. If each CT has 6 points of Heka allotted to it, then three attacks during a CT would each have the +6 PD.

Continuing the above example, where a persona used Physical force to increase PMCap and PMPow to 25 by spending 5 Heka points and distributing a 10% of P TRAIT increase to them through this Casting Power, the persona is then at a Physical damage bonus of +13. Let's say, for the sake of easy handling, that our hero then adds 70 points of Heka to the Physical force pool for the coming Battle Turn, so each CT she or he will add +7 PD for that Heka force. Thus, each successful attack the persona makes during the immediately following 10 CTs will be at +20 PD (13 for a PMPow of 25, and 7 for Heka allotment).

This individual is now a very potent warrior with hands, feet, or hand weapons!

Spiritual TRAIT, Psychogenic Relationship, Heka-Enabled Casting Powers

Psychogenic Power	*Related Casting Effect*
Astral Projection	Astral Projection
Aural Reading	Aural Sight
Clairaudience	Clairaudience
Clairvoyance	Clairvoyance
Extra-Retinal Vision	Sensory Increase
Intuition (Hunch)	Augury
Precognition	Future Seeing
Prevision	Future Seeing
Psychic Healing	Cure (all) & Regenerate (all)
Psychometry	Sensory Capacity, Vibratory
Rapport	Sensory Capacity, Thought
Retrocognition	Past Reviewing
Telesthesia	Sensory Capacity, Thought & Vibrations
Telluism	Sensory Capacity, Emotions
(Combat Sub-Area) Soul Drain	Wound, Spiritual
(Combat Sub-Area) Soul Block	Wound, Spiritual; & Hopelessness & Confusion
(Combat Sub-Area) Soul Charm	Wound, Spiritual; & Reversal, Mental & Physical

Spiritual TRAIT Powers

Astral Projection: This Heka-enabled Casting Power is essentially the same as the Casting, *Astral Projection*, but considerably different from *Astral Journeying*. You may go to the Castings section to compare, but for sake of convenience we have included the rules for this enabled Casting Power here as well. Note that there is very little difference between this operation and the working of the ability in other milieux, save that in this place Vril converts to Heka at the standard 1:5 ratio.

Astral Projection enables the persona to travel virtually anywhere in the universe in non-material form. Utilization of this enabled Casting Power requires that the persona enter a trance state (often similar to deep sleep), for the body will remain behind as the spirit travels. (Compare *Phase Shifting*, page 321.) The body should be carefully guarded physically and warded magickally, for in such a state the persona will be especially vulnerable to Physical attack or possession by another spirit. (It takes 1D10 Critical Turns for the persona's subconscious to realize that something is wrong, though the return to the body is instantaneous once that occurs.) It is also possible that a spirit could come in and take over the "empty" body.

The spirit form of the individual can be either Non-Physical (NPM) or Partial-Physical (PPM) in nature, at the practitioner's choice, but in no case can it influence Physical objects. Furthermore, it is able to roam anywhere in the spheres and planes of the universe but is attached to the material body by a cord-like energy flow of silvery color. (This is the "silver cord" oft spoken of by mystics.)

Going into the trance state requires 1D6 ATs (during which time the HP must be completely undisturbed) and 1D6 points of Heka to accomplish. A K/S roll (at a DR of "Easy") is required to "lift out." Then for each AT spent by the spirit form in Astral state, another point of Heka must be spent by the individual projecting thus. Additionally, K/S rolls are necessary whenever the spirit form seeks to transfer from one plane/sphere to another. Rolls are necessary as follows; note that any failure of a roll will result in such personas immediately being forced back to their Physical body, whereupon they must rest for 24 hours before making another attempt to project:

*Travelling to Area**	*Base DR*
Another plane or sphere of the same type, such as from one Preternatural Sphere to another (Air to Positive or Air or Æthereal, for example).	Easy
One removed. To a Preternatural Plane from the Material (Sphere of Ærth to the Sphere of Air, for example), or from the Preternatural Plane to the Supernatural, etc. Also from one tier or sphere of a Supernatural Plane to another (such as from the 6th to 7th Netherhell). From any non-Preternatural Plane to the Æthereal.	Moderate
To a Plane two "rings" removed. To a Supernatural Plane from the Material, or to an Entital Plane from the Preternatural.	Hard
Subject to a "storm" on any foreign non-Material plane/sphere except the Astral Plane or the Æthereal Plane/Sphere.	Difficult
Subject to a "storm" on the Astral Plane or the Æthereal Plane/Sphere.	Very Difficult

*See page 21 for a map and description of the multiversal layout.

Storm: This refers to being subject to the Astral Storm or Æthereal Wind, or some similar hazard. The listed roll must be made immediately; failure means such individuals are forced back to their body, taking 4D6 points of Spiritual damage if cast from the Supernatural regions and 8D6 if from Entital regions, and remaining in a coma for 1D6 days after returning to Physical form. There is a 20% chance that the Astral Storm will break the Silver Cord!

Within the Material Plane	1,200 mph
In the Preternatural/Supernatural Planes/Spheres.	12,000 mph
In space between between worlds or spheres on any plane; Anywhere on the Entital Planes.	1,200,000,000 mph

Naturally, one can move at any speed slower than the maximums given, moving or remaining still as desired.

Note that this is a highly perilous state in which to be if enemies are prepared for an Æthereal visit—i.e., there are Evil spirits nearby, and/or magickal traps are laid for spirits in the area. The Æthereal form is essentially a standard NPM one subject to normal Mental and/or Spiritual attack and damage. Chances of meeting a hostile being in the Æther are about 1 in 100 per hour of travel.

Spirit/Creature/Being	*Chance of Success*
Greater Supernatural or any Entital being	10%
Supernatural being	5%
Minor Supernatural or Preternatural being	1%

Individuals so attacked can try to flee, battle the foe, or return their astral form to their body. If the spirit/creature/being chooses to pursue (which it usually will) a fleeing persona can escape by beating it in a contest of MR CATEGORIES (good luck). Such creatures can be Mentally and/or Spiritually attacked, and will retreat if they suffer damage which equals or exceeds their EL. Returning to the Physical body, however, is the most sure means of escape—the process is an instantaneous transportation similar to *Teleportation*.

Furthermore, if in a plane or sphere where there are natural hazards such as the Æthereal Wind, Astral Storm, Abyssal Cyclone, etc., then such individuals also risk death from having their cord broken. The gamemaster will determine where such hazards are located and the likelihood of fatality (usually 2D10%) if encountered. Even surviving these hazards, however, it is likely that such personas will have been blown very far off course and forced roughly back to their Physical body (see above).

Navigating in astral form is, for the most part, done instinctively. By concentrating on a particular individual or place, the persona will naturally tend to glide toward it. As with other Non-Physical Manifestation spirits/creatures/beings, those in an astrally projected state are invisible to all but other non-corporeal spirits (or those personas with certain Powers or Heka Castings) and totally insubstantial in mundane terms. A persona with *Vibratory Hyperæsthesia* (q.v.), though, might be able to sense the presence of an astral body, and various forms of magick and Castings too can enable visual sighting, sensing of, or trapping of such spirits. Otherwise, the astrally projected body can walk through walls, sink into rock, etc. Partial Physical Manifestations are similar, but visible to all.

Note that it is possible to cross very large distances in another plane by travelling through the Astral or Æthereal for a ways and then flipping back. One mile in the Æthereal Plane is equivalent to 10 in the Material, Preternatural, or Supernatural (in space or spheres), and one mile in the Astral Plane is equivalent to 10 in the Æthereal or 100 elsewhere. For example, if desiring to go from Point A to Point B, some 820 miles away, a persona could project into the Æthereal Plane, travel 82 miles, then flip back and be there. However, it can be very difficult to navigate while so doing (such personas might discover that they wound up in Point C or Point D miles removed from the desired Point B!), and so this technique is mainly reserved for getting "most of the way there" on long journeys and circumventing hazards of travel in other planes.

Obviously, *Astral Projection* is a useful means of travelling great distances to discover information, and in many cases such personas will be invisible to those under observation. It might also be a means of communication between far-removed parties who wish to exchange information, but because of possible eavesdropping or interception or messages do so by *Astral Projection*. The latter can offer near-foolproof means if one persona can detect the projected individual or both parties are astrally projected.

Aural Reading: This enabled Casting Power translates to *Aural Sight* Related Casting Effect/Force/Material. The persona possessing it converts Vril to Heka at the usual 1:5 rate. For Time, Area, and Distance considerations see below.

Aural Reading enables the persona to discern the auras of creatures/beings with a measurable Mental and/or Physical and/or Spiritual TRAIT, note the presence of Heka in a place or thing, or even to read the aura of an area which has been subjected to very strong thoughts, emotions, and actions. *Aural Reading* can be done only if the individual so capable expends 5 points of Heka and is less than one rod (16.5') distant from the subject or the center of the area. The cost to accomplish reading is 1 point of Heka for each color observed and analyzed. The Difficulty Rating of *Aural Reading* depends on the subject, and the following table will serve to assist the gamemaster in deciding what DR to use for a particular attempt:

*Subject To Be Read**	*Aura Strength**	*Base DR*
Simple, open, friendly, alive.	Very Strong	Easy
Complex, tolerant, alive or a place/thing recently subjected to very strong M/P/S energy.	Strong	Moderate
Very complex, closed, unwilling, alive or a place/thing exposed to very strong M/P/S energy in the past, weaker recently. Noting Heka of some type present.	Moderate	Hard
Very complex, closed, hostile, alive; lesser spirit; or a place/thing with old/weak M/P/S energy.	Weak/Masked	Difficult
Detecting multiple Heka forces. Masking/suppressing aura, alive; strong spirit; or a place/thing with very old/faint M/P/S energy.	Very Weak/Suppressed	Very Difficult
Determining Heka types present. Strongest spirits. Identification of plane/sphere of Heka present.	Faint/Heka-Cloaked	Extreme
Standing less than 1 yard from person and using open palms. Holding/touching object.		+1 DR
Stress present in reader.		–1 DR
Very stressed reader (life threatened at time)		–2 DR

* Either or both may apply, and GMs should decide the DR based on exact circumstances and best judgment.

Note: Treat all alien life forms, save those native to Phæree, as spirits.

For full details of aural colors and areas, see the Fortune Telling *Aural Sight* Casting on page 210 of this book.

Clairaudience: This Casting Power is the same as the *Clairaudience* Related Casting Effect/Force/Material. It operates virtually the same as it does in other milieux, but with Vril converting to Heka at the usual 1:5 ratio, enabled individuals can utilize the Power more frequently. TAD considerations are detailed in the description of the Power given below.

Clairaudience is the ability to distinctly and plainly hear sounds in places far out of range of the individual's audial perception. Unlike *Hyperæsthesia* of the hearing sense (q.v.), the hearing conferred by *Clairaudience* is no more sensitive than is the persona's normal audial capacity. The special thing about it is that such individuals can "project" their sense of hearing to a point far removed and hear just as if they were actually there. A clairaudient HP looking up at a hilltop tower a mile away, for example, might be able to project into one of the rooms in it and eavesdrop on a secret meeting held therein.

Utilization of this Power requires an initial expenditure of Heka points equal to the SPSpd of the persona, and a K/S roll adjusted according to the Distance and the familiarity of the target area:

Target Area	*Base DR*
Familiar and less than 100 feet distant	Easy
Unfamiliar and less than 100 feet distant	Moderate
Familiar and less than 1 furlong (660') distant	Hard
Unfamiliar and less than 1 furlong (660') distant	Difficult
Familiar and less than 100 miles distant	Very Difficult
Unfamiliar and less than 100 miles distant	Extreme

Familiarity might be gained through Heka-enabled means such as scrying, *Clairvoyance*, etc. through frequent viewing of an area.

Note that the DR is not affected by walls, doors, sound-deadening, or (most) other obstructions to sound: *Clairaudience* ignores such things entirely! As usual, though, failure of a roll results in loss of the initial Heka points expended. *Clairaudience* can, however, be thwarted by lead lining, magnetic fields surrounding the target site, or by Heka Powers and Castings of magick of some sorts. This Power cannot be used in conjunction with *Hyperæsthesia*, but it can be combined with *Clairvoyance* (see below).

The individual performing this Heka-enabled Casting Power must have quiet in order to concentrate. Each Action Turn of "listening" to loud, plain speaking/sounds costs 1 point of Heka, while whispers and masking noises boost the cost to 1 point per BT (10 per AT). A Special Failure will bring a hallucinatory experience to the persona, which is totally misleading or false. GMs should go to whatever lengths they believe appropriate for the situation to make such players unaware of the wrong input when this occurs, and should make all *Clairaudience* rolls secretly.

Clairvoyance: This Heka-enabled Casting Power translated exactly to the *Clairvoyance* Related Casting Effect/Force/Material. Vril-to-Heka conversion is at 1:5. Time, Area, and Distance factors are included in the text below.

Clairvoyant personas are able to "visually" experience a scene from which they are separated by walls or distance or both. While no ability to hear is conferred by this Power, both *Clairvoyance* and *Clairaudience* (q.v.) can be used simultaneously, if possessed by the personas, if the roll for each Power is made at a Difficulty Rating one step higher (worse) than normal. Individuals using *Clairvoyance* must expend points of Heka equal to their SPSpd and make a K/S roll adjusted by the range and familiarity of the area perceived by the *Clairvoyance*:

Target Area	*Base DR*
Familiar and less than 100 miles distant	Easy
Familiar and less than 1,000 miles distant	Moderate
Familiar and less than 10,000 miles distant	Hard
Unfamiliar and less than 100 miles distant	Difficult
Unfamiliar and less than 1,000 miles distant	Very Difficult
Unfamiliar and less than 10,000 miles distant	Extreme

Familiarity can be gained by Heka-based means, but many viewings over a period of time must be experienced by the persona. (Compare *Clairaudience* above.)

As will be noted from the foregoing table, *Clairvoyance* has a much longer range than does *Clairaudience*, but it is otherwise similar in operation. Note that 1 clairaudient/clairvoyant in 10 has an added sense of smell which functions when the other Powers do. Furthermore, 1 in 10 of such individuals are clairsensory and theoretically able to employ all senses when using the Power held. If a persona is "multi-clair-sensed," then the DR and table (and distances/ranges) for *Clairvoyance* prevail.

Extra-Retinal Vision: This is, obviously, a Heka-enabled Casting Power that is the equivalent of *Sensory Increase*, and it is of potent sort. The persona converts Vril to Heka at the standard 1:5 ratio. Governing rules are repeated below.

This Casting Power is similar to *Dermo-Optical Perception* (q.v.), but it is limited as to the areas of the body which are usable, and is also somewhat superior in power to *DOP*. Enabled individuals can "see" from the skin of their cheeks, fingertips, or solar plexus when the appropriate area is uncovered and they so desire. The sight thus enabled is equal to (human) normal vision, and light conditions affect it just as they do eyesight. The cost of using *Extra-Retinal Vision* is 1 point of Heka per Action Turn; 1 point per Critical Turn if the persona is using the ability in conjunction with normal vision. Difficulty Rating for standard use is "Moderate," although stress, fear, etc., might make use of the Power more difficult by one or two DR steps worse (i.e., "Hard" or "Difficult"). Using both normal and *Extra-Retinal Vision* simultaneously is at DR "Hard" because of the difficulty of mentally processing the dual "visual" sensory input being received.

Intuition (Hunch): The Casting Related Effect/Force/Material for this Heka-enabled Casting Power is that of *Future Seeing*. Rules governing this Power are very similar to those for the *Psychogenic* ability and are given below for convenience:

Intuition is similar to *Premonition* and *Prevision* (qq.v.), but lacks data and detail. That is, individuals possessing this "hunch" ability can spend 5 Heka points at virtually any time in order to see if they have an intuitive feeling about something. The gamemaster will rule after a secret K/S check (rolled by the GM) has been made. The following table lists the base Difficulty Rating according to the situation:

Situation	*Base DR*
Inconsequential, in immediate future.	Easy
Inconsequential, within 24 hours; or of minor importance and in the immediate future.	Moderate
Inconsequential, within next month; or of minor importance and within 24 hours.	Hard
Minor importance, within the next month; or important and within the next hour.	Difficult
Important, within the next 24 hours; or critical, within the next hour.	Very Difficult
Important, within the next month; or critical within the next hour.	Extreme

For every 5 additional Heka points invested by such a persona, the DR can be reduced by one factor, but never better than "Moderate" in any case. (This, of course, is always a gamble, as the player never knows exactly what the DR is!). If the K/S roll succeeds, the gamemaster will allow the persona to pose a single question of about one word per point of Heka spent. The answer should be of a one-word sort (or as close to one-word as possible)—i.e., yes or no, up or down, stay or go, and so forth. In the case of a Special Failure a wrong answer is given, though a Special Success might give a second or third word, or allow another query at no additional Heka cost (so a Special Failure might also allow such "extra" information!).

Precognition: This Casting ability translates to *Future Seeing* (cf. *Intuition*, above). The conversion of Vril to Heka is at the usual 1:5 rate. Rules for this Heka-enabled Power are:

Precognition allows an individual to know something is going to occur prior to it actually taking place. Unlike *Premonition* (q.v.), *Precognition* enables the persona to have some exact details of what is going to occur: i.e., who, what, when, where, why, and how. When the persona checks for a precognitory "feeling" or one occurs (as directed by the GM, of course), the individual must expend Heka points equal to SPCap. The GM must then make a K/S roll to find out if the HP receives the *Precognition*. The base Difficulty Rating varies with the event's immediacy and the number of details:

Nature of Event	*Base DR*
Under 48 hours, 1-3 details.	Easy
Under 48 hours, 4-6 details.	Moderate
2-7 days in the future, 1-3 details.	Hard
2-7 days in the future, 4-6 details.	Difficult
1-4 weeks in the future, 1-3 details.	Very Difficult
1-4 weeks in the future, 4-6 details.	Extreme

If a successful *Precognition* is managed, the persona may try again in 24 hours to learn all of the details, and possibly some surrounding information

as well, by again expending SPCap in Heka points and again having the GM secretly make a K/S roll, with the same DR adjustment. This is also a good way to double-check the previous vision and see if a Special Failure occurred; such failures, of course, yield false information to the individual.

Prevision: This Casting Power also translates to *Future Seeing* as does *Precognition*, above. Change the HP's Vril to Heka at the 1:5 basis.

Prevision is similar to *Precognition*, but lacks all but a visual component. That is, personas with this Power can literally "foresee" things. The Power operates in time and enables the persona to "see" future events exactly as they will happen. The problem is to identify who, what, where, when, and/or why it is part of the *Prevision* experience! Players may attempt to have such personas feel previsionary, or the gamemaster will inform a player that the persona has an "uneasy" feeling. If the individual then withdraws to a quiet place, goes into a trance or deep sleep, and expends 25 points of Heka, a K/S roll is secretly made by the GM with the following Difficulty Rating modifiers:

Nature of Event	*Base DR*
Concerns the persona directly and is under 48 hours in the future.	Easy
Concerns the persona directly and is 2-7 days in the future; or concerns people close to the individual and is under 48 hours in the future.	Moderate
Concerns the persona directly and is 1-4 weeks in the future; or concerns people close to the individual and is 2-7 days in the future.	Hard
Concerns people close to the persona and is 1-4 weeks in the future; or concerns something directly vital to combating evil foes and is under 48 hours in the future.	Difficult
Concerns evil foes and is 2-7 days in the future; or concerns the loss of life, property, etc., on any scale and is under 48 hours in the future.	Very Difficult
Concerns evil foes and is 1-4 weeks in the future; or concerns the loss of life, property, etc., on any scale and is 2-7 days in the future.	Extreme

The gamemaster might allow a slightly lower (better) DR for truly terrible losses of life and property, and extend the time into the future beyond the limit of seven days given above. Thus, for example, a massive disaster created by evil foes might be foreseen 1-3 months in the future at DR "Extreme," 1-4 weeks at DR "Very Difficult," or 2-7 days at DR "Difficult." Anything shorter than that is really too short a reaction time to be useful in such regard.

Once again, a Special Failure will result in totally erroneous *Previsual* experience.

Psychic Healing: The scope of this Heka-enabled Casting Power is so broad as to translate to the whole spectrum of Casting Related *Cure and Regenerate* Effect/Force/Material results. With the Vril-to-Heka conversion ratio of 1:5, the persona will be capable of potent healing with this Power. Rules governing *Psychic Healing* Casting Power are:

Time is one Critical Turn.

Area is one sentient, sapient or semi-sapient creature.

Distance is less than one yard.

This Power allows personas to expend Heka on themselves or another to heal Spiritual, Mental, or Physical damage. It can also be used to counter diseases, restore crippled limbs, or cure blindness, deafness, etc. Damage healing can be repeated on the same individual as frequently as once per day, but all other sorts of healing can be attempted but once per affliction by an individual psychic healer. The Difficulty Rating for the K/S roll and the Heka required vary with the precise operation attempted and are shown on the following table:

Healing to Occur	*Base DR*	*Healing Accomplished*
Spiritual damage removal	Easy	5:1 Heka point expended
Mental damage removal	Moderate	2:1 Heka point expended
Physical damage removal	Hard	1:1 Heka point expended
Cure disease or arrest poisoning	Difficult	Expend Heka = STR+2
Restore non-functioning sense, or cure insanity	Very Difficult	Expend Heka = PM
	CATEGORY or GM's ruling	
Restore crippled limb or severed nerves, or cure blindness, etc.	Extreme	Expend Heka = P TRAIT or GM's ruling

Special Failure indicates that the Psychic Healer has been damaged or affected/afflicted in the same manner as the individual she or he was attempting to heal, so watch out!

Psychometry: This Casting Power translates to *Sensory Capacity, Vibratory* (of a very special sort) in this milieu. As usual, Vril becomes Heka at a ratio of 1 Vril to 5 Heka points.

Individuals and events sometimes leave impressions of various sorts on objects. The Heka-enabled Casting Power of *Psychometry* allows personas to attune themselves to the vibratory frequency of an inanimate object. So attuned, these individuals might be able to "read" the nature of outside vibrations stored, recorded as it were, within the object. Such "reading" comes from impressions and sensing people, emotions, thoughts, places, and things which have been impressed in vibration upon the object—man, woman, death, pain, water, cold, heat, fear, etc.

To accomplish a *Psychometry* reading, such individuals must hold the object for 1D6 Action Turns, concentrating on the thing they hold with a calm, quiet mind. Each "bundle" of things "read" is a group of 1D3 bits of information and costs 30 points of Heka to sense. The persona must then make a K/S roll based on the connection of the object with or to the person and/or event and the time elapsed between the reading and the the tracing of the impression in the object. It must be remembered that subsequent impressions will be above earlier ones, that there might be layers of these vibrations, so that an object psychometrically "read" will reveal things from most recent to oldest in layers, all else being relatively equal. However, the strongest vibrations will be immediately discernible otherwise.

For determination of the Difficulty Rating of this Power, use the following table:

Connection/Time Passed	*Base DR*
Direct/one week or less.	Easy
Direct/one month or less; indirect/one week or less.	Moderate
Direct/one year or less; indirect/one month or less.	Hard
Direct/over one year; indirect/one year or less; disconnected/one week or less.	Difficult
Direct/over one decade; indirect/over one year; disconnected/one month or less.	Very Difficult
Direct/over one century; indirect/ over one decade; disconnected/one year or less.	Extreme

Direct connection indicates that the object was personal to the individual in question or key to the event: clothing, jewelry, keys, a diary, murder weapon, etc. Indirect means that the object was not direct but was present and associated peripherally with the event: a chair in which someone connected sat, a room central to the event, a tree to which someone was tied or in which someone hid, or similar thing proximate to an event with strong vibrations leaving impressions. Disconnected means that the object was in proximity to the event but was not associated with the event otherwise.

Reading each 1D3 bit "bundle" requires the expenditure of 30 Heka points. The gamemaster will make K/S rolls in secret for the player's Heroic Persona.

A Special Success will reveal twice as much information as indicated by the 1D3 roll—i.e., 2, 4, or 6 bits of information. A failure means that the enabled persona is unable/no longer able to read anything more from the object. A Special Failure will give false information, possibly as if a Special Success were obtained.

The GM might allow a DR of one step easier if a very strong vibration is impressed in the object: the impressions caused from death, fury, etc. If Heka was used to mask impressions, then the Difficulty Rating will be from one to three steps harder. See also *Retrocognition*, below.

Rapport: This Power relates to the *Sensory Capacity, Thought* Effect/Force/Material of Casting. Vril converts to Heka at 1:5, standard, and the enabled persona also wields a slightly greater ability than Psychogenic *Rapport*.

This Power links the senses of the enabled persona to those of another—either an associated animal (such as a pet, guard animal, etc.) or a human(oid). In the former case, that of Linking to an animal, *Rapport* allows the persona to experience the sensory information received by the animal. *Rapport* with another similar creature (human, humanoid, sapient and compatible) may allow, at the enabled individual's option, sensory exchange rather than merely a one-way channel. The Link functions over virtually any distance, through planes and/or spheres, etc., and is similar to *Telepathy* (q.v.), though it is not subject to interception by others. Unless established as such purposely, the Link is not necessarily a bond. The enabled persona may choose a one-way *Rapport* with an animal, and this is a non-bonding Link. However, interpretation of sensory information, even possibly sight, might be difficult at first, and always near-impossible when it comes to smell. However, loss of a non-bonded *Rapport* partner inflicts only 4D6 Spiritual damage points on the enabled persona. A human(oid) *Rapport* partner (or a similar partnership with any sapient and compatible being) is usually a bonded sort. Loss of that individual inflicts 6D6 points of Spiritual damage, and the bonder's Mental and Spiritual ability will be nil for 1D6 days time.

By expending 50 Heka points, minus the *Rapport* partner's SPCap, if any, the enabled individual is able to mentally experience all of the sensory information the partner is receiving at the time. This Link lasts for one AT, and it may be maintained beyond that time for 1 Heka point per BT of additional time. Note that bonded individuals may share *Rapport* cost if both are Heka capable, and the partner has ability to utilize *Sensory Capacity, Thought*.

The Difficulty Rating for opening the linkage or establishing initial *Rapport* linkage depends upon the condition of the partner and the sort of animal it is:

Condition of Human(oid)/Animal Type	*Base DR*
Calm, relaxed, observant, etc./ non-animal, insectoid, or crustacean	Easy
Anxious, busy, distracted, etc./ amphibian, piscoid, or reptilian	Moderate
Emotional, harried, immersed, etc./avian	Hard
Withdrawn, very stressed, very worried, etc./mammalian	Difficult
In pain, badly frightened, in a trance, etc.	Very Difficult
Drugged, delirious, drunk, etc.	Extreme

Note that if *Rapport* is opened with a bonded partner, some of the above conditions might be alleviated or removed (fear, pain, drugged condition, etc.).

Special Success for non-bonded partner *Rapport* means that the experience lasts twice as long as normal (two ATs) and that sensory information is more perfectly understood by the enabled persona. With respect to a bonded partner, the time of initial *Rapport* is also doubled, and both individuals linked by the Power can share sensory information, even though the partner might not otherwise be enabled to so do. Special Failure will cause the enabled individual to believe that something terrible is occurring to the linked individual; and if something bad is actually happening to a bonded partner, then the enabled persona will think it happening to him or herself. This belief will take 1D6 hours to pass, and only thereafter will the individual's normal mental condition return.

Retrocognition: This enabled Casting Power translates to *Past Reviewing*. Again, the Psychogenic Vril becomes Heka at 1:5, so the persona has decidedly more energy. Although the Power enabled is essentially the same as the Psychogenic one, the rules governing it are repeated here for ease and clarity.

Retrocognition is the sight, sensing, and understanding of something which has already occurred. It is the review of something which happened in the past. When investigating strange happenings, disappearances, and crimes, for instance, individuals with this Power will be at an advantage! Such personas must be in the exact locale of the occurrence, and, if able, must handle things which were connected to the occurrence at the same time. Time, of course, has a bearing. For each detail to be discovered (cf. *Precognition*) 20 Heka points minus the persona's SPCap (2 points minimum) must be expended. A failure means that the Heka is gone and no further information can ever be gained; a successful K/S roll makes the next try one level of DR easier, but only one such improvement is possible, save for a Special Success which can move it up two (one more if it has already become one DR easier). The DR is modified according to the connection of the event to the persona and the amount of time passed:

Connection/Time Passed	*Base DR*
Direct/within one week	Easy
Direct/within one month; indirect/within one week.	Moderate
Direct/within one year; indirect/within one month.	Hard
Direct/over one year; indirect/within one year; unconnected/within one week.	Difficult
Direct/over one decade; indirect/over one year; unconnected within one month.	Very Difficult
Indirectly connected/unconnected—anytime in the past beyond the times given above.	Extreme

If violence was committed, the DR is one step easier. Likewise, it is easier if an object involved can be held. The previous use of Heka to cover up such impressions, however, will worsen the DR by three to four steps.

Telesthesia: This translated to Related Casting Effect/Force/Material of both *Sensory Capacity, Thought* and *Sensory Capacity, Vibrations*. Vril becomes Heka at 1:5 points. Rules for use of the Power are:

As with *Rapport* (q.v.), the enabled persona can establish a Link to another individual, but in addition can Link to one to three (1D3) places as well. Successful *Telesthesia* brings impressions and feelings, not sensory data from sight, sound, etc. Impressions include impending events, emotions, and actual occurrences taking place. Feelings include those of the Linked individual and those strong ones held by persons in a Linked area.

Linkage to an individual in this case is not strong as it is in *Rapport*, and in the event of the demise of a Linked individual, the persona with this Power suffers no Spiritual damage. Similarly, the Linkage is not two-way unless the Linked individual is also able to use Casting Power of any sort which has the *Sensory Capacity, Thought* Effect/Force/Material. Exchange of Heka to energize *Telesthesia* is not possible.

Linkage between the enabled persona and the subject individual is made by a K/S roll of DR "Moderate" in all cases; for a Linkage to an area

the DR is always "Hard." Before determination of success, the enabled persona must expend 20 points of Heka to Link to a living creature, 10 Heka points to Link to an area. If the K/S roll is failed, the Heka is lost, but success indicates Linkage lasting for one AT to a living individual, two ATs to an area. If anything out of the ordinary is occurring to the Linked individual, or in such proximity that the individual is aware of it, or in the event of the same happening in a Linked area, the enabled persona must expend more Heka. The gamemaster will inform the player that the persona feels "unease," and then 20 additional points of Heka must be expended for an individual, 10 for an area, and a K/S roll ("Moderate" for the individual Linkage, "Hard" for the area Linkage) must be made, or else no impressions and feelings other than "unease" will be revealed.

Success reveals the vague information noted. Special Success will give very sharp impressions. Special Failure can occur upon attempting Linkage, and in such case it will give a false sense of unease. If it occurs when checking after a true "uneasy" feeling, then false feelings and impressions are "revealed" to the persona.

Tellurism: This translates to *Sensory Capacity, Emotions*—with slight power of reception but strong transmission ability. Standard conversion ratio of 1 Vril to 5 Heka points prevails.

Tellurism allows an enabled persona to attempt to influence animals and make them both respond to him or her in a friendly fashion and possibly obey mental direction of a quite different nature with respect to others. This Power, sometimes referred to as animal magnetism, affects only those animals of less than semi-intelligence (M TRAIT of less than 24 is another means of expressing this).

The Time factor in its employment is but one CT, except that the response period of affected animals may then add to this, for the Distance of effect can be broadened. Animals must normally be within visual range of the persona using this Casting Power. However, the individual can opt to "broadcast" at the cost of additional Heka.

Base Heka cost for *Tellurism* is 10 points. Effect lasts for one Action Turn after the animals gathered to the tellurist by this Power have been sent a "feeling" as explained hereafter. To broadcast to a larger Area adds 15 points for from beyond sight to a one furlong (660'), 30 points to one mile (5,280'). Response time for animals will be 2D3 BTs at one furlong, one AT for one mile. In addition to base cost, the enabled persona must pay 1 additional point of Heka for each animal larger than human-size, plus 1 point for each aggressive, hostile, ferocious, and/or carnivorous animal of about 50 pounds weight and moderate size and up. (*Examples:* 1 Heka point animals: cow, deer, dog, horse, wolf. Two Heka point animals: bear, boar, bull, bull moose, crocodile, leopard, lion.) Failure to have such additional Heka results in the tellurist (and anyone else with that persona) becoming the subject of attack by animals summoned by the Power.

Once all of the animals are gathered by employment of *Tellurism*, the persona gives a general empathic "feeling" (q.v. *Telempathy*) toward him or herself and any companions, as well as another "feeling" toward any others (the persona's foes) that might be encountered within the next AT, the length of time that animals can be affected by the persona's Power. A successful K/S roll will then send the animals off accordingly. Special Success means that the animals will be very friendly to such personas and very hostile to their foes, and will remain so for two ATs. Failure means that more Heka must be expended to try again. Special Failure means that the animals will attack the tellurist and any associates.

The type(s) of animal summoned, or responding in a broadcast situation, dictates the Difficulty Rating of the attempt. Note that the worst DR is used in the case of a mixed lot of creatures.

Type of Animal Tellurized	*Base DR*
Primates, domesticated mammals	Easy
Wild mammals	Moderate
Marsupials	Hard
Avians	Difficult
Reptiles	Very Difficult
All others*	Extreme

*Includes amphibians, crustaceans, insects, mollusks, monstrous things, etc.

Note that animals which are extremely aggressive and dangerous by nature, or because of special training, or due to the existing circumstances (wounded, in pain, defending young, etc.) are to be treated as one DR harder to influence through *Tellurism*. A wounded cape buffalo, a rogue elephant, or any wild boar would be treated as DR "Hard." A marsupial lion would be DR "Difficult." A nesting alligator would be DR "Extreme."

[Combat Sub-Area] Soul Drain: This enabled Casting Power attack ability translates to *Wound, Spiritual*. Its users can employ the Casting against those things with a measurable Spiritual TRAIT. Normal plants and animals, for example cannot be affected by any form of Spiritual combat. Vril converts to Heka at 1:5.

Time for activation is one Critical Turn, with damage occurring on the next CT following that.

Area is one sentient, spiritually endowed creature.

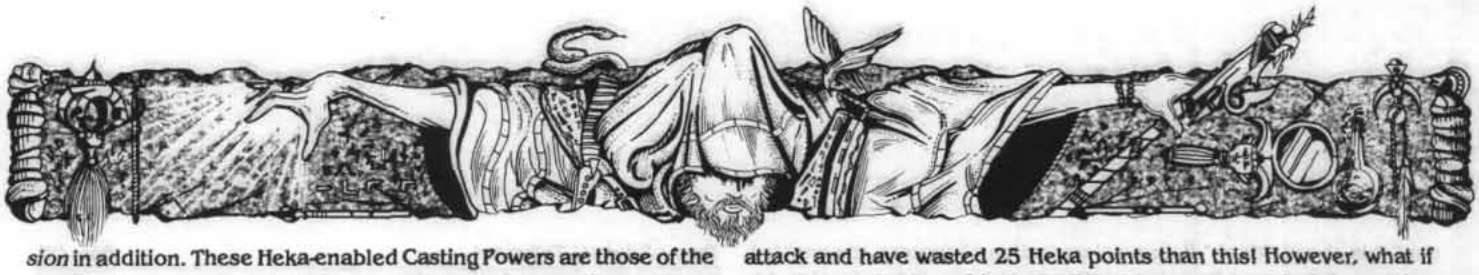
Distance is both "sight" and "less than one chain (66')."

This attack form weakens the subject's Spiritual capacity; it can be employed by those possessing the *Spirit Block* and *Spirit Charm* Combat Sub-Areas (qq.v.) as well as the persona with *Soul Drain* ability.

The enabled persona must expend Heka equal to the subject's SMCap in order to establish an attack channel (Link), and thereafter spend 1 additional point for each 1 point of *Spiritual Damage* (*Weakening*) to be inflicted upon the target subject. Any protection of Spiritual armor (such as the *Yoga* K/S delivers to the possessor) deducts from damage, of course. No attack actually occurs until the CT following the Link being made. A subject who is able to use a Casting with Wound, Spiritual as an Effect/Force/Material can expend Heka to neutralize the Weakening attack on a 1-for-1 basis, but the amount being expended to Weaken is not known to such subjects, even though they will know they are under Spiritual attack. If a subject is a spirit, it can be attacked even though it is unseen, as long as the enabled individual wishing to *Soul Drain* (*Weaken*) is capable or perceiving the presence of the opponent (spirit) and has actually located its general area (say within a yard or so of its actual location). Each attack requires a CT to establish a channel and another CT to deliver the Heka to inflict the Spiritual damage, so unlike with *Psychogenics, Spiritual* (*Soul Drain*), full Heka cost is required for each attack sequence of two CTs. However, if Spiritual Effective Level has been exceeded, the cost of making the Link prior to attack is at only one-half Heka cost.

Damage exceeding Spiritual EL does not turn such subjects into an inactive state, if they can escape. That is, rather than waiting in total apathy, these subjects will seek to flee if that is possible, but otherwise the rule pertaining to exceeded S EL applies—including will-less state (total apathy) and insanity check before becoming will-less and permanent servants of the one bringing them to that state.

[Combat Sub-Area] Spirit Block: The persona with this Power is able to use *Wound, Spiritual* (*Soul Drain*) detailed above, plus the Related Casting Effect/Force/Material effects of both *Hopelessness* and *Confu-*



sion in addition. These Heka-enabled Casting Powers are those of the *Psychogenics, Spiritual* transference known as Demoralize and Confound respectively and detailed hereafter. Vril to Heka conversion ratio is the usual 1:5.

Targets with a measurable Spiritual TRAIT can be affected by either of these two Powers.

Time of use of these Powers is one CT to Link, and results, if any, follow on the second CT.

Area of the Power is one sentient subject with a measurable S TRAIT.

Distance of these Powers is both "sight" (or perception in the case of invisible/spirit targets) and "less than one chain (66')."

Demoralize (*Hopelessness*) requires the enabled persona to expend Heka equal to the subject's SMPow and SPPow total to establish the channel. At the same time, the persona readies a blast of Heka energy (the player noting the amount and it being thus irrevocably expended), and this will be sent at the subject on the CT following the creation of the Link. If after all deductions for Spiritual Armor and neutralization, the Heka force remaining is in excess of the total of SMPow and SPPow of the subject, the subject is Demoralized. Such individuals will leave the area immediately, seeking the nearest place of (imagined) safety, and they will remain totally inactive in that place for as many ATs of Time as there were points of Heka in excess of their total SMPow plus SPPow. Additionally, the Hopeless feeling which pervades their spirits prevents any resistance to Spiritual attacks, so they are at a strong disadvantage until Demoralization fades. Spiritual attacks will Link at one-half former Heka expenditure, and any energy sent at a Demoralized subject will have full effect without any deductions save Spiritual armor, if any.

The *Yoga* K/S Area, Spiritual armor and protections, and the ability to utilize the Casting of Negative Heka energy to counter this attack form, all deduct from the blast meant to Demoralize. Subjects will know that Linkage has occurred and they are under Spiritual attack, but no knowledge of the amount of Heka being sent to do so will be had, for Heka expended to neutralize the attack on a 1-for-1 basis is always a guessing game.

Confound (*Confusion*) is an attack which functions in much the same way as does that for Demoralization, with the following exceptions: The Heka expenditure to establish the channel must exceed the subject's Spiritual TRAIT total. The following Critical Turn the subject is Confused for one CT per point of Heka expended which exceeds the S TRAIT total. For example, imagine that a subject named Jubal has a Spiritual TRAIT total of 105 and is attacked by *Confound* Power with a total of 200 points of Heka. This means that 105 are expended merely to Link, but 95 are left for the energy blast to Confuse him on the following CT

However, let's assume that he has 20 points of Spiritual armor, so that negates 20 of those 95 points, leaving 75 still to affect him. Now let's also assume that he can use Negative Heka in casting, so he is able to expend some of his own Heka to negate the attack. Suppose he has 200 points of his own Heka available. He assesses the attacker's probable strength, decides that he isn't all that powerful, so he spends only 50 Heka to negate the threat. Too bad! He is now Confounded for 25 Critical Turns! Worse still, he is also prevented from using Mental or Spiritual Powers (Casting or otherwise) for 25 Action Turns (two and one-half hours) due to the lingering effects of the Confusion in his spirit. Better to have expended 100 to negate the attack and have wasted 25 Heka points than this! However, what if only 10 points above his S TRAIT had been sent at him? A guessing game indeed....

Confounded personas are unable to do anything useful for themselves or others during the entire period of their Confusion.

[Combat Sub-Area] Spirit Charm: Personas with this Heka-enabled Casting Power have the ability to use the *Soul Drain* attack form described above. In addition, they have the Related Casting Effect/Force/Material abilities of *Reversal, Mental* and *Reversal, Spiritual.* Thus, in addition to the attack ability to cause *Wound, Spiritual,* such personas can opt to attack to Subvert. The Vril of another milieu converts to 5 times as much Heka energy in this one—i.e., the standard 1:5 ratio.

Time for an attack to Subvert is one CT for Linking and one CT for Effect.

Area of the Power is one sentient subject with a measurable Spiritual TRAIT.

Distance for use of this Power is both "sight" (or perception, us usual) and "less than one chain (66')."

A persona so enabled must expend Heka which exceeds the Spiritual TRAIT of the subject. The balance in excess of S TRAIT will affect the subject on the following Critical Turn, unless Spiritual Heka and counter-Heka of the subject negate such excess. A complete reversal of psychological and moral/ethical perspective might occur if the subject is affected by the Subversion. For each point of Heka in excess of the subject's S TRAIT getting through, the subject will for one Action Turn have the same relative perspective as the attacker.

Thus, if 10 points get through, the subject would be a virtual soulmate of the attacker for 10 ATs. Spiritual armor, protections, and the use of Heka to negate the attack reduce the amount of Heka getting through the channel to Subvert, of course.

Unlike the Psychogenic ability, this Casting Power requires no mental direction of the Subverted subject. For the duration of Subversion, the subject will ape the enabled persona's behavior in every way, listen to that individual's suggestions, follow (reasonable) orders, etc. In confrontational and conflict situations, Subverted personas will consider themselves as boon companions of the persona who caused the Subversion, and they will act to thwart opponents of that persona—even going so far as to harm the personas real friends and associates if absolutely necessary to "protect" their "boon companion."

Once recovering from Subversion, however, a subject gains a resistance to that particular caster's individual Spirit Charm attack. This resistance equals the subject's SMPow as an addition to his or her S TRAIT. A persona who has been exposed to two or more successful Subversion attacks by foes will gain this SMPow bonus to all Spirit Charm attacks.

Subject over their Spiritual Effective Level can be attacked by Spirit Charm at one-half the normal S TRAIT expenditure of Heka. Once Subverted, they then gain a "false" S EL which is the same as that of the persona who caused the Subversion, so that others attempting to reverse Subversion (by re-Subverting such subjects to a psychological/ethical perspective of their own) must then expend S TRAIT Heka points equal to the Subverter's own, rather than that of the Subverted. However, if the persona who caused Subversion is reduced below Spiritual EL, or otherwise rendered incapable of Spiritual force or conscious activity, then such subjects are immediately released

from Subversion effect, returning to their own true state.

Handling New Heka-Enabled Psychogenic Powers

The **Dangerous Journeys** system is a vital one. Thus, the reader must realize (as we do) that changes will be occurring continually, and no given work is likely to be up to date with respect to the latest material. In fact, we know now that the list of Psychogenic Powers is incomplete, for we will add new ones as other parts of the system are released. Furthermore, gamemasters too will typically modify and add such material. So, what does one do to accommodate this when conversion of Psychogenics to Casting Power is demanded? Here is the "rule":

There are two cases and two approaches. The two cases are (1) those *Psychogenic* Powers which are similar to the ones detailed above, and (2) Powers which are substantially different. The approaches are (A) use the examples herein to devise the Heka-enabled Power, and (B) simply keep the *Psychogenic* Power about as it is in its "home" milieu, but multiply Vril by 2 to 6 times when converting it to Heka to energize the Power. Thus, for example, a Psychogenic ability which enables personas to alter their body weight for one Action Turn by one pound per point of Vril might change according to the GM's preference, or it might remain the same. In either case it will be more powerful due to increased energy as Vril is converted to Heka. Time might be increased to one hour, and Vril might convert at 1:2, or the ability might remain unaltered, and Heka be gained at a 6:1 rate.

"Psionics" (Enhanced Psychogenics) in the Mythus Milieu

The term "Psionics" should be followed by "[sic]" in most works dealing with roleplaying game rules, for it is typically misused. (A good indicator of how well the authors have researched their work, and how little the publisher knows about it, too!) Psionics means "electronically enhanced psychic, or psychogenic, abilities." It is as simple as that. Without electronic augmentation, psychic abilities are just that—psychic or psychogenic abilities. Psionics are those electronic devices which assist the psychogenically able individual to be more effective.

Of course there are no standard sources of electrical energy in the fantasy milieu, let alone electronic devices and instruments. Enchanted items, however, might be so fashioned as to augment Heka-engendered Powers of Psychogenic nature. (There also is plenty of electricity in the Elemental Sphere of Air, of course, and one might harness it in some way, with or without the involvement of Electrical Quasi-Elementals or the like, but such Operations demand the use of Heka and Castings.) Vril, of course, exists as Heka in this cosmos, so there might be a possibility of creating dedicated Reservoirs so that enabled personas could utilize such energy to enhance their Casting Power(s) thus, just as Psionics function. This is left in the capable hands of the gamemaster. It is worth repeating, though, that all forms of Heka energy will be useful for employment in Casting Powers transferred to an individual because of Psychogenics from other milieux, so enabled personas will have energy above and beyond the increase from Vril-to-Heka conversion. But of course other personas in this milieu also have the same advantage in their "normal" Castings, and so do other individuals able to utilize Casting Powers. In short, the GM will probably allow the use of Reservoirs to power such abilities in order to maintain balance.

If this is allowed in a campaign, then such enabled individuals must have their Reservoirs constructed for them specifically by a Full Practitioner (Mage for Mental Psychogenics or Priest for Spiritual Psychogenics) or a persona with K/S Areas of *Endurance* and *Heka-Forging* (with respect to Physical Psychogenics) able to accomplish such a task.

Alternatively, personas may themselves construct their own, providing they have such ability. No Heka storage item can hold more points of such energy than an enabled persona's applicable TRAIT total, Mental, Physical, or Spiritual. The Heka so stored must be reserved strictly for the use of a singular Sub-Area—i.e., dedicated to the peculiar Casting Power enabled by a *Psychogenics* Sub-Area, with one or more forms included within its scope.

In no event will electrical energy translate to any form of Heka in this milieu! It will not convert to Vril, for that exists here only as Heka. Note, however, that the reverse of the foregoing doesn't apply; that is, outside this milieu, Heka might very well convert to electrical energy, just as it can be used to create by Effect/Force/Material such energy in this milieu.

MAGICKAL ITEMS

This chapter covers the types of magickal items that are likely to be found in the **Mythus** game. While it is fairly simple to create a comprehensive list of items for GMs to employ in their milieux (as many other game systems do), there are disadvantages to this approach. Such lists of tables are naturally incomplete, for no matter how large, they cannot cover all of the possible variations. Not only that, gamemasters are often subject to players who have memorized the item descriptions therein. Unruly players can disrupt the game by serving as self-appointed arbiters whose exact knowledge of the Powers and properties of the items limits the wonder and mystery of finding and/or using them. Can you imagine buying some high-tech gizmo at your local electronics store and being able to take it out of the box and understand everything about it without first reading the manual and "fiddling" with it? It is much the same with some of the more complex magickal devices—it takes a lot of experimentation and familiarization to become adept with their use.

Not that we won't supply you with many sample items to use in your campaign. Following each section, you'll find several examples to include in your milieu as-is, or modify to suit your needs. However you choose to do it, GMs and players alike are better served by understanding the basic forms and functions of Heka-powered items. Common sense and creativity can then be used to modify, adapt and create unique items that will fit the individual campaign and keep players on their toes. After you've read the following sections with our samples, you will find a complete set of tables at the end of the chapter to help you randomly generate your own magickal devices. Of course, there are books cataloging more such items, but the information here is more than enough to get you started!

ARTIFACTS & RELICS, HEKA-FORGED ITEMS, AND SIMPLE TOTEMS

An *artifact* (or *relic*, in the case of a device of religious significance) is a powerful magick item of great but often unknown age and origin which the HPs might rarely find during the course of a long and difficult campaign epic (probably by taking it away from a powerful OP or EP!). The intense fields of Heka surrounding any of these devices will allow them to be noticed as special by a successful "Hard" *Mysticism* roll. These devices as a rule are very difficult to obtain and nearly impossible to manufacture, thus making them serve more than anything else as rewards for the HP party. Some of these could conceivably be built by the Heroic Personas, but doing so would require a Full Practitioner of *Dweomercræft* and/or *Priestcræft*, the involvement of other Mages or priests, hundreds of hours of research, and the expenditure of perhaps millions of BUCs (and perhaps some Supernatural or Entital help).

Whereas artifacts and relics are devices of incredible power that are beyond the ability of most practitioners to manufacture, HPs skilled in *Heka-Forging* are able to make items such as those contained in the following sections (at the gamemaster's discretion, of course). Heka-Forged items are still quite expensive and difficult to make, but their creation is within the realm of possibility.

Finally, simple devices known as *totems* are much less powerful, but also a lot easier to make. Doing so requires the use of one or perhaps two Rituals, with various other Castings too, as well as a certain amount of time and money, but nothing that is too difficult to accomplish. In fact some—like the Witch's Bottle—are so downright simple that just about anyone with the proper Heka-generating K/S can do it. These totems can come in very handy, and information concerning them will be of great interest to any practitioner.

One main difference to bear in mind between totems and more powerful Heka-Forged devices is the resistance to destruction that the latter items display. Unlike artifacts, relics and Heka-Forged devices, a totem is only slightly more physically tough than is a similar mundane object, and it is destroyed almost as easily. Needless to say, when such a device suffers a significant amount of damage (we leave it up to the GM to define "significant"), all magickal properties are lost. Also, when manufacturing any kind of magickal device, note that a failure on any of the applicable K/S rolls required will ruin the item. A Special Failure will inflict 1D6 (totem) or 3D6 (for any other type) points of Mental and Spiritual damage on the practitioner as well.

Also keep in mind that the power of a magickal device will vary with what plane it is on. Each such item has a very specific attunement, purpose, and power source, but both its operation and its essential nature can still change when there is an alteration in the power of the available Heka. For example, a *Charm* or *Talisman* created on Ærth will not work exactly the same on Earth or the Ninth Nether Plane as it does on Ærth. This is, amongst other things, because the amount and nature of Heka available on the current plane will affect the performance of a device. An item created with Minor Powers on Earth will be quite effective on a Heka-rich sphere such as Ærth (if it doesn't self-destruct when used, due to the much greater Heka flow). On the other hand, a potent magick item from Ærth would be a simple totem if taken to Earth.

Finally, remember that many devices have a limited number of Heka "charges," and periodic repowering of these will be neccessary.

PREVENTION, PROTECTION, AND WARNING OBJECTS

Amulets

An *Amulet* is a powerful defensive object (or subject contained in an object of some sort) which has innate or imbued power to ceaselessly perform magickal functions of broad, generally protective nature. An Amulet is frequently, but not necessarily, a medallion worn around the neck. The Amulet contains a *very* large self-recharging power source (a dedicated Heka Reservoir), which continuously holds and/or operates a number of special Casting Effects/Forces. These Castings may mix two, three, or even all seven of the Magickal Laws at once. Below are examples of what some Amulets are capable of accomplishing:

(1) Protection from some class of spirits from all places (including ærthly ones, Preternatural, Supernatural and Entital Spirits) which are unfriendly to those protected by the device. When any such spirit tries to pass into the Amulet's Area of Effect (which could be merely personal or could cover an entire building or town—see below) the device will try to read the spirit's mind or aura and determine its intentions. It can do this successfully by beating the spirit in a contest of SM CATEGORIES. Once a spirit has been determined as being hostile, the Amulet will erect a magickal barrier around its Area of Effect which will prevent the spirit from entering. The barrier is unbreachable unless defeated, and, for combat purposes, behaves the same as a Complex Pentacle (see page 16 of Chapter 4) with a Strength equal to a roll of 2D%+200. When erected, this barrier affects only the individual spirit in question. It will not prevent other, non-hostile spirits from entering, and will likewise not keep out animals, machines, gases, etc. The barred spirit, however, will be incapable of using magick against or harming in any way those inside, until it can overcome the defenses.

Furthermore, if multiple hostile spirits are encountered, an individual field will be erected against each one. If two tried to pass at the same time, for example, they would each have to battle their own fields and would not be able to help each other. Also keep in mind that the protection of an Amulet applies only to spirits in no more than a Partial Physical Manifestation. Spirits present in a Full Physical Manifestation cannot be repelled by an Amulet. Finally, no hostile entity can be conjured into an area protected by an Amulet, even if the entity is to be conjured in Full Physical Form.

(2) Warding against all manner of gaze-laid Effects such as the Eyebite Castings,

hypnosis, and petrifaction by gaze. This is done by repelling hostile Heka directed at those protected. The device will "read" the purpose of the Heka in the same way that it does for spirits (q.v.), and, if it determines the Heka to be dangerous or detrimental to its charges, the Amulet will send Heka to negate it. An Amulet can expend an amount of Heka equal to 2D%+200 against each such Casting. Note this applies regardless of whether the attacking caster is inside the Area of Effect or merely activating a Casting into it.

(3) Conferring health, strength, and healing to the possessor (such as Gri-Gri, Juju, Wong, Monda, Mkissi, and Biang are conferred in various cultures). These Amulets can also be capable of healing their charges to some extent. Each such protected individual could have from 1 to 5 points of Mental, Spiritual, and/or Physical damage automatically removed every 24 Hours. Likewise, no one protected by an Amulet of this sort need worry about going into shock, although there is nothing that an Amulet can do for Permanent damage or Dazing. In most cases, only one TRAIT can be healed at a time for each individual, though the persona in question may choose which one she or he would like healed. Note that these Amulets can repair plants and animals, but not non-living objects.

(4) Providing protection or immunity from the harmful effects of poison, disease, wild beasts, fire, lightning, and other natural or artificial hazards. One does do so by providing the equivalent of one or two Joss Factor's worth of intervention for each such incident. A lightning bolt, for example, can be made to narrowly miss a protected human, or small sparks can be extinguished in a building before they became a raging fire.

More potent Amulets—those which have two or more functions—are possible, i.e., an Amulet providing safety from all forms of fire and lightning (electricity) might be created.

An Amulet can be worn or carried by an individual, placed in a structure or on a thing, or attached to an animal. Amulets can also be of "broadcast" nature in that they might provide their benefit to a herd, household, several acres of land, a ship, caravan, or even an entire hamlet. Furthermore, protection could extend to anyone or anything in the Area of Effect, those which the owner chooses, those which the owner likes, or simply those to whom the owner is related. All of these things are highly variable, and will have a great deal to do with who (or what) originally constructed the item and why they so did.

Charms

A Charm is a single-task Casting Effect/Force, a Casting-inscribed object, or an object (similar to an Amulet) which functions *only* for the individual reciting or possessing the Charm. In the latter case, the individual with the Charm object must command or will the Charm to function. Typical Charms are found in the following forms:

(1) Natural form: e.g., four-leaf clover and rabbit's foot.

(2) Manufactured form: e.g., horseshoe and iron nail.

(3) Pictorial: e.g., drawings or paintings of subjects of power.

(4) Representational: e.g., figurines or statuettes.

(5) Inscribed: e.g., prayer, verse, Name(s) of Power, Word(s) of Power, number(s), geometric forms, figure, picture, Runes, Sigils, or Glyphs et al.

Multiple form and content is possible, even in recited Charms, i.e., a rhyme to drive off a certain demon, followed by a word of luck for the user. Some sample Effects of Charms are:

(1) Luck: Increases owner's JF by one or negates 1 AJF directed against him.

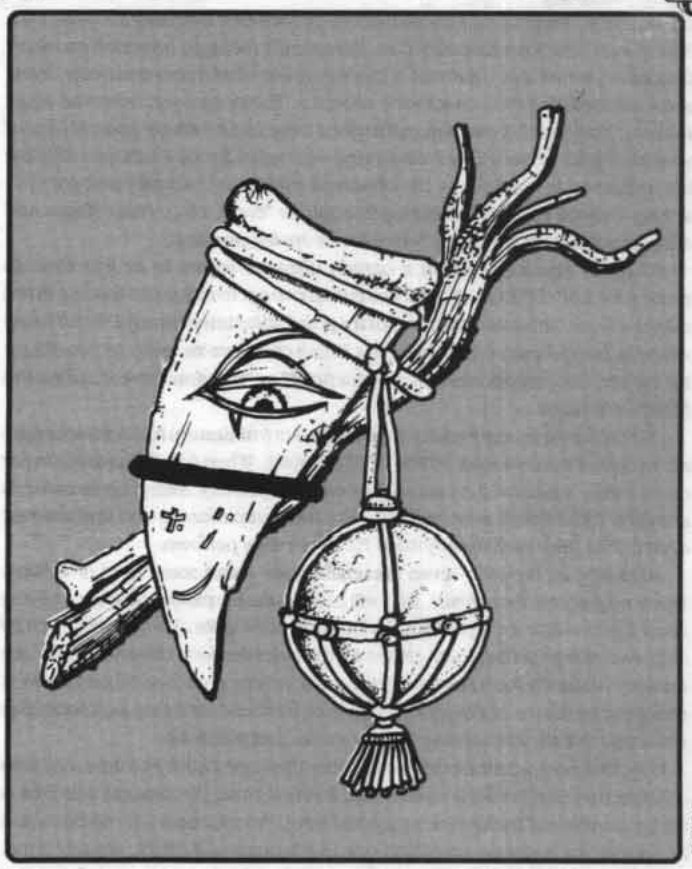
(2) Prosperity: Increases the possessor's Cash on Hand by 10% once per month.

(3) Charisma: Increases the owner's Magnetism *STEEP by 10.*

(4) Astral Eye: The possessor is able to perceive invisible creatures and beings and/or illusions while the object is held or worn.

(5) Invisibility to Undead/Unalive Creatures: Such things will not be able to normally see the persona—though Heka-engendered Powers or Castings can allow it.

(6) Prevent Spiritual Link: Spirits attempting Spiritual combat will be unable to create a Link with the possessor.



Fetish

Fetishes

A Fetish is a mundane animal, object, or collection of objects which—in operation through the Law of Sympathy (Natural Power of the object/objects) and the Law of Ritual (Invoked and Summoned Power)—contains a Minor (Preternatural or Supernatural) Spirit, or the focuses the attention of and acts as a channelling agent for a Major (Supernatural or Entital) Spirit. Furthermore, a Fetish wields one or more forms of Power such as:

(1) Amuletic.

(2) Talismanic.

(3) Charm.

(4) Other specific functions of like nature.

However, a Fetish is still more complex. The attuned individual can call upon the Spirit Power of the object to serve as a sort of Familiar or assistant. The spirit will be of one of three types:

(1) Friendly and beneficient to the individual.

(2) Neutral but commandable, either:

(a) Tractable through conversation, or;

(b) Unwilling but coercible.

(3) Hostile and malevolent (not necessarily to the individual utilizing the Fetish, but to all others), either:

(a) Controllable through magickal means, or;

(b) Uncontrolled and uncontrollable if unleashed.

The forms of a Fetish are manifold. They can take the shape of inanimate objects such as dolls or jewelry, or small animals such as cats, parrots, squirrels, or lizards. Other examples are a horn (animal), idol, mask, collection of objects of Power, etc. A Fetish is capable of all sorts of things, and some of its Powers are listed below:

(1) A Fetish has all five natural senses and is actively aware of what is going

on around it. It can communicate with its possesesor from any distance via a sort of subconscious Empathy (i.e., it transmits feelings, impressions, short images or visions, etc.), and can in this way relate what it sees and hears or has seen and heard in the possessor's absence. The possessor, however, must make a "Moderate" Mysticism roll to get a clear but relatively general idea of what the Fetish observed or is observing—though a Special Success will allow the individual to experience the observed events as if actually present (i.e., seeing through its "eyes", hearing through its "ears", etc.). Many Mages and other practitioners favor the Fetish for its spying prowess.

(2) When physically within a certain distance (equal to or less than its possessor's SP CATEGORY in feet) a Fetish can act to influence fortune in the owner's favor. This takes the form of a 4 point adjustment in any D% roll being made by the individual. Likewise, the Fetish can store as many as two JI's for the owner. The practitioner can only "deposit" or "withdraw" the JI's when the Fetish is in range.

(3) Furthermore, any Fetish will have its own (minimum) K/S Area appropriate to that of its possessor STEEP of 3D3 points. When a Fetish is touching or on its owner's person (i.e., actually worn if it is jewelry, sitting on its owner's shoulder if the Fetish is an animal, etc.) such practitioners add that amount of STEEP to their own for any such K/S work they perform.

(4) Finally, all Fetishes—even inanimate ones—have some form of volition. This is no problem for animals, who will move quite normally, but with non-living items it gets a little strange. Such devices will move quite slowly, edging inch by inch and slowly getting ever closer to their destination. Observers who are unaware of the device's Power will not notice anything unusual when they look directly at the device, but every time they turn their heads and then look back, they will notice that the item seems to have moved just a little bit.

Note that *no* practitioner may own more than one Fetish at a time. As far as construction of a Fetish is concerned, the first thing the process requires is the preparation of the device's physical form. Practitioners who decide upon an animal, for instance, must find one that's unusually bright, already tame, and used to living with them. An inanimate object must be purchased or constructed and then infused with an amount of Heka equal to the practicioner's Spiritual TRAIT. (Note that making the object might require certain craftsmanship K/S Areas, such as *Construction, Smithing/Welding, Jack-of-all-Trades*, etc.) Quality is not important.

Once that's done, the persona is ready to bind it to him- or herself. This requires the use of a special, month-long Ritual Casting—for *Dweomercræft* this is known as the *Ritual of the Heart* (See Chapter 7 for the Casting's description). Then, over the course of the next month, it must remain within a number of feet from the practitioner's body equal to the practicioner's SPPow (if an animal, it will not willingly leave this distance). If it ends up outside this distance, then the whole process is ruined and must be started over again. Finally, at the next full moon, the practitioner must succeed in a "Hard" roll against the appropriate K/S STEEP and again expend Heka equal to her or his Spiritual TRAIT.

With that done, the spirit must then be called (conjured, summoned, etc.) and added to the device, through the use of one of the many Castings. That is, the persona establishes a Link with the spirit and it will arrive willingly. No defenses of any sort should be necessary, as—thanks to the *Ritual of the Heart* or whatever—the spirit will enter immediately the physical object and begin to serve the possesor. Typically, for Heka purposes, such spirits have a Mental TRAIT of about 60.

More powerful Fetishes can be made through the use of *Priestcraeft*. These objects contain spirits of far more powerful nature or are channels to very powerful beings. The former sort are slightly more potent forms of standard Fetishes, but the latter can be of artifact or relic potency if the faithful creator of the object, or the Fetish itself, is threatened. GMs must each decide if they wish to allow such objects into play in the campaign.

Finally, remember that if a Fetish animal is killed or a inanimate Fetish seriously damaged, then the Fetish is destroyed.

Hands (Limited Applications)

A "Hand" is a cloth folded in a magickal manner around some form of Materia (and/or magickal components) so as to perform as an Amulet, Charm or the like. It can also function as a temporary Fetish, or to empower or be part of a Casting. While used in both Wicca (cf. *Mysticism*) and *Witchcræft* (q.v.), the Hand is not confined to such employment alone. It can also function with many other forms of magick. A Hand is of limited duration, but it can store considerable power for its operation. In this respect, it is sometimes utilized as a Heka Reservoir. Once the Efect(s) it is devised for operates, the Hand loses its Heka and is of no further use. *It is common for a Hand to be burned or consumed in the operation of Castings, but sometimes it is merely destroyed after the magickal Operation occurs.*

Periapts

This type of device is a potent and specific form of Amulet (q.v.), usually of stone (precious or not) and inscribed with a Glyph, picture, word(s) of Power, Charm, or Casting so as to imbue additional power to the substance of the Periapt. A Scarab (see below) might be a Periapt. Typical functions of a Periapt include, but are not limited to, one of the following:

(1) Faith: Possessors are not easily swayed or coerced into any action which would jeopardize their ethical or moral standing. This translates into a bonus in Spiritual points whenever such personas are subject to a Spiritual attack to subvert (q.v.) or the like.

(2) Purity: This applies to the Physical, Mental, or Spiritual strength of the persona.

(3) Repel Curse: The Periapt acts as a warding device against hexes, influences, and curses directed at the possessor, repelling 2D%+200 Heka points.

(4) Thought Protection: The device functions as an instantaneous and continuous Mind Mask whenever one or more enemies attempt to forge a Mental Link with the Periapt's possessor, or to otherwise employ Telempathy, etc., against the persona....

(5) Youthfulness: The owner of the Periapt is immune to the effects of magickal aging or withering, and will age naturally at one-half the normal rate.

Phylactories

A Phylactory is an encased Amulet (q.v.), usually of invocatory sort, relying principally on inscriptions and ritual preparation for its broad or specific power. The Phylactory is worn on the arm (usually the left), hand, or forehead. Some sample Powers of a Phylactory are:

(1) Courage: Negates Castings or Heka-engendered Powers that cause Insanity or fear, allowing the wearer to perform normally in situations that would otherwise be handled at a disadvantage.

(2) Endurance: Enhances the Endurance *K/S Area of the persona wearing the device. This Effect allows the individual to press on under adverse conditions or when faced with an attack form that drains Physical strength.*

(3) Repel Possession: A Phylactory of this sort neutralizes controlling attacks by protecting the persona's mind from being Linked, displaced, or subverted by an enemy.

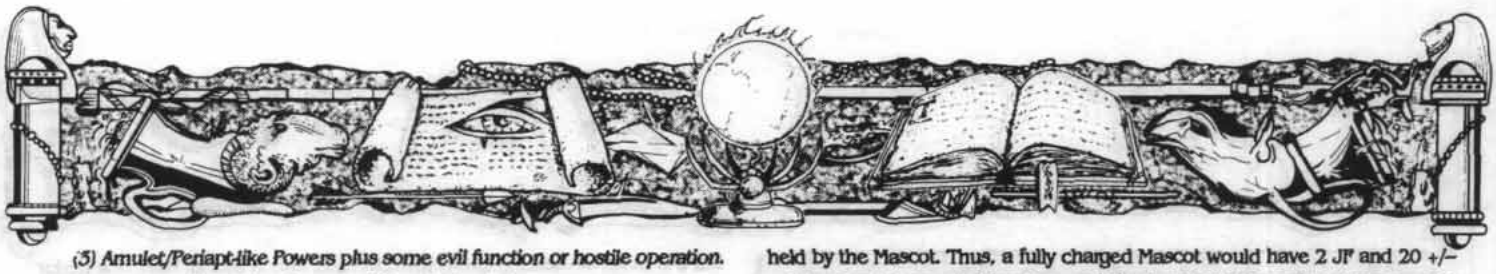
(4) Disease Prevention: This puissant device prevents one or more sorts of disease from affecting the wearer. An example of this is the Phylactory of Ramses, which protects the wearer from any disease transmitted through physical contact.

Scarabs

These are Amulets or Periapts (qq.v.) that are formed in the shape of a beetle. The design of such devices originated in Ægypt, and will most often be made of semi-precious or precious stones with gold or other precious metals inlaid. Each Scarab will have one of three natures:

(1) That of an Amulet/Periapt alone.

(2) As above with an additional beneficient, near Fetish (q.v.) function.



(3) Amulet/Periapt-like Powers plus some evil function or hostile operation.

Some examples of the Powers of Scarabs include:

(1) Aversion: Selected creatures will avoid the wearer intentionally, giving wide berth to such a one. Unless cornered, even hostile creatures will not engage the persona in combat.

(2) Heka Absorbing: This Scarab absorbs Heka from attacks directed at the wearer. Note that Castings which affect an area (not a target) may or may not be absorbed, depending upon the GM's decision.

(3) Confusion: The wearer of this device is able to automatically avoid confusion or cause confusion in an enemy at will, while concentrating on the Power.

(4) Curse: Although the initial identification indicates another, useful Power, this Scarab actually confers some form of curse upon the wearer. The effects of this curse may materialize immediately upon wearing the device, or later, when the persona attempts to use it. In any case, the baneful effect is nearly permanent, remaining even after the item is removed, and only neutralized by powerful dweomers.

Talismans

A Talisman is a potent, single-task device. As with an Amulet, a Talisman is a defensive device, but one that is much more specific in nature. The task performed by a Talisman is both singular and specific regarding some function and application of magickal Power. For instance, the Talisman can provide its benefit to:

(1) An individual person, creature, thing, or place.

(2) A small and qualified group.

(3) An event.

(4) An action.

The protection of a Talisman extends to but a single individual and works against or upon only a single thing or type of thing. The protection or command provided, however, is absolute—only upon destroying the device can the protection be breached. If you wore a Talisman versus arrows, for example, then you could not be harmed by an arrow *no matter what*, although a crossbow bolt or spear would still be just as effective against you.

Unlike most Amulets, a Talisman will protect *anyone* who wears it but *only* whoever wears it, regardless of the desires of the owner(s) and/or maker(s). Talismans are very tough; the only way to destroy one is to physically smash it with a extremely powerful blow.

The device might provide the benefit of protection by countering what is undesired, or a Talisman might be proactive rather than reactive.

A Talisman can be further imbued with power through the use of Glyphs. This would be neccessary if its single-task function was multi-staged and difficult.

A Talisman will usually be made to work against or upon but a single (and relatively narrow) class of things. The GM should be careful not to make any of these items apply to a very wide category of threats (such as humans, animals, weapons, etc.) or operations, as they would then be much too powerful to maintain game balance. The following are a few good examples of items against which a Talisman might work: snakes, minor poisons (STR <40), swords, knives, arrows, sleep poisons, lightning bolts, unarmed combat, dogs, and Mental draining attacks.

Related Objects

Mascots: A Mascot is similar to a Fetish in form. It is an animal, representation of an animal, or suchlike which operates a "lucky" creature or thing. To operate, it must be near or on the person for whom it is a Mascot, in that person's possession or sight, or within a 10-foot radius of the person. The Mascot is simply a receptacle for luck. It is created by expending Heka so as to allow it to store Joss (1-2 JP) and "luck," affecting D% rolls (11-20 points +/–application, as the persona needs). The persona invests one hour of Ritual and 10 points of Heka for each JP the Mascot is to store, and 1 AT and 1 Heka point for each 1% change to be similarly held by the Mascot. Thus, a fully charged Mascot would have 2 JP and 20 +/– points stored at a cost of four hours of Ritual and 40 Heka points. However, the actual use of either Joss or modifying points in a D% roll is not certain. That is, users must make a successful roll against their SP CATEGORY at a DR of "Moderate" for the Mascot to influence things. Failure means only that there is no influence, but Special Failure indicates that the Mascot is no longer useful, and another one must be prepared.

Medicine Bags *et al.*: A collection of small objects in a pouch or similar container, such as those in a "medicine bag," are collectively referred to as a *Charm object*. These items might include not only Materia and lucky objects, but Charms (q.v.) as well. In the latter event, the "medicine bag" becomes Amuletic in nature, and if further imbued with power it might be a near-Fetish (q.v.). The "medicine bag" is generally associated with shamanism, and is assumed to include such things as Gris-Gris and "tricken bags."

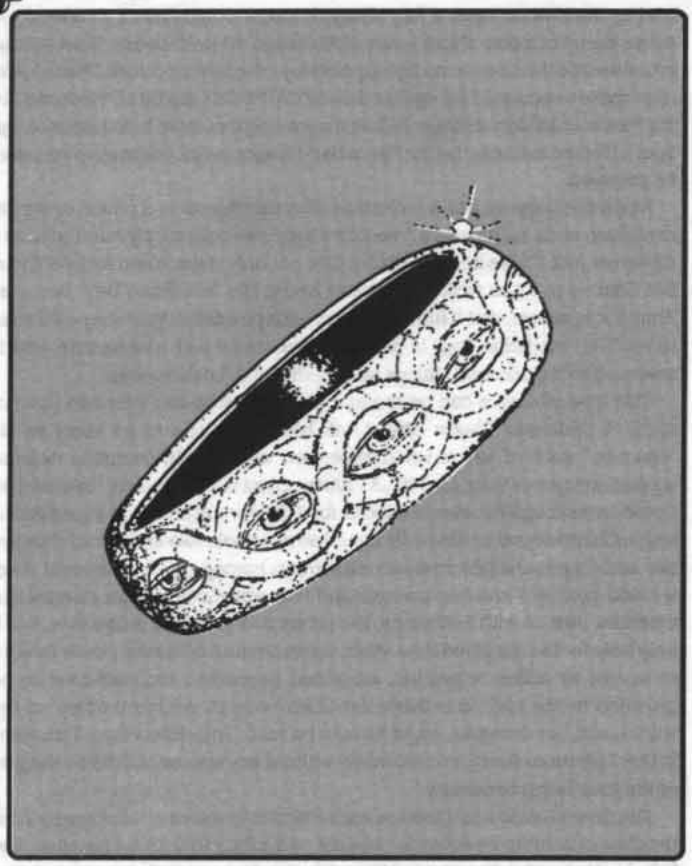
This type of device can be thought of as a limited-use Talisman (q.v.) of sorts. A particular Charm object will hold from one to as many as six "charges," each of which when expended will provide complete defense against one type of thing for 1 BT. A Charm object versus swords, for example, would protect against sword attacks for 1 BT for each charge expended. A single Charm object could be designed so as to hold two anti-sword charges, two anti-dagger charges, and two anti-arrow charges; or, on a different note, it could hold two anti-dog charges and four anti-sleep poison charges, for example. Just as with Talismans, the protection provided is absolute, but it only lasts for the specified time. Also, some amount of motive power (a word or words, an action or gesture, an added ingredient, etc.) will have to be provided by the user to activate the Charm object. A Charm object of the written sort, for example, might have to be read. This differs from Talismans in that Talismans function continually without any special activity on the part of the user being necessary.

The procedure to manufacture such a device involves obtaining a piece of the class of items to be defended against, reducing it to liquid or gas state, and infusing that with 100 points of Heka (via the *Alchemy* K/S) for every charge to be provided. Once this is done, the substance inbues its Power in some fashion—it might be placed in a container and worn around the neck, drunk as a potion, mixed with ink and written on a scroll, etc. A final roll against the practitioner's appropriate K/S STEEP needs to be made to insure that the whole process was done correctly. The DR varies with the number of charges that the device contains, as shown in the following table:

# Charges	*DR*
1	Easy
2	Routnine (2.5)
3	Moderate
4	Complex (1.5)
5	Hard
6	Difficult

No Charm object can contain more than 6 charges, and such devices cannot be recharged. As with Talismans, the GM needs to make sure that a class of things protected against is not too wide. See "Talismans" for some examples of good classes of things.

Witch's Bottle: Another, simpler example of this type of device is the "Witch's Bottle." This device is basically a Dedicated Heka Reservoir which stores power for use as a defense against magickal attacks. Such an object is created easily by HPs, provided the proper Materia can be obtained. The method for manufacturing this device consists of filling a container of some sort—such as a jar or jug—with sharp objects such as nails and broken glass. The practitioner must then fill half the container with a specific magickal or otherwise potent liquid and seal it tightly. Having done so, the practicioner must proceed to bury the device on the night of the new moon and expend an amount of Heka for the device to hold. With the Heka



Shadow Bracelet

expended, the creator must then make an appropriate K/S Area roll. The base Difficulty Rating for the roll varies with the amount of Heka that the bottle can store, as shown in the following table:

Imbued Heka	*Base DR*
25	Easy
50	Moderate
75	Routine (1.5)
100	Hard
150	Difficult
250	Very Difficult

The persona can call upon the Heka stored in the Witch Bottle for up to double its amount whenever trying to resist a Heka attack. It must be within the user's STEEP total in furlongs to be effective. The bottle can not be recharged, and it will be destroyed if it is ever dug up or otherwise disturbed. Only one such item at a time can be used by any practitioner.

Soul Objects: This is a container for the TRAITS of the practitioner who employs such a thing. By placing all three aspects of their lives within a soul object, such individuals make their mind, body, and soul invulnerable to any damage which is inflicted upon the material presence of their person. Thus, any such damage accruing seems to affect the individual, but in actuality the harm is but momentary. In 1 CT's time, 1 point of each form of damage is restored to the Mental, Physical, and Spiritual presence, channelled thus by the soul object to the person's material form at no Heka cost and without reducing any TRAIT. The material presence is simply restored as if never touched at all—after the requisite number of CTs time has passed to remove the damage.

Of course, this has a down side. The soul object can be just about anything, but it is never something totally invulnerable, and in fact all have one major Susceptibility. If the soul object is destroyed, the individual is slain instantly.

The soul object can be anything or any material. It can be living or dead, a tree or a rock for instance. It can be as small as a hen's egg or as large as a house. Usually the object must, in fact, be singular. However, if a practitioner is determined and will spend one month of additional preparation time for each duplicate, she or he can create a multi-formed soul object. Each must be a duplicate of the original, and no more such objects can exist than 1/10th the practicioner's STEEP in the K/S used to create the soul objects. Multiple soul objects must always be within a distance of less than one chain of any and all others. All must be destroyed, of course, to destroy the caster. No matter how carefully shielded, a soul object will always have a noticeable aura and radiate Heka, albeit the best concealed ones won't show outside a yard or so. False duplicates of a soul object will be discernible from one rod through investigator Castings reading auras and seeing Heka.

DETECTION AND/OR LOCATION OBJECTS

It is often necessary for HPs to detect the presence of some Effect or object, or to locate people or things while adventuring. These types of devices are most useful to personas, for they often give a party an important advantage in many situations. Magickal detection or location devices can come in literally any form—a ring, a wand, a sword, or even something as obscure as a feather quill which points towards any magickal writings within range. Also, the Powers of such items might not be restricted to detection and/or location alone, and these features can be an addition to other, more easily identified enchantments.

The gamemaster is cautioned to restrict the scope and range of the item, so as not to give the players *too* much of an advantage. An item which detects the presence of treasure within 100 feet would be acceptable, but one which does so and reveals the direction with an unlimited range would prove frustrating to the GM. If the party possessed the latter, there would be little point in creating very detailed scenarios, for the HP party in search of treasure would be able to know the location from the start, and thus be able to bypass most obstacles, going straight to the cash. (You GMs wouldn't give the players your maps, would you?)

Arrow of Direction

Such a device has the symbol of a compass engraved upon the shaft near the head, with the north compass point following the direction of the arrow. When the arrow is placed on a flat, relatively smooth surface, it will orient itself so that the head points north.

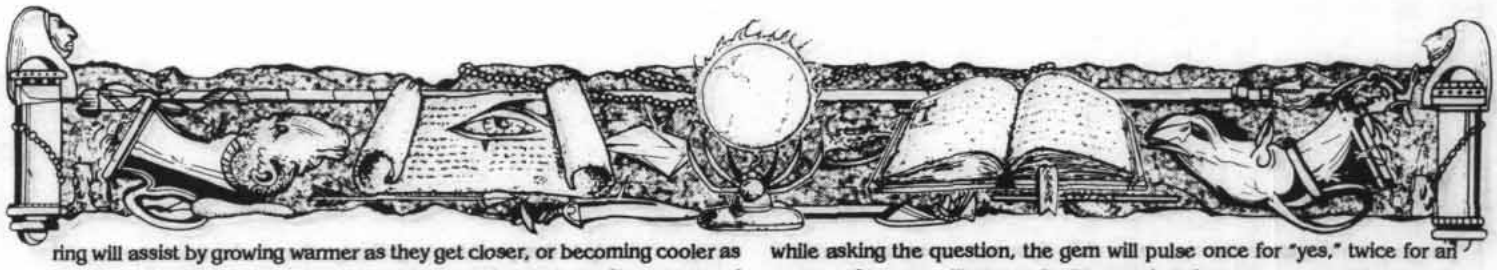
Variation: A pointer which when tossed up always falls so as to indicate its cardinal direction—East, South, West, North.

Gem of Truth

This small unpolished grey stone is slightly flat and smooth, but otherwise unremarkable. When picked up by a persona, it is slightly warm to the touch. If the persona holding the stone asks another persona a question, the Gem of Truth will respond to the answer in one of three ways. If the answer is true, the gem will give off a faint blue glow. However, if the respondent answers with a lie, the stone will turn dark. If the lie is a real whopper, the gem will become black, and turn slightly cold. Finally, if the answer is not easily classified as a truth or falsehood, the stone simply remains unchanged. This last condition is often the case with complex answers, or those with a bit of both truth and lie. The easiest answers to judge, of course, are those which can only be answered "yes" or "no."

Ring of Treasure Finding

This plain ring is set with a green agate and appears to be a piece of normal jewelry. When put on a finger, however, it enables the wearer to locate treasure within 10 feet. Wearers need only concentrate on treasure, and the



ring will assist by growing warmer as they get closer, or becoming cooler as they move away. Note that the ring does not confer any sort of knowledge of the type or value of the treasure, nor does it detect traps.

Wand of Heka Detection

This wand is able to sense and orient upon any source of Heka within 10 feet. If multiple sources are present, the wand will always indicate the strongest in the group.

ORACLE AND PROGNOSTICATION OBJECTS

Another useful type of device, the oracular item allows a persona to have some general information on events which *might* take place. The prognostication is never 100% assured, however, for the event's occurrence assumes that there will be no interference which would affect the outcome. As any seasoned GM knows, Heroic Personas usually can—and do—interfere....

Some sample devices of this nature follow.

Book of Deeds

This large tome is bound with an odd gray, scaley-textured material and weighs roughly 10 pounds. When found by a persona, the book will be closed, and a gilt bookmark will be located just inside the cover. Anyone attempting to read the book who does not possess the *Astrology*, *Divination*, and/or *Fortune Telling* K/S Areas will be completely unable to decipher the writing inside. Those who possess at least one of the Areas have a percentage chance of success equal to the highest STEEP of the three.

A persona who succeeds in reading the work will find that the magickal volume contains one relatively minor prophecy on the first page. This prophecy will directly relate to someone present (not necessarily the persona reading the tome), being a description of actions to be taken by the subject at some future time. The events described by the prophetic writing may be either good or bad, but will seem sketchy and vague in any case.

If the persona reading the tome places the bookmark in the Book of Deeds so as to mark the page, that prophecy will become more clear—although once this has been done, the prediction is absolutely fixed and will irrevocably come true. After 1D6 days, the book vanishes.

Brazier of Dreams

This small brass brazier appears normal in all respects, but is actually magickal—and it will readily reveal this if a Casting is used to detect the presence of Heka. All sleeping personas within one chain of the brazier while it is lit will be visited with prophetic dreams (see the *Fortune Telling* K/S). In addition, personas possessing either or both the *Fortune Telling* and *Divination* K/S Areas, who meditate while in the presence of this device, will be able to make a divinatory roll against their STEEP (DR of "Moderate") to experience such an effect. The brazier's Power may be utilized but once per week.

Font of Wisdom

This polished silver basin is enchanted so as to affect any liquid placed within it. Personas who wash their face in water from the font will gain a temporary bonus of 20 points to their Spiritual Psychic Power ATTRIBUTE. If the water from the font is drunk, it will confer 10 points to Spiritual TRAIT. Either of these Powers has a duration of 1 hour. Each is usable once per day.

Gem of Twenty Questions

A most useful item, the Gem of Twenty Questions stores 20 answers to questions phrased in such a way that the answers are either "yes" or "no." If the possessor of the gem holds it in one hand and concentrates on the Power while asking the question, the gem will pulse once for "yes," twice for an answer of "no." It will answer its 20 questions but once per month.

Mirror of Foresight

This mirror is usually a large square or oval with a fancy frame of metal or rare wood with inlaid mother of pearl. As with normal mirrors, it displays an image of the persona using it, with one major difference: When the proper command is given, the image is that of the persona a week hence. This Power is usable but once per week.

Monocle of Prevision

This device is a small, round pane of clear material encircled by a metal frame. The frame has an eyelet through which a cord or chain can be connected to secure the device. The monocle is enchanted so as to confer the power of *Prevision*. This ability is usable but once per week upon speaking a command word or phrase. Also, 10% of these devices will also provide a limited form of *Retrocognition* when the command word is spoken in reverse.

Monocle of Perversion

This cursed item appears exactly as a Monocle of Prevision, but fully one-half of the time instead of an accurate prognostication it provides a very different view of what will happen!

Oracular Board

One common divining device is the Oracular Board, usable by any persona with a Heka-generating K/S Area. Physically, an Oracular Board appears to be nothing more than a polished wooden slab with the alphabet, the numbers 0 through 9, and some words such as "Yes," "No," etc., inscribed on its surface. What goes with it is a "pointer," the planchette—a tiny stand of sorts on which rests a lens of glass or crystal. Sometimes a pendant replaces the planchette. To operate the board when a planchette is used, two people sit opposite each other with their knees pressed together and the board resting half on one lap and half on the other. Then they both need only touch lightly the planchette and concentrate upon calling a spirit to the board. This can be done via a successful "Easy" *Mediumship* roll or a "Hard" SP CATEGORY roll. One attempt can be made per BT until someone either makes it or a Special Failure is rolled (which will D% of the time mean that something nasty is going to happen, otherwise no communication can be made with the board for 24 hours...see below). When either one of the two succeed, *something* will have entered the device and then the users may ask it questions. When one operator holds the pendulum suspended, the same applies, and the above K/S rolls are made. The spirit will subtly guide the pointer or pendulum over the board, spelling out answers using the letters, numbers, and words. It is often very dangerous for one person to operate the device (again, see below).

The chief problem with the Oracular Board is that you don't know for certain with whom you're communicating, or what that spirit's motives for doing so are. You may try to call a specific spirit by making an SP roll with a base DR of "Difficult" or a *Mediumship* roll with a base DR of "Hard" (the exact DR to vary with just how available the spirit is), but this roll will be made secretly by the GM, so you never know exactly what's going to happen. Note that an unfriendly spirit doesn't have to tell the truth. Any spirit is, in fact, free to answer questions in any way that it pleases. Furthermore, demons have been known to attack those with whom they converse, either using a *Ritual of Possession* or some Heka-related Casting or Power. If you operate an Oracular Board alone, the danger is increased, as the board will then function to amplify an evil spirit's Powers in a manner similar to the way that a crystal works for humans. That is, all of the spirit's relevant STEEP totals will be boosted by 50% for the AT after it was called to the board.

The spirit will not receive these bonuses, however, if you use two people—not unless a Special Failure was rolled! In that case you are likely to have attracted a powerful, malign spirit that gets the same bonuses it would as if

you were working alone. Even more horrible, if you use a board alone and roll a Special Failure, then the spirit's STEEP points in *Dweomercræft* and any Heka-related Powers will be *doubled*. Also keep in mind that the board serves only to attract a spirit's attention. You cannot compel a spirit to appear, nor can you compel it to leave—so watch out!

As you can see, there are clearly some risks involved with using an Oracular Board, but there are potential rewards as well. All sorts of bizarre information can be obtained, even what may occur in the future—although at some point the GM may require you to make an *Influence* K/S roll or the like to convince the spirit to tell you what you want to know.

Rune Stones

Rune Stones are a collection of smooth semi-flat stones, each bearing a Runic Symbol. A persona with the *Divination* and/or *Fortune Telling* Knowledge/Skill Areas can use these stones to determine influences affecting another persona, and what the future holds for that person. This knowledge may suggest possible courses of action to remedy unwanted influences or avoid situations.

Terroh Cards

This is a deck of 54 cards similar to the Tarot used by fortune tellers and other diviners. Instead of predicting the future or answering questions about the influences on a subject, these magickal cards bring an influence into being which will cause something to happen.

SCRYING DEVICES

This is a fairly large, general class of magickal devices which enable their users to see the events occurring in a remote location, a person, or an item—usually located on the same plane as the users. While normally useful in observing such, they do not otherwise indicate exactly *where*. Also note that scrying devices may be unable to view certain personas, objects, or locations, if precautions have been taken to shield such from scrying attempts. Such can be accomplished through the use of Castings, or when large quantities of certain substances (such as lead) exist in the target area.

Basins with Fluid

The most common form of scrying device is a magickal basin. When filled with fluid, the practitioner is able to concentrate on the object of the scrying attempt and bring forth its image. The drawback to scrying basins is that they are also the least powerful, for their range is limited to the practitioner's plane and sphere, and they generally have a finite distance limitation in miles, typically D%.

While the normal application for basins is scrying, they can also be used to aid divination-based Castings. This is true for any scrying device, for that matter. This application reduces the DR of the Casting by one factor, by the caster focusing concentration upon the device.

Optionally, the GM may allow the persona to use any of the four Elements—Ærth, Air, Fire, Water—as Materia for scrying, depending on the type of container. Thus, it is possible to have a Brazier of Scrying, which would use flame instead of water.

Crystals (Natural Form)

These devices are preferred by those with a high *Mysticism* STEEP, but may be used by any practitioner. As mentioned above, scrying crystals are also useful as aids for divination. Preternatural Planes/Spheres are viewable. Mundane distance is typically *Mysticism* STEEP in leagues.

Mirrors

Enchanted mirrors can be used for many purposes in addition to scrying, but when used for viewing other locations they are far superior to the other devices of this type. Not only do they provide a larger image, they are far more accurate and provide a greater degree of clarity. The Power of such devices is harder to thwart, but they are also easier to detect by the subject of the scrying.

Mirrors are often capable of enabling communication with another persona. Such communication might be verbal or telepathic (if either the possessor or the subject of the scrying possesses that ability). Note that these types of mirrors provide for Mental Links to be made in either direction. (Let's hope that demon didn't notice you watching him...).

The most powerful magick mirrors not only provide the capability of scrying and communication between other planes and spheres, they may also (rarely) serve as a teleportational bridge—a door—between these places (provided the possessor knows how to activate this power). These latter sort are very rare, and only a few are rumored to exist on Ærth.

Spheres

Nearly as powerful as mirrors (but lacking the teleportational capability) are magickal spheres. Usually referred to by the commoners as crystal balls, Spheres of Scrying are often made of crystal, for this is the preferred substance. They may also, however, be made of glass or other material, provided it may be worked so as to be perfectly round and smooth and possess a highly polished surface. Spheres of Scrying are typically between 6" and 18" in diameter.

MARTIAL ACCOUTERMENTS

Magickal weapons and armor are one of the more useful and utilitarian types of magickal devices. Although expensive, these types of items can be acquired and used by most personas. Manufacture of magickal weapons and armor requires the *Heka-Forging* K/S Area along with the applicable *Smithing/Welding* K/S Sub-Areas to create.

In the following sections are specific examples of some typical magickal weapons and armor you can use in your campaign. With care towards game balance, creative GMs can create unique items for the personas in their milieux.

Weapons

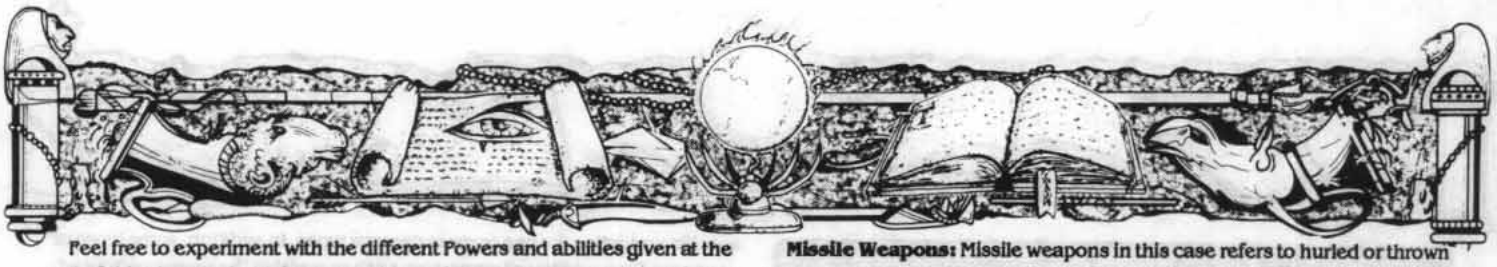
The subject of magickal weapons is so broad as to fill a large reference work by itself. Virtually every fantasy novel contains a character who possesses a weapon of some power.

A magickal weapon in the **Mythus** game could be a sword with a bonus to attack probability (BAC), or it could include any of the artificial weapons in Chapter 12, coupled with a combat-related bonus or a unique Heka-engendered Power. Note that bonuses can be general or specific (applying toward a certain type of armor or opponent). Bonuses or special Powers may provide a broad range of effects, as well, including (but not limited to) those given in the tables at the end of the chapter.

Properties of a weapon can be easy or extremely hard to identify. If, for example, an HP finds a magick arrow, it could have a Rune engraved upon the shaft which indicates the type of opponent against which it is enchanted. A powerful sword, however, may have Runes of Power upon the blade, but no indication whatsoever of the other special Powers or abilities possessed by the weapon.

When properly commanded, some weapons can also have the ability to impart protection versus one or more damage types.

Hand Weapons: When one thinks of enchanted hand weapons, several legendary items come to mind, such as *Excalibur*, or *Mjolnir*, the magickal hammer of Thor. Both of these famed weapons conferred great battle prowess to their wielders, and this will likely be so of magickal weapons in your milieu. But, as mentioned above, this is not necessarily the limit of a hand weapon's power. Enchanted weapons can have other Powers, and such may be completely unrelated to combat. Elric's sword, *Stormbringer*, possessed a spirit with intelligence, and was able to enhance the albino's strength and endurance—although there was a price to be paid for this, namely the souls of Elric's slain opponents!



Feel free to experiment with the different Powers and abilities given at the end of this chapter, but take care not to make any weapon too powerful by adding too many abilities. Besides affecting the game balance, such weapons lure their owners into relying far too much on the devices, and not their own skills. Weapons with an overabundance of magickal Powers are extremely expensive, hard to make, and perhaps most importantly, *coveted by very powerful Evil Personas!*

For your use and enjoyment, we provide a few samples below:

All-Purpose Axe: This wooden-handled axe contains extra-dimensional "pockets" along its shaft. These contain rope, spikes, grapples, caltrops, flasks of oil and water, tinder, etc. The blade is interchangeable with others (also contained in the shaft) that serve as pick, shovel, cutters, saw, pry bar, etc....

Mace of Magnetism: This two-handed mace has a handle of iron covered with a braided leather grip. At the business end of the weapon is a six-inch, polished steel head with seven rows of small, slightly protruding knobs. When struck by the device, the hapless victim will drop all defenses and come to complete attention. On the following Critical Turn, the wielder can command the subject to perform one task, which the victim will obey exactly as if under the effect of the *Magnetism* K/S Area.

Sword of Seven Hues: The blade of this sword is of exceptional forging, and its polished steel is highly reflective—so much that in well-lit areas it appears to glow. When held and examined, the blade can be seen to display different hues, which change as the sword is moved about. When wielded in combat, the blade gives off a rainbow of colors. The owner of the weapon can command it to maintain a single color, provided he or she knows the words of command for the different colors. When the wielder uses the sword thus, each hue has a Heka-powered attack/defense Power, as shown below:

(1) Cobalt: Heals 2D6 points of Physical damage sustained by the wielder, up to three times per day.

(2) Crimson: Provides the wielder with a bonus of 2D6 PMPow points for 7 CTs up to three times a day. (Note that this bonus is not cumulative.)

(3) Emerald: Provides the wielder with one additional Joss Factor. This ability is usable once per day.

(4) Gold: This Power enables the wielder to see invisible opponents. It is active while the sword is held.

(5) Jet: This Power absorbs Negative Heka directed at the wielder, and is usable up to three times per day.

(6) Silver: This Power enables the wielder to see objects, people, and places with True Vision, *negating any illusionary effects. It is usable an unlimited number of times, as long as the proper command word has first been spoken.*

(7) Violet: When invoked, this Power increases the wielder's BAC with the sword by 20%. The effect lasts for 10 Critical Turns, and is usable three times per day. The increase is not cumulative.

Sword of Seven Hughs: This sword is indistinguishable from the Sword of Seven Hues, above. In addition, the Sword of Seven Hughs also has seven personalities (select the ones you like), though a persona will probably be surprised with the differences. As a hue changes, so too comes a random Hugh!

(1) Hugh the Humble: Always attacks last.

(2) Hugh the Horrible: Fear factor.

(3) Hugh the Honorable: Won't strike the just.

(4) Hugh the Hale & Hardy: Adds 11-20 to P TRAIT in battle.

(5) Hugh the Headstrong: Prevents Mental attacks on the wielder.

(6) Hugh the Hard-Fisted: Adds +2D3 to damage.

(7) Hugh the High-Minded: Prevents Spritual attacks on its wielder.

(8) Hugh the Humorous: Strikes to embarrass foes rather than slay.

(9) Hugh the Haughty: Strikes only "worthy" opponents (the toughest/highest ranked).

(10) Hugh the Hapless: Never gets a Special Success, and no BAC bonus for the weapon.

Missile Weapons: Missile weapons in this case refers to hurled or thrown weapons, such as spears, dnives, and small axes. As with hand weapons, enchanted missiles may simply increase the wielder's BAC, or they could possess other Powers, such as:

(1) Armor-piercing or sharpness qualities which double the normal Cutting or Piercing damage inflicted by the weapon.

(2) The ability to return automatically to the wielder at the end of the CT, enabling the persona to hurl the missile again on the following CT.

(3) The Power to forge a Mental or Spiritual Link with targets when a successful hit is made during combat.

(4) Heka-engendered Powers which subject a target to a Casting-type effect when hit, or even damage of Mental or Spiritual sort.

Examples of this type of enchanted weapon include the following:

Darts of Darkness: These darts are silver with black feathers and are approximately seven inches long. The sharp points are slightly discolored on the very tip as if they have been held in a fire. In addition to the normal Physical damage caused by a dart, when a subject is hit with one of these, it experiences a magickal blinding effect. Blindness caused by these darts is permanent until removed by a Heka-user who can counteract the dweomer.

Seaspear: This wavy-bladed spear has the ability to propel a waterborne vessel of up to 50' in length when its tip is held in the water behind the craft and the commanding phrase is spoken. This Power functions for as long as the wielder concentrates on it. It is usable once per day.

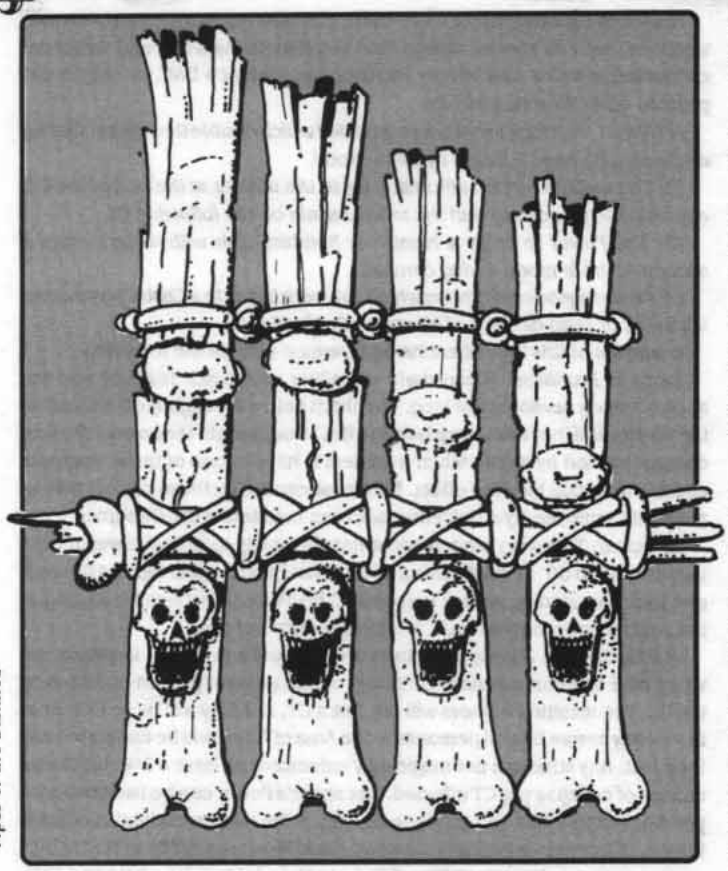
Ærthspear: The Ærthspear causes an ærthquake or minor, localized sort when held and commanded, centering on the point of ground indicated by the tip. The resulting tremors will last but a CT, but they will be so violent as to virtually assure that all personas in the Area of Effect will be unable to keep their feet. Any structure not magickally enhanced will have a 1% cumulative chance of collapse per CT affected. The spear's Power can be used but once per day, but its effect will continue as long as the wielder maintains concentration. Effect area is typically *Combat, Hand Weapons* STEEP in feet radius.

Skyspear: Confers the ability of flight to the wielder when held and commanded. This Power lasts as long as the wielder concentrates on flying and is usable three times per day. Note that if attacked while flying, the wielder can retain his ability to concentrate on flying, unless he attempts to cast or fight the attacker. For purposes of this device, dodging and parrying is not considered fighting.

Projectiles: Magickally enchanted projectiles such as arrows, bolts, and sling bullets are usually found in groups of 2-12 (2D6). They normally work only once, shattering or breaking on impact as their Power or Effect is employed. They often provide a unique bonus versus one type of creature, or some moderate bonus to the user's combat STEEP. Magickal projectiles may contain some more powerful Effect—such as explosion on impact—but the GM should be careful to limit the number of such projectiles found to 1D3. If the assigned Power is greater still, limit the find to but a single item.

Arrow of Entropy: These black arrows are possessed of highly-potent magick and are found in groups of three. Silver Runes of Chaos are engraved in a spiral along the length of each shaft, and the tip is made of Hekalite. When discolored, the arrow's enchantment causes the Laws of Nature to take a random course with the object struck for a period of 1D6 ATs. For example, when sent into a small stream, the Effect upon the water forces it to reverse direction, or flow over the banks. If the arrowhead is removed from the shaft, the power is released immediately, and the persona attempting to do so will be subject to the Effect of the enchantment.

Ghost Bolt: This slender, nearly transparent shaft is made from an unknown, incredibly hard substance, but otherwise appears as a normal light crossbow bolt. It functions as a normal bolt, but has a special Power which becomes evident in the presence of Partial and Non-Physical Manifestations. When such spirits are within range of the bolt, the item begins to glow brightly, and increases its light emissions when pointed in the direction of the spirit.



Pipes of the Damned

If fired from a crossbow, it will unerringly seek the spirit, and inflict Spiritual damage as if the target were a Full Physical Manifestation.

Phosphor Pellet: A Phosphor Pellet is a clear glass missile filled with light-producing Materia and enchanted by an alchemist. When propelled by a sling or a device such as a cho-ko-nu (or even thrown, if thrown with sufficient force against a hard surface), the pellet will break and spread its glowing liquid contents within a 10-foot radius area. Objects and creatures within the area will be splattered with the stuff, and will be unable to hide from view, either by retreating to the shadows (there will be none), or by attempting to become invisible.

Additionally, the manufacturer of the Phosphor Pellet can choose to use a strong alkaline base for the liquid which causes 1D3 Chemical Physical damage per CT on a Continuing basis of 6 CTs. Note that there should be a way of telling the difference between the two, perhaps by the color of the phosphorescent glow, but this will be left up to the gamemaster.

Explosive Bolt: A particularly nasty projectile is the Explosive Bolt. It may come in the form of an arrow or quarrel with a long, hollow tip containing Heka-charged Materia which will explode when it contacts its target. All creatures within a 10-foot radius of impact suffer will take 4D6 points of explosive Impact PD.

Body Armor

Magickal armor, in all its myriad forms, is one of the most important types of magickal devices, for such is the stuff which enables a persona to do battle with the powerful foes and dreaded creatures typically found in a fantasy game system—and survive!

Though enchanted armor and protective gear functions only when worn, it offers continuous or immediate on-demand protection for the wearer. Depending on the specific enchantment, magickal armor offers broad or specific protection for one or more damage types. In addition, some types of armor can have additional properties, such as warning the wearer of impending danger, communicating with non-human creatures, etc.

Gamemasters can use the examples given in the sections hereafter, apply defensive Powers from the tables at the end of the chapter, or assign Powers as they see fit.

Full or Partial Armor: This class of armor includes everything from the leather jack to a suit of plate armor. Although this type of protection is more voluminous than the others, it is usually the least conspicuous in terms of its enchanted nature also.

Anti-Magnetic Armor: The metal in this armor is a specially forged alloy that is further treated with Heka to produce a resulting metal which is non-magnetic. Powers, Castings, and devices that normally rely on the magnetic properties of metal will not affect this armor (though any other metal items will still be affected). In addition, protection versus electrical attacks is at +2 for all areas. The strength of the armor is otherwise the same as normal plate.

Down Breastplate: Feather-lined enchanted armor enables the wearer to withstand extreme cold and remain dry in even the heaviest rain. Unfortunately, 10% of these breastplates are made with hen feathers, causing the wearer to panic and run when faced with combat.

Featherweight Chain Mail: This is magickally enchanted armor that is virtually weightless. It is otherwise the same as normal armor, both with respect to the amount of damage protection it can provide, and the effects of attacks (such as electrical or magnetic) versus metal armor.

Lightningproof Plate: The plates of this armor appear initially to be made of some hard, dark metal. Upon closer examination, however, a dense grain pattern will be seen on the surface of the pieces, for the armor is actually Heka-treated wood. The strength of the armor is the same as a normal suit of plate armor, with the exception of its protection versus electrical attacks, which confers 60 armor points to the Ultra-Vital, 45 to the Super Vital, 30 to the Vital, and 15 to the Non-Vital Hit Locations.

Armlets and Bands: These devices can provide protection similar to full armor, function as an Amulet, Charm, etc., or simply confer some form of defensive Power versus Mental, Spiritual, and/or Heka-based attack forms. Some samples illustrating this follow.

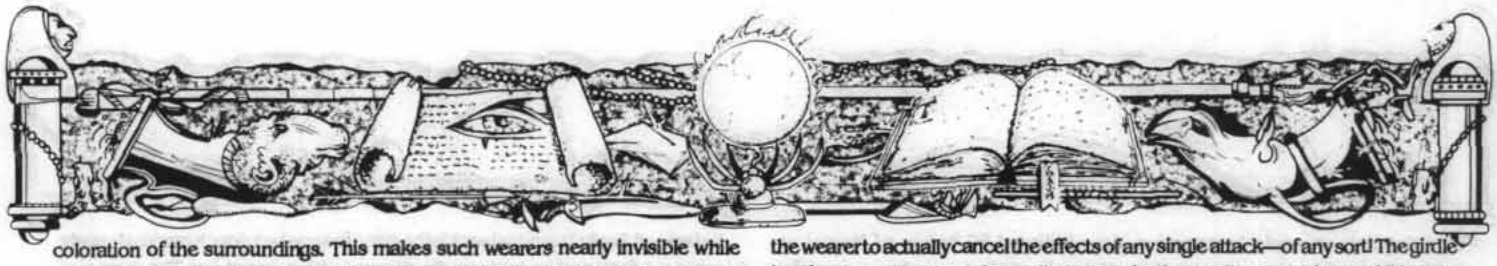
Armlet of Surrphkhat: This magickal circlet is adjustable, and when placed on the wearer's bicep cannot be removed by any except the wearer as long as that person lives. The protection conferred by this armlet is effective versus all damage types, providing a flat 20 points in all cases.

Bracers of Parrying: The wearer of these bracers is able to parry any type of non-magickal attack, including those of enchanted weapons and/or missiles. To parry requires, of course, that the persona give up a corresponding attack—but such parries are conducted at one DR easier than normal on the Weapon Parry Table (q.v.). The gamemaster can optionally allow the bracers to confer two "free" parries per CT instead, which do not require the loss of any attacks. If this is the case, the persona must be wielding a hand weapon capable of one-handed use and will never have more than two parrying attempts per Critical Turn.

Note that the wearer of the bracers can choose to use both hands when attempting to parry a single blow. When such a parry is attempted, it will be made at 2 Difficulty Ratings easier! However, 1 attack is used by this action.

Heka-Reflective Armbands: These devices are worn on the forearms and are decorated with Runes and Sigils of Protection and Repulsion. They confer the ability to reflect Heka directed at the wearer back to its source. Naturally, these armbands have no effect on Castings or other Heka-engendered attacks affecting an area. They will, however, serve as a shield against Mental and/or Spiritual Links, as long as the wearer is not surprised.

Wristband of Chameleon Power: This small metal armlet is encrusted with many small gems of every imaginable hue. If the proper command is spoken, the wearer's skin, garments, and possessions will take on the appearance and



coloration of the surroundings. This makes such wearers nearly invisible while motionless, and even when moving the persona will be hard to see clearly.

Gauntlets and Footgear: Magickal gauntlets and footgear provide the wearer with a greater degree of protection for the hands and feet. In addition, they grant one or more Powers that enhance the ability of the persona, either with respect to combat, or of a more general nature.

Boots of Agility: The wearer of these boots will be able to tread lightly and easily over the most difficult terrain conditions. This includes everything from wet, slippery, or icy stone to muddy, clinging marshland. The boots also enable the wearer to jump nimbly from one spot to another, hurdling small obstacles and landing precisely, with cat-like grace.

Coldproof Boots: These boots are high, hard ones with a soft fur lining that keep feet warm and dry in even the coldest of weather, yet they are no heavier than a pair of thin, soft moccassins.

Gauntlets of Gripping and Squeezing: These stiff leather gloves have a slightly tacky feel to the palm and inside fingers. They imbue their owner with great strength of hands and fingers while worn, endowing the persona with a crushing grip and the ability to maintain a firm hold for an indefinite period of time. The persona need never fear dropping a weapon or losing hold of even the slipperiest grip—even as a result of an enemy dweomer.

A persona wearing these gauntlets is considered to have a PMPow of 30 when gripping or squeezing an item (though it will not affect PMPow with regard to actual combat). Thus, the wearer has the strength to break rock or other hard material, if the persona but concentrates on doing so for one Critical Turn.

Gauntlets of Dextrous Attack: The material of these long gauntlets is as soft and supple as doeskin, yet incredibly strong. The wearer of these enchanted gloves will notice that there is very little loss of tactile sense while they are on. Weapons held with gauntleted hands feel almost like they are a natural extension of the persona, and BAC with any weapon will be subject to a 25 point bonus.

Mercury's Boots: These low, soft leather boots possess several Heka-engendered Powers, all of which enhance the wearer's movement capacity, as shown below:

(1) The wearer may walk without harm on water, quicksand, fire, or air for distances of up to 100 yards. This Power can be used once per day.

(2) The wearer is able to run at double normal speed for up to one hour. This Power is usable three times per day.

(3) The wearer can jump for distances up to 30 feet, 10 feet forward or sideways, or 5 feet backwards. This Power can be used at any time while the boots are worn.

Girdles and Belts: Beyond the obvious use of holding things and enhancing the protection of the waist and midsection of a persona, enchanted belts and girdles often have other Powers and Effects, such as:

(1) Neutralizing ingested poisons.

(2) Enhancing the persona's PM score.

(3) Allowing (as a sword belt) a persona the use of an ability similar to the Quick-Draw *Sub-Area of the* Weapons, Special Skills *K/S.*

Note that these items can also have functions or Powers of those belts used for clothing purposes, as found in the Clothing and Garments section, below.

Bandolier of Endurance: This appears to be a normal balderick with a large brass buckle near the shoulder. There are three sheaths down the front for throwing knives, and at the hip are straps for a sword and a ring for a hand axe. Although the bandolier itself is not magickal, the buckle is enchanted. When worn, it provides a bonus of 10 points to the wearer's Endurance K/S Area.

Belt of Shields: This belt is adorned with circular metal discs of various sizes. Each of these is a magickally-reduced shield that will enlarge to its normal size when removed from the belt. Removing a shield takes 1 CT. A belt of shields will have 2D3+4 shields, which will range from small to large in size when removed. Note that once a shield is removed, it will not shrink again nor reattach to the belt.

Girdle of Attack Negation: One of the most powerful and coveted types of protective magickal devices is the Girdle of Attack Negation, for its Power allows the wearer to actually cancel the effects of any single attack—of any sort! The girdle itself appears as a normal swordbelt, save for the small gems which total 20 along its length. These gems are each imbued with Heka drawn from the Temporal and Panprobable Planes. The stones serve as channels, harmlessly redirecting the force of a selected attack to the Outer Planes when so commanded by force of will. When found by personas, the belt may have several dull black stones. These are burned-out, inactive gems, for the power of each stone is usable but once. To determine how many gems are active, the GM rolls 1D20 with the difference indicating that the remaining stones have been used.

Girdle of Shielding: This broad leather belt is studded with semi-precious gems, and the large flat buckle is fashioned into a Symbol of Shielding. The girdle's gems are Dedicated Heka Reservoirs which provide a total of 20-60 points (1D3×20) of continuous attempts versus Mental or Spiritual Links for the purpose of attacking the wearer or against direct attacks which inflict M or S damage. This magickal belt is usable by anyone, and the exact nature of it can be determined from the table below:

D% Roll	*Type of Protection Granted*
01-40	Mental
41-80	Spiritual
81-00	Both Mental and Spiritual

Girdle of Untimely Embarrassment: This magickal swordbelt appears as a girdle of attack negation, but is actually cursed with a particularly vile dweomer. Though the fit is normal, when the persona attempts to draw a weapon sheathed on the belt, the buckle will come undone, and the belt and any scabbards, pouches, pants, etc., which are attached or held up by the girdle will fall to the ground around the persona's ankles. This will have the result of cancelling any further movement until the persona bends to pull up the girdle (1 CT time) and allowing a 20% bonus to opponents' attacks, while disallowing any attack on the wearer's part.

Helmets: Though the helmet is an often-ignored accessory by some players, it is still an important part of a complete suit of armor. Whether it is the simple horned cap of the barbarian or the cavalier's massive jousting helm complete with gorget and visor, an enchanted helmet not only confers a useful form of protection for the head, but may additionally include one or more unique defensive Powers.

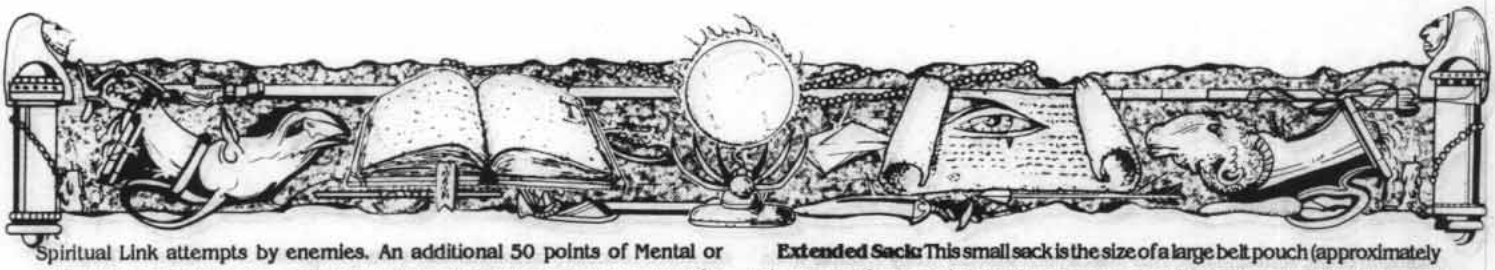
Gasproof Helm: Made of elaborately woven metal strands, the visor of this helm absorbs and negates harmful mists and gases. Thus, the wearer can move through magickal mists, clouds, or poisonous gas with no ill effect.

Watertight Helmet: This odd looking, globe-shaped helmet completely covers the head and fits securely on the shoulders. A round, glass-like window provides the wearer with a limited angle of vision. The visor is latched and hinged, allowing it to swing open when desired. When immersed in water, the helmet keeps the water out, while producing fresh, breathable air. A persona wearing the helm is able to function normally underwater for an indefinite period of time (though there will be a problem if the visor is opened for any reason, such as for eating). Note that sound is muffled only slightly by the helmet, so there is no problem communication with others when it is on.

Helm of Songsilence: This small helm has no visor or gorget, and it sits atop the persona's head. There are two triangular leather ear flaps descending from the sides to form a chinstrap. When worn, the pads completely cover the ears. They negate all forms of audial attacks, rendering the wearer of the helm immune to many spellsongs.

Stunproof Helmet: While wearing this padded, shell-shaped salade, a persona cannot be affected by stun-type attacks from the *Combat, Hand-to-hand, Non-Lethal* K/S Area or any Stunning PD.

Helm of Psychic Shielding: The wearer of this helm is granted a variety of protections versus Mental and Spiritual attack forms. First of all, the helm confers a bonus of 25 points each towards shielding against Mental or



Spiritual Link attempts by enemies. An additional 50 points of Mental or Spiritual armor can be used against any Heka channelled, should a successful Link (of either type) occur despite the shielding or damage be direct. Also, the helm's blocking ability serves to protect the wearer from mental illusions, mind reading, *Telepathy* or *Telempathy*.

Other Armor: Heroic Personas sometimes prefer to wear unique combinations of armor pieces, perhaps reflecting the differences between medieval Earth armor and the fantasy setting of Ærth, where combat forms take on a different, more exotic shape. For example, while it may be foolish on Earth to charge into battle wearing only a breastplate and greaves for protection, such devices can be more than adequate on Ærth, provided that they are properly enchanted.

Axeproof Breastplate: This enchanted breastplate is proof versus attacks by true axes, whether thrown or wielded as a hand weapon. All attacks by weapons in the axe category (axes, halberds, voulges, etc.) will face the breastplate's bonus of +10 points, regardless of strike location.

Buckler of Distraction: The bas-relief surface of this buckler depicts the detailed visage of a horrible beast. When employed in combat, the face animates and begins to emit growls, shrieks, and curses, while the exaggerated features constantly change expressions. Those opponents viewing this spectacle have a 25% chance of becoming distracted and losing their attacks during the first CT. This chance decreases by 5% each CT thereafter.

Fireproof Shield: This medium to large shield (usually made from a Firedrake's scales) typically confers a bonus of 1D10+10 points versus all fire-based attacks. This bonus applies equally to all strike locations.

Interposing Buckler: This small device is dweomered such that any hurled or projectile missile will draw it, if possible, into position between the missile and the persona. It provides 1D3 additional chances to parry per CT, and adds 10% to the persona's chance of success on the appropriate table.

Reflecting Shield: The shiny mirrored finish turns attacks back upon opponents. Attacks reflected by the shield include Mental and Spiritual attacks, Castings which require eye contact, anddirected (not area) Castings and Powers.

Sky-High Greaves: These padded metal leg plates are engraved with the Symbol of Air, and allow their wearer to walk on thin air at normal movement rate. This movement is similar to *Levitation*, although wearers are not as subject to wind or other forces carrying them along. Obviously, masses which are greater than the wearers will still be able to overcome them.

OTHER MAGICKAL DEVICES

Items which are not combat-related run the gamut of Heka-engendered Powers, from attack and damage, protection, and warding, to practically any conceivably useful function. And of course, where there is useful, beneficient magick, there are also curses....

Bags and Pouches

Magickal bags and pouches are quite useful accessories that can be used by personas of any Vocation.

Bag of Transmutation: This bag transforms items contained within it to another object of the same type. For example, it can transmute gems or metals from one form to another. This effect is random, and the value of such material can increase, decrease or stay the same. Use the following table to determine the effect the pouch has on each item contained within:

D% Roll	*Result*
01-20	100% increase in value
21-40	50% increase in value
41-60	Value of item unchanged
61-80	50% decrease in value
81-00	100% decrease in value (material is worthless)

Any item returned to this container vanishes into dust!

Extended Sack: This small sack is the size of a large belt pouch (approximately 6 inches × 1 foot) and its contents are secured with a drawstring. The dweomer placed upon it allows it to hold more than a normal sack or pouch of the same size, due to an area of extra-dimensional space. The amount of available space within the sack is determined by rolling 1D6 and consulting the table below:

1D6 Roll	*Capacity*
1-3	1 cubic foot
4-5	1 cubic yard
6	1 cubic rod

Pilfer-Proof Pouch: This dweomered pouch is made of a thick leather-like material, and has a strong, braided drawstring of some fibrous substance. The Power of the pouch causes all thieves to make any *Criminal Activities, Physical* K/S rolls at 1 DR higher than normal when attempting to take it, take items within it, or harm it.

Pouch of Preservation: When placed inside this large pouch, the contents are able to resist normal aging and decay. The enchanted container can thus preserve any food Materia, herbalism items, etc., carried within it for an indefinite period of time.

Batons and Wands

Batons and wands are traditional tools of the Heka-caster. The simplest sort of these are *Sticks*—General Purpose Reservoirs that are used as magickal tools to focus and direct Heka during the execution of Castings.

Other, more powerful types are also available, either functioning as General or Dedicated Heka Pools, or containing Castings that can be summoned forth in 1-3 CTs by a word or phrase from the possessor. In addition to freeing valuable Heka for the bearer to use elsewhere, such items enable the wielder to activate a Casting in a fraction of the time it normally would take to do so. Magickal devices of this nature typically store between 50-150 Heka points for general purpose tools (2D6×10+30), and from 150-600 points of Heka for Dedicated Reservoirs (5D10×10+100).

All batons, wands, and the like are considered to have a 100% chance of success, but the GM can choose to have the wielder roll for Special Success/Failure (a result of 00 on D%). The gamemaster may also choose to modify the Difficulty Rating if the device's owner is in a tight situation, has a hard time remembering each function's proper activation command, or whatever. For more information on DR modifiers for Castings, see page 25 of Chapter 6.

Baton of Bothering: This thorny length of dark hardwood contains several Casting-like Powers with similar effects. Each of these Heka-engendered Powers cause a disturbance through some physically irritating effect. The Heka cost and effect of the Powers (each usable but once per day) are described below:

(1) Itch: Distracting, causes attacks by target to suffer –10 penalty to STEEP that CT. Cost: 20 Heka points.

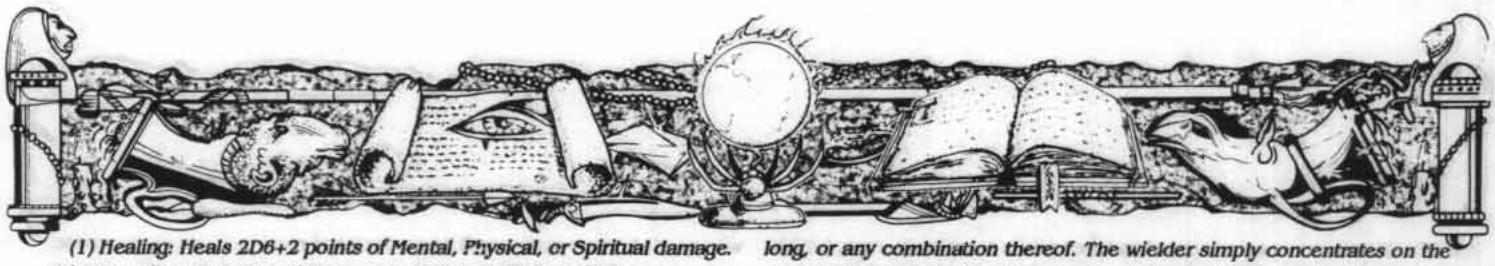
(2) Hotfoot: The subject suffers 1D3 Physical damage points and loses all attacks—hopping about on one foot—for 1D3 CTs. Cost: 35 Heka points.

(3) Sting: The target creature is stung by hornets for 1D6 Physical damage points and suffers a –20 penalty on attacks for the current CT due to pain and distraction. Cost: 50 Heka points.

(4) Insect Swarm: The subject suffers 3D3 PD points and loses all attacks for 1D3+2 CTs while swatting at a mass of angry, stinging insects. Cost: 75 Heka points.

(5) Dustcloud: All subjects in a 30-foot radius area centered on a point at up to 100 yards distance are blinded for 1D6+4 CTs by a thick, swirling cloud of dust. Cost: 75 Heka points.

Baton of Caduceus: An extremely potent tool for healing, rejuvenation, and restoration. This item is primarily for use by those of Healer Vocation, though priestcrafters can also benefit from its capabilities.



(1) Healing: Heals 2D6+2 points of Mental, Physical, or Spiritual damage. This Power is usable three times per day. Cost: 50 Heka points.

(2) Remove Poison: Negates the effects of all Mundane and Preternatural poison up to STR 75. Usable three times per day. Cost: 75 Heka points.

(3) Cure Disease: Cures subjects afflicted with any Mundane or Preternatural disease of 100 STR or less. May be used once per day. Cost: 100 Heka points.

(4) Remove Insanity & Madness: Heals all forms of Insanity or Madness affecting a persona. This Power is usable three times per week. Cost: 150 Heka points.

(5) Regeneration: This Heka-engendered ability will recreate a lost limb or organ, returning it to full use. The wielder may utilize this Power but once per week. Cost: 200 Heka points.

(6) Restoration: This Power enables the baton's owner to restore life to one subject per month. Cost: 300 Heka points.

Baton of Elemental Attack: Another puissant weapon of practitioners, this baton is made of brass and steel, with gemstones of peridot, aventurine, amber, and beryl, set around the circumference of a mace-like head. The wielder of this device has the ability to control Elementaries and Minor Elemental creatures (total TRAITS under 301 points) within 100 yards. Note that opposing types (Fire and Water, Ærth and Air) can not be controlled simultaneously.

In addition, the baton contains two Elemental-based Casting-like Powers usable by the wielder (provided of course, that the persona knows the proper command words). The Powers are:

(1) Elemental Missile: Effects per the Grade V Dweomercræft (Elemental School) Casting of the same name, at a Heka cost of 75 points. The Powers (in any combination of the four Elemental forms) are usable four times per day. For your convenience, the different missile types are repeated below:

(a) Lightning ball (Air-based).

(b) Stoneshot (Ærth-based).

(c) Flameglobe (Fire-based).

(d) Frostsphere (Water-based).

(2) Elemental Storm: This Area-Effect Power duplicates exactly the Dweomercræft (Elemental) Casting of the same name, at a cost of 100 Heka points. Its attacks are usable four times per day, in any combination of the forms shown below:

(a) Shockmist (Air).

(b) Sandquall (Ærth).

(c) Cindersheet (Fire).

(d) Hailstorm (Water).

Stick of Gumming: This magick wand causes a thin stream of sticky, viscuous liquid to shoot forth at the target creature or object. The substance is guaranteed to foul up the operation of small machinery and cause separate items to become stuck together by the adhesive quality of the gummy stuff. Bows and crossbows are superior targets! Personas who are struck in the face will be unable to see well enough to attack, and their defensive combat will be handled at one DR harder than usual. Personas so blinded will require 1 AT to remove the goo from their face.

Stick of Stones: This magickal device is a small, nearly straight stick of petrified wood (naturally!). It is enchanted with several Casting-like Powers which draw upon the Elemental Plane of Ærth. The Stick of Stones conjures various forms of rocks and stones and directs them at an area or persona. The specific Effect, and the amount of Heka used by each Power is covered in the following individual descriptions:

(1) Pebble Rain: This Power creates a downpour of small stones in a 30' diameter area. The stones cause 2D6 points of Blunt damage per Critical Turn, for a duration of up to 5 CTs. The wand's wielder may select the center of the area at a range of up to one chain distance. Cost: 20 Heka points per Critical Turn of effect.

(2) Stonebarrier: This Power erects a wall of stone 10' wide × 10' high × 100' long, or any combination thereof. The wielder simply concentrates on the desired dimensions of the Stonebarrier while chanting the activation word or phrase. Cost: 35 Heka points.

(3) Stonefall: This Power calls down a massive boulder, stone blocks from the ceiling, or stalactites if cast within a cave. The falling stone causes 5D6 points of Impact damage to the creature struck. Distance range is one chain. Cost: 50 Heka points.

(4) Comet: This Power summons a great missile from the sky to strike the stick bearer's opponents. The comet does 7D6 points of Impact damage to all within a 60' diameter area. Cost: 100 Heka points.

(5) Stoning: This dread power enables the stick's wielder to turn a single enemy to stone, per the Dweomercræft Casting of the same name. The distance for this power is sight. Cost: 100 Heka points.

Wand of Assault: A favored weapon of dweomercræfters who often journey on long and dangerous quests, this wand stores a potent mixture of offensive Castings. The wand is extremely useful in combat, for it is capable of delivering its devastating effects within 1 CT. A Wand of Assault has four distinct Casting-like Powers with which to pepper foes:

(1) Heka Darts: This Power unleashes three dart-like missiles per the Dweomercræft Casting of the same name. Cost: 50 Heka points.

(2) Heka Bolt: This Power duplicates the effect of the Casting Heka Bolt. Cost: 75 Heka points.

(3) Heka Blast: As with the Dweomercræft Casting of the same name, this Power creates an explosive blast of Heka energy. Cost: 100 Heka points.

(4) Heka Beam: Per the Heka Beam (q.v.) Casting, this Power brings forth a blistering beam of terrible Power. Cost: 150 Heka points.

Wand of Wounding: When used to direct a Casting, the wand causes the Heka spent for damage to be doubled. Note that the Heka considered here does not include any Heka used for the activation of a Casting or forging a Mental or Spiritual Link.

Bowls, Containers, Cups, etc.

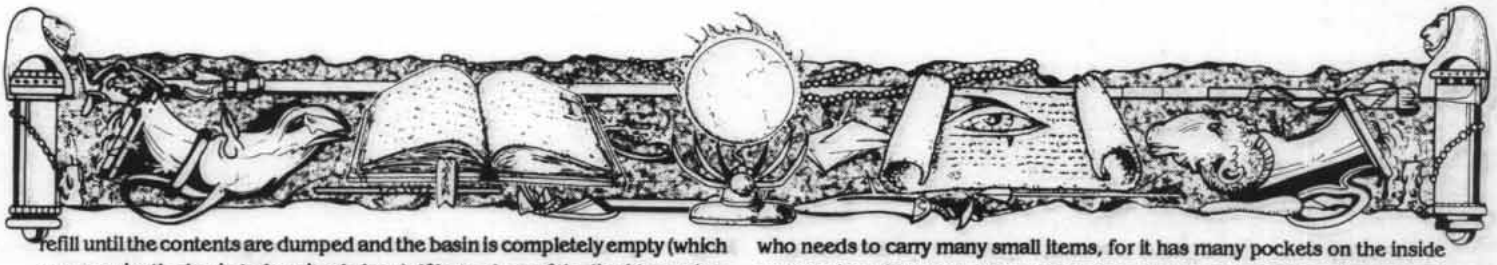
The various and sundry Powers of these devices are applied to the substances or objects contained within them. Most often, the devices of this type are permanently charged, but those of great Power, or those that duplicate Castings based on the higher Laws of Magick, may require periodic infusion of Heka.

Antidote Cup: This cup is Heka-Forged with the Power of an assortment of magickal anti-toxins. It is imbued with the Power to absorb a wide variety of dangerous poisons. In fact, it will always negate the toxic effects of natural or herbal poisons, though some of the more potent poisons of magickal sort will still have a chance to work. Determine success for these at two DRs harder.

Chalice of Faith: This large, bejewelled golden cup is obviously worth a great deal of money. In addition, any persona drinking from this chalice will be granted an increase in faith and willpower—all Spiritual ATTRIBUTES will be increased by 5 points for a period of 1D6+4 hours.

Cup of Intoxication: This is typically a rather plain cup and may be of metal, wood or even clay. Its Power is nearly always used for malign intent, and the simple appearance helps to fool the poor sucker who drinks from it. Though liquids from the cup have no noticeable difference in taste or odor, they will cause personas who drink them to become drunk in the following AT. But one drink from the cup will cause its imbiber to suffer from intoxication for 1D3+2 hours. Two drinks cause the persona to be drunk for 1D6+4 hours. Three or more will render a drinker rip-roaring drunk for 1 BT, after which the persona will pass out. While conscious, the intoxicated persona will be nearly uncontrollable—either wildly happy, melancholy, or violent. In addition, such an individual will have the following CATEGORY adjustments: MM: –5, MR: –10, PM: +5, PN: –5, SM: –5, SP: –5

Everfull Basin: This basin will hold approximately one quart of liquid, and its magick is such that any liquid placed within the basin will be duplicated until the basin is full—i.e., one quart of the stuff. The basin will continue to



refill until the contents are dumped and the basin is completely empty (which may require the basin to be wiped clean). If but a drop of the liquid remains, the basin will be completely refilled within 1 AT. Note that strong acids or other corrosive liquids placed inside will eventually eat holes in the basin, rendering it worthless. Magickal potions and such will replicate, but their effectiveness will not increase—i.e., if one vial (one ounce) is placed within the bowl, it will eventually become 32 ounces, but the entire 32 ounces will have to be consumed to achieve the normal effect!

Flavorful Bowl: This small, wooden bowl is imbued with strong Sympathetic Magick that serves to improve the taste of the food or liquid held within. It doesn't matter whether the contents are normally delicious or repulsive to the individual, the dweomer works to alter or enhance the flavor to suit the persona using the bowl. This makes good food taste better, and even terrible gruel palatable. Note that this bowl has no effect on the nutrition of the contents, or the natural effects of such, it merely tastes better. In fact, material with potentially harmful additives (such as poison) will still taste marvelous.

Clothing and Garments

Magickal clothing is another broad category. It includes everything from typical apparel such as breeches, tunics, and cloaks, to footwear, handwear, and hats. Such garments can appear richly-made, as normal apparel, or even ragged and well-worn. Enchanted clothing often provides miscellaneous Powers and Abilities to the wearer, or it may enhance the individual's TRAITS and Knowledge/Skill Areas (and possibly even grant the ability to use new, non-Heka producing K/S Areas). Although any garment may be enchanted, those most often used are: caps, hats, headbands, hoods, cowls, capes, cloaks, robes, shirts, doublets, gloves, boots, shoes, slippers.

The samples below should give you a good idea of what an article of enchanted clothing can do:

Belt of Flying: An otherwise normal-looking belt, this item allows its wearer to fly per the General Dweomercræft Casting for a period of up to 1D6+4 ATs. The power is usable once per day and rquires 1 CT to activate via command word.

Hat of Disguise: This magickal headwear contains a Heka-engendered Power that disguises the wearer's face, allowing the persona to create a mental picture of the desired visage others will see. The face, hair color, and eye color of the illusionary disguise may be completely different from that of the wearer, even resembling that of another race.

Cloak of Manymorph: This cloak is able to temporarily transform its wearer into another physical form. The wearer and all possessions will assume the alternate form in but 1 Critical Turn. Any physical abilities germane to the new form will be available to the persona, but any unusual Mental and Spiritual Powers of attack and defense—as well as Heka-engendered Castings and Powers—will not be, unless they were possessed in the persona's natural state.

Cap of Conviction: The wearer of this cap will never need fear self-doubt or subversion attacks, for as long as the cap is upon the wearer's head the persona will possess an impenetrable shield versus all attacks designed to subvert. This enhanced willpower otherwise confers a bonus of a full 10 points of Spiritual Psychic Power.

Headband of Insight: This fine leather band contains a single amethyst gem which rests in the location of a human's third eye—centered between and slightly above the brows. Wearers are gifted with the ability of clear thought, even in the midst of chaos, if they but concentrate upon the Power of the stone. This Power provides a bonus of 10 points towards a persona's Mental Reasoning Power, and is usable when desired.

Mantle of Power: This heavy cloth mantle confers a bonus of 20 points towards the wearer's STEEP in the *Influence* K/S Area, if possesed. If the persona does not have the K/S Area, the mantle will bestow a base ability of 20 points.

Multipocket Vest: This vest is suitable for wizards and thieves, or anyone who needs to carry many small items, for it has many pockets on the inside and outside of the vest. The pockets are actually areas of extra-dimensional space capable of holding up to three cubic feet. The effective capacity of each pocket is determined by a random die roll, as determined below:

1D3 Roll	*Capacity*
1	1 cubic foot
2	2 cubic feet
3	3 cubic feet

There is a 1% chance that anything sharp placed in one of the pockets will rupture the fabric of that pocket, causing it to collapse upon itself, losing the contents in the process (not to mention the pocket).

Boots of Travel: These strong, sturdy boots are padded and feel comfortable when worn. The magick of these devices allow the wearer to easily maintain extended movement afoot, and negate the necessity of *Endurance* rolls.

Shoes of Speed: This pair of high-top leather shoes has thick but flexible soles bearing a ridged pattern. The shoes are incredibly light and fasten with laces on the front. The wearer of Shoes of Speed may apply a multiplier of five to movement rate when running (instead of the normal three).

Gloves of Quickness: These fine gloves are made of a thin, stretchy material which conforms exactly to any hands placed inside. Their enchantment provides an enhanced ability to rapidly manipulate items such as locks, buckles, and small mechanical devices. For game purposes, treat this skill as a bonus of 10 points towards the wearer's Physical Neural Speed. In addition, the wearer of these gloves will gain a bonus of 10 STEEP points towards the *Legerdemain* K/S Area, if possessed.

Puissant Gloves: These gloves enhance the wearer's skill with hand weapons and non-lethal combat by providing a 10 point STEEP bonus in both the *Combat, Hand Weapons*, and *Combat HTH Non-Lethal* K/S Areas.

Hands of Healing: These soft leather gloves are permanently charged with a dweomer that enables the wearer to heal 1D6 points of Physical damage. This power is usable three times per day upon command.

Jewelry and Decoration

Because many gems and metals are capable of storing Heka, virtually any piece of jewelry could be enchanted with some dweomer. Note however that only items of great value and fine craftsmanship can possess anything more than the most simple magickal Powers.

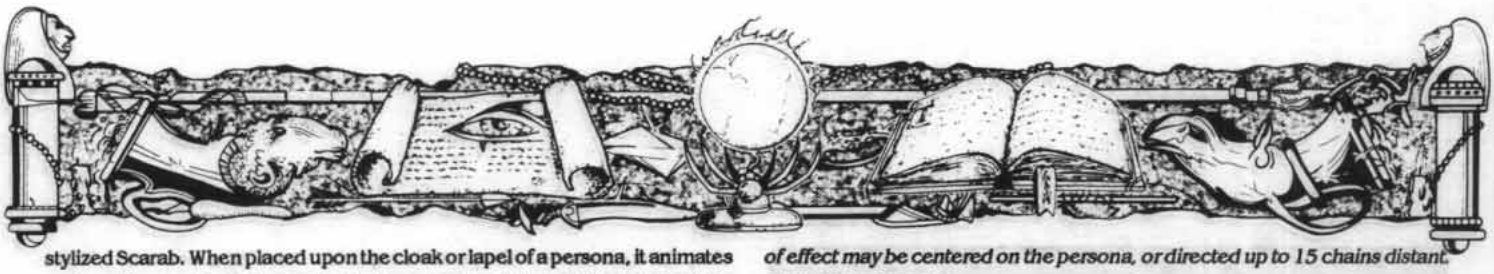
Beyond the ability to enhance attractiveness (which is usually the basic intent of jewelry anyway), magickal jewelry and decorative objects provide a wealth of possibilities (pun intended).

Brooch of Shades: This fancy brooch is made of pewter and contains a cluster of jet chips. The wearer may, upon utterance of the command phrase, summon 1D3 beings from the Plane of Shadow. Such beings should be treated as Shadow Warriors (q.v. the Dweomercræft Casting of the same name) for purposes of combat and damage. The power of the brooch is usable once per day.

Circlet of Knowledge: This golden, gem-encrusted circlet boosts the wearer's Mental Mnemonic Capacity by 10 points when the persona concentrates upon some piece of information which might require a roll to be made versus the ATTRIBUTE.

Clasp of Gasping: Appearing as a highly valuable cloak clasp of gold and jewels, this item actually possesses a most deadly curse. When placed into position upon a cloak or cape, the clasp immediately extends several strong tendrils of steel around the neck of the wearer. The tendrils then proceed to constrict, literally choking the life out of the pesona, working exactly like a garrotte. Only the immediate application of a Casting or Power able to disrupt magick will save the persona from certain death.

Clasp of Raspiness: This beautiful cloak pin is made of intricately fashioned silver, and often (but not necessarily always) appears in the form of a



stylized Scarab. When placed upon the cloak or lapel of a persona, it animates and rapidly scurries to the subject's throat, where it immediately imbeds its many small, sharp talons. Although it does but 2D6 points of Physical damage to its victim, the clasp may not be removed by anything short of magickal means. While attached, the pressure it places on the victim's vocal cords causes the subject to speak in a hoarse, raspy voice, unable to properly utilize any Castings save an Eyebite. There is also a chance (10%) that, once removed, the item will have caused lasting damage to the subject's voice—requiring all verbal Castings to be made at one Difficulty Rating harder until some form of Regeneration can be accomplished.

Comb of Contentment: The strong dweomer of calming placed upon this item allows the possessor to ease tension and hostility within all animals or beasts within 10 feet. The bearer of this device need only pantomime currying, soothing motions, and savage animals are soothed.

Ring of Danger Prediction: This engraved ring holds a single sunstone. Its Power allows it to warn the wearer of impending danger. When a potentially perilous creature or situation is at hand, the gem will darken perceptibly. The relative amount of danger will be indicated by the shade of the stone. Thus, if the danger is minor or far away, the gem will only darken slightly. But if the danger is near or life-threatening, it will turn black.

Shadow Bracelet: This thin platinum bracelet has several general Casting-like Powers that will work for any persona, but it contains a number of additional Powers which are usable only by someone who draws Heka from the Shadow Plane. Each of the bracelet's general Powers are usable up to three times per day, while the specialized Powers may be utilized but once per day.

The general Powers of the bracelet are:

(1) Shadow Armor: Provides the wearer of the bracelet with 3D6 points of magickal armor that protects against Physical attacks. Cost: 20 Heka points.

(2) Shadowface: Confers a measure of disguise to the persona by blurring facial features and hiding them in a mask of shadows. Cost: 20 Heka points.

(3) Shadowcloak: Per the Dweomercræft (Gray School) Casting, this Power grants limited invisibility to the wearer. Cost: 25 Heka points.

The specialized Powers of the Shadow Bracelet are:

(1) Shadowblade: This Power exactly duplicates the Priestcræft (Ethos of Shadowy Darkness) Casting of the same name. May be used three times per day. Cost: 50 Heka points.

(2) Shadow Darts: When activated, this Power launches three small, shadowy missiles that unerringly strike their mark for 2D3 points of Physical damage on one, two, or three targets. This Power is usable twice per day. Cost: 75 Heka points.

(3) Shadow Warriors: As with the Gray School Casting, this Heka-engendered Power generates 1D3 warrior shades that will follow the direction of the bracelet's wearer. The shadow warriors may be summoned once per day. Cost: 100 Heka points.

Torc of Weather Influence: The wearer of this neckband is able to control the weather similar to a dweomercræfter of the Green School. The item has four Powers, each usable once per day, and requiring a separate word of command. The Powers of the torc are:

(1) Call Fog: This Power creates a dense cloud of fog able to conceal everything within a 3-5 (1D3+2) chain diameter area, up to five chains distant. If the fog is centered upon the torc's owner, it will effectively hide the persona, and all with him or her. The fog will remain for 1D6+4 ATs or until the torc's possessor wills it to dissipate. Cost: 20 Heka points.

(2) Stillness: When this Power is activated, it dampens the force of breezes and light winds, causes any rain to cease, and envelopes an area of 3-5 (1D3+2) chains in diameter in silence. This effect will last for 1D6+4 ATs or until the torc's owner wills it to cease. Cost: 35 Heka points.

(3) Call Rain: This Casting generates a steady fall of moderate to heavy rain in an area of 5-10 (1D6+4) chains in diameter. The rain will normally last for 8-12 (2D3+6) ATs, but may be terminated as desired by the caster. The area of effect may be centered on the persona, or directed up to 15 chains distant. Cost: 50 Heka points.

(4) Call Wind: This Power creates a sustained, strong wind, capable of moving fog and other gaseous substances. The area covered equals 5-10 (1D6+4) chains in diameter, and it may be caused to appear up to 15 chains away. It may be sustained for 8-12 (2D3+6) ATs, but its effects may be cancelled at any time, if the persona desires. Cost: 75 Heka points.

Musical Instruments

Enchanted items of this sort are primarily useful to those possessing STEEP in the *Music* and *Spellsongs* K/S Areas. While the bonuses gained from these instruments are extremely helpful to poets/musicians and other personas capable of Spellsong Castings, the devices are not Vocation-specific, so they may be used by anyone. Most magickal instruments will even grant limited *Music* STEEP (5D6) to personas with no skill in music otherwise.

The following is a list of some sample effects possessed by Heka-powered musical instruments:

(1) Enhance Spellsong Castings (+10% STEEP bonus).

(2) Engender one or more of the following results:

Calmness	*Discord*	*Fear*
Enmity	*Summoning*	*Excitement*
Harmony	*Bravery*	*Love*
Repulsion		

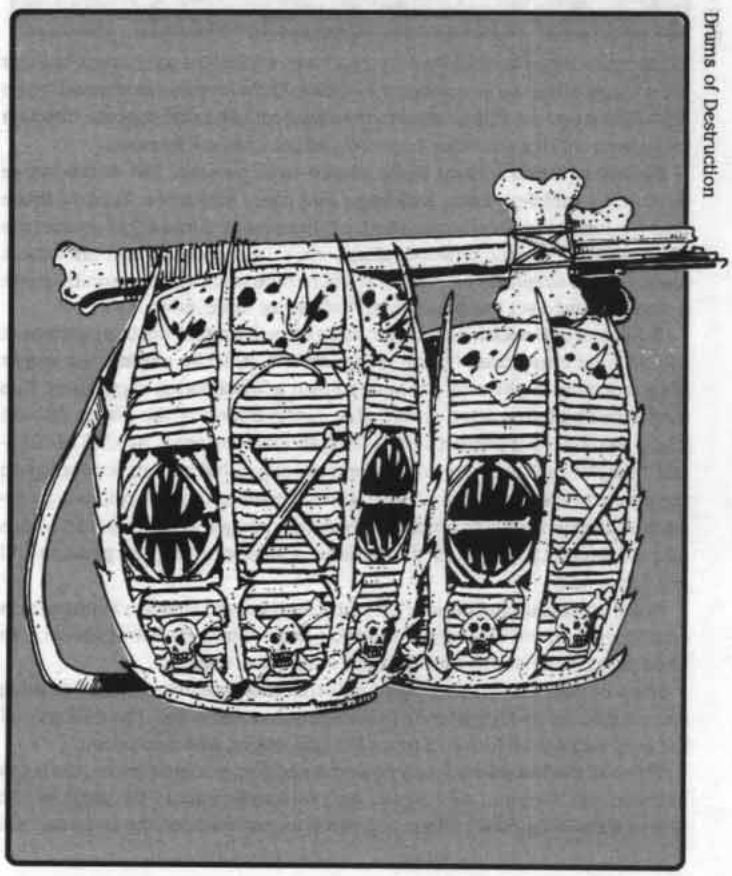
(3) Enable/disable other personas' actions.

(4) Enhance abilities; provide Heka-engendered Powers.

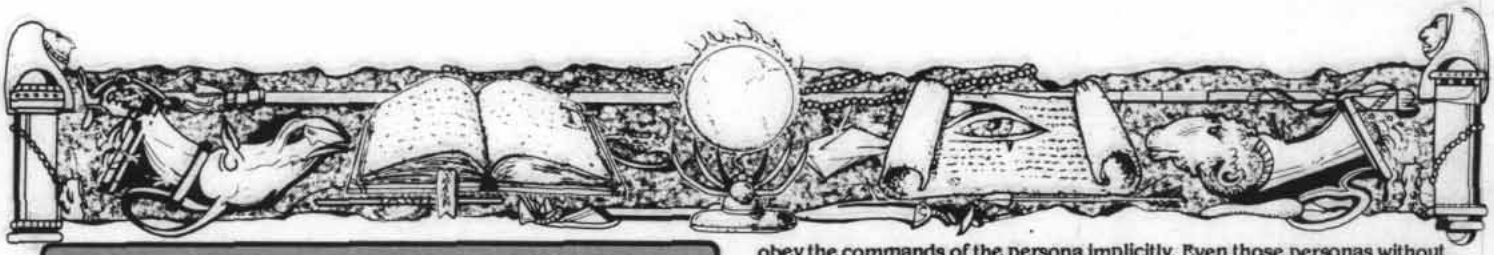
(5) Duplicate the effects of Archetypical Castings.

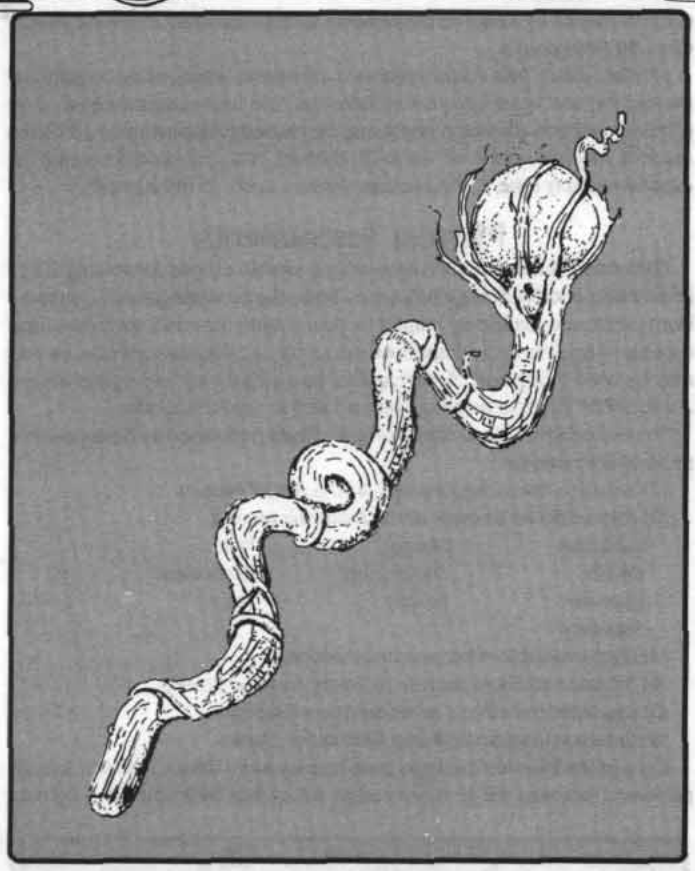
(6) Summon/Abjure creatures from other planes.

Horn of the Hunter: This large bone horn causes a blood-curdling fear in the persona's foes who fail in a percentage roll versus their combined Spiritual



Drums of Destruction





Rod of Chaos

Metaphysical Power and Spiritual Psychic Power, while at the same time it bolsters the courage of the owner and her or his allies. Those opponents affected by the fear will turn and run at their maximum movement rate in the opposite direction of the horn until they feel they have escaped the horn and its owner.

Drums of Destruction: When played by a persona, the drums cause damage to vehicles, walls, buildings, and other structures. Each of these drums is tuned to a specific pitch and may have more or less effect on one type of construction material (wood, stone, etc.). Drums of this sort are almost always found singularly or in pairs, though there is always the possiblity that a custom, tuned set exists—a most destructive force indeed!

Dulcimer of Deceit: Those listening to the soft music from this instrument will become enraptured by the gentle strains. If, while playing, the owner sings along, he or she may attempt to insert a falsehood or suggestion. This may either be informative or directive, at the option of the player. Should those hearing fail a contest versus their Mental Reasoning at a DR of "Difficult," they will either believe or perform the suggested action, depending on the nature of the suggestion. Those who succeed against the roll, will gradually go through a shift of emotions, becoming angered and insulted by the player's attempt to play such a wonderful device, attacking the persona and any associates.

Flute of Animal Influence: This intricately carved wooden instrument is enchanted with the capacity to summon and control small animals such as birds, dogs, cats, or rats (and perhaps even small children...).

Harp of Peace: The soothing sounds that emanate from this device bring a sense of calm and harmony to those within hearing range. The dweomer of the harp negates all forms of magickal fear, anger, and confusion.

Pipes of the Damned: A very powerful necromantic instrument, the pipes animate and summon all corpses and skeletons within 100 yards of the player. If the persona wielding the pipes is a necromancer, the creatures will obey the commands of the persona implicitly. Even those personas without this Knowledge/Skill Area will be able to direct the undead beings to defend the player against enemies.

Violin of Sympathy: The sweet music from this instrument will cause all who hear to be stirred to sympathy for the subject of the song.

Rods, Sceptres, and Staves

Like magickal batons and wands, enchanted rods, sceptres and staves are capable of storing Heka and/or Castings for the bearer's use. This type of device is more powerful and may store multiple Casting types and Powers. Magickal rods, sceptres and staves typically contain 500-1000 (1D6×100+400) points of Heka to power their Castings.

(1) Provide Physical energy or endurance.

(2) Command the respect of others.

(3) Absorb Physical, Mental, or Spiritual damage.

(4) Summon or attract others.

Druid's Sceptre: This item is also known as a Rod of the Elements, for its Powers to control weather and the natural elements. The bearer of the sceptre will, in addition, be granted limited Invulnerability to the elements, and Heka-based attacks relying on them. All such attacks will only do half damage, and if the bearer uses a point of Joss, they will do no damage whatsoever. The sceptre's Powers are as follows:

(1) Sense Weather Magick: Effects per the Dweomercræft (Green School) Casting. Cost: 20 Heka points.

(2) Call Rain: Duplicates the effects of the Grade IV Dweomercræft (Green) Casting of the same name. Cost: 50 Heka points.

(3) Call Gale Wind: The effects of this Power are the same as the Dweomercræft (Green) Casting. Cost: 75 Heka points.

(4) Call Storm: This Power generates heavy winds, rain and lightning per the Grade VI Casting of the same name. Cost: 100 Heka points.

(5) Call Lightning: As with the Dweomercræft (Green School) Casting, this Power calls forth bolts of raw electrical energy. Cost: 125 Heka points.

Rod of the Graycaster: Much desired by dweomercræfters of the Gray School, this magickal rod enhances any Castings of illusionary or deceptive sort, even when wielded by a persona of another vocation. Any Casting or Heka-engendered Power of this sort will be subject to a bonus of 20% towards successful activation. In addition, the possessor of the rod will be immune to illusionary Powers or Castings while the rod is held and the persona concentrates on this ability.

For those with STEEP in the *Dweomercræft* Sub-Area of the *Gray School*, however, there are additional Powers. These are:

(1) Visual Effects: The staff's owner can call forth one of several effects, ranging from dancing colored lights, to curtains of sparkling reflective droplets, or a misty prismatic haze. Cost 20 Heka points.

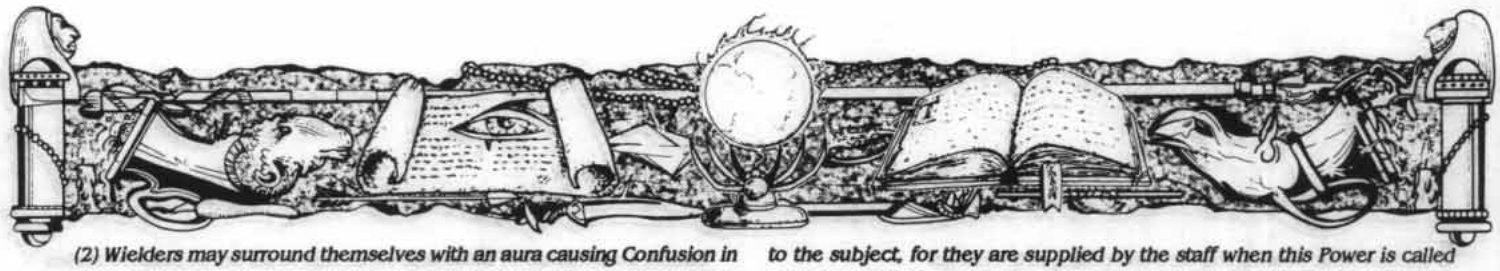
(2) Illusionary Sounds: One of the following sounds can be made to emanate from a location of the wielder's choosing, up to one chain distant: Snap, Creak, Groan, Shout, Crash. Cost: 35 Heka points.

(3) Phantom Beings: The owner may manipulate this Casting-like Power to conjure forth animated shadow forms or vivid, gruesome phantasms. Cost: 50 Heka points

(4) Ghostly Constructs: With this Power, the wielder may create detailed and lifelike illusionary terrain, including structures such as buildings, bridges, etc. Cost: 100 Heka points.

Rod of Chaos: The Powers of this item are usable only by those of Chaotic nature, and to such personas the rod will add 10 STEEP points to their primary K/S Area while it remains within their possession. The rod confers the Power of displacement upon the owner, and such can be activated at will, as often as desired. In addition, this tool of Chaos contains several other Heka-engendered Powers, as shown below:

(1) The ability to cause a state of Bedlam, per the General Dweomercræft Casting of the same name. Cost: 50 Heka points.



(2) Wielders may surround themselves with an aura causing Confusion in any intelligent creature within one rod of the persona. Cost: 100 Heka points.

(3) Wielders of the rod may invoke the Power of Displacement, visually offsetting their actual physical location. While displaced, any foe directing a physical attack against such a persona will add 20 points to all applicable rolls. Cost: 100 Heka points.

(4) This Power invokes the magickal Law of Change to cause an otherwise successful attack to be treated as a Special Failure, forcing a wielder's enemies to roll on the Special Failure Table. Cost: 150 Heka points.

(5) This Power duplicates the effect of the General Dweomercræft Casting Heka Redirection. *Cost: 200 Heka points.*

(6) And finally, owners of the rod may elect to absorb any Heka or Heka-based attacks directed at them, placing the energy in the rod up to the maximum amount allowed (1000 points, see above). Any Heka beyond that amount will ricochet off the surface of the rod, the effect of the intended Casting ruined. Cost: 250 Heka points.

Sceptre of Balance: This item may be utilized only by those of the Ethos of Balance. To those personas, it adds a 10 point STEEP bonus to their primary K/S Area. Also, the owner of this sceptre may become invisible at will, as long as the sceptre remains in possession of the persona.

(1) Balance of Power: The effects of this Power exactly duplicate that of the Priestcræft (Ethos of Balance) Casting of the same name (q.v.). Cost: 50 Heka points.

(2) Invisibility: The possessor of the sceptre may use this Power to become invisible to all normal and infrared/ultraviolet vision abilities. Cost: 100 Heka points.

(3) Reverse Attack: When activated, this Power enables the persona bearing the Sceptre of Balance to turn any single Physical attack back upon its originator on the next Critical Turn. Cost: 150 Heka points.

(4) Wind of Change: This power exactly duplicates the Priestcræft (Ethos of Balance) Casting of the same name (q.v.). Cost: 200 Heka points.

(5) Reverse Casting: Through this Power, the sceptre's owner is able to actually turn a single, directed Casting away, redirecting its force back upon its caster. Cost: 250 Heka points.

(6) Telling Point: This Heka-engendered Power is the same as the Priestcræft (Ethos of Balance) Casting Telling Point *(q.v.). Cost: 300 Heka points.*

Staff of Order: This oaken staff may only be employed by those who follow the teachings of Order. In addition to containing Heka-engendered Powers and Castings, the staff provides a STEEP bonus of 10 points to the wielder's *Influence* K/S Area.

The possessor is able to see as if a *Astral Eye* Casting was in effect—i.e., disguised personas will be clearly visible in their actual form, and minor illusions will be known as such. This Power is usable three times per day at will. The staff also contains the following Casting or Casting-like Powers:

(1) Heka Armor: This Power provides the staff's owner with 50 points of Heka armor, per the General Dweomercræft Casting of the same name. Cost: 50 Heka points.

(2) Astral Eye: This innate function enables the staff's bearer to see through all mundane and magickal disguises, alterations and illusions. Cost: 100 Heka points.

(3) Sunray: This Power operates per the Priestcræft (Ethos of Sunlight) Casting of the same name (q.v.). Cost: 150 Heka points.

(4) Atone: Per the ritual Priestcræft (Sunlight) Casting Atone, *this Power allows the bearer of the staff to perform an atonement. Cost 200 Heka points.*

(5) Banish: This function of the Staff of Order enables the persona wielding it to instantly and permanently banish a single other-worldly being from the current plane or sphere, by simply calling upon the Power and touching the staff to the offending being. Cost: 250 Heka points.

(6) Restoration: This stored Casting enables the wielder to restore life to a subject, in a manner similar to the Priestcræft Ritual of the same name. However, the persona need not worry about providing Physical TRAIT points to the subject, for they are supplied by the staff when this Power is called upon. Cost: 300 Heka points.

Staff of Suffering: This magickal staff made of black, twisted wood is obviously a tool for Evil, and to any persona not of Baneful Ethos, the staff will feel cold, oily and uncomfortable. It is a foul object, capable of inflicting great harm in various forms, as shown below:

(1) Anguish: This Power causes the target to be wracked with spasms of nerve-wrenching pain. Subjects so affected will lose all attacks for 1D3 Critical Turns, as they twist and contort in agony. Also, there is a base 50% chance that the target of the Anguish Power will drop any items held. Cost: 50 Heka points.

(2) Paralysis: This temporary physical paralysis renders a single subject unable to move for a period of 1D3 CTs. While paralyzed, the helpless victim may be bound or slain by the staff's owner or another. Cost: 100 Heka points.

(3) Blindness: This Power enables the staff's wielder to cause another creature to lose its sight for three Critical Turns. While so blinded, the subject becomes nearly helpless, unable to attack effectively (combat is performed at two Difficulty Ratings harder), and is placed at a severe disadvantage with regards to defense (no parrying possible, all foes' attacks are at at 1 DR easier). Cost: 150 Heka points.

(4) Sickness: When touched by the staff, once this Power has been activated, the target becomes stricken instantly with a potent, magickal disease that lasts for 5-10 (1D6+4) hours. The subject immediately begins to experience a variety of aches and pains, alternating between fever and chills, and is inflicted with 4D6 points of Physical damage due to the sickness. For purposes of attack and defense, treat the subject as if Dazed. Cost: 200 Heka points.

(5) Rotflesh: When utilizing this Power, the touch of the Staff of Suffering causes the flesh of a single target to fester, crack, and ooze from an assortment of corrupted sores. This causes 1D6 points of Physical damage for a period of 5 CTs. Although the wounds caused by this Power will cease to spread after the duration has expired, the existing sores will remain until the persona can seek healing of some sort. Cost: 250 Heka points.

(6) Withering: The effect of this Power is the same as that of the Necromancy Casting Withertouch *(q.v.). The staff's wielder need merely touch an enemy, and the subject will be aged 75 years. Cost: 300 Heka points.*

Sceptre of Six Sendings: The hexagonal head of this sceptre holds six prepared Castings which can be activated by the possessor upon voicing the command word of the desired Casting. The Castings held within the sceptre should be determined randomly by the GM when the item is found. The possessor may replace these with different Castings as they are used, provided that the proper skills are possessed.

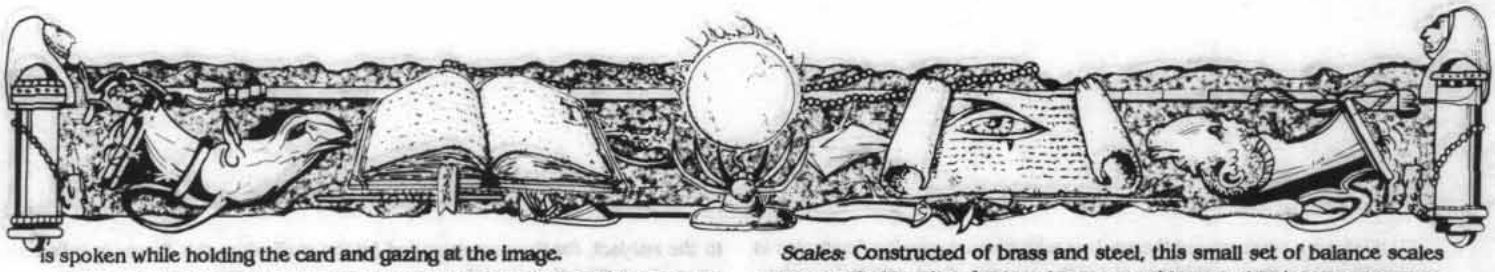
Miscellania

This class includes all other items not covered in the previous sections. Virtually any Mundane item could have magickal properties. Using the tables provided, a crafty gamemaster can devise useful or whimsical devices for the HPs to encounter during their adventures.

Badge of Willpower: This small pin is magickally forged with a Power that enhances the wearer's resolve by providing a bonus of 20 points to the Spiritual Metaphysical (SM) score. In addition, the badge also serves as a 20 point shield versus Spiritual combat attacks to demoralize.

Cards of Calling: When found, these 2×3 inch ivory, bone or stone plaques may appear singularly or in pairs. Each card is attuned to another, similar card, and may be used to locate and contact it through concentration of the holder. If a mated pair is found, both will have the same highly stylized pattern painted upon one side and a similar pattern framing a blank space on the other. If but one card is found, there will be a finely detailed portrait of another persona or being in place of the blank area.

The power of the cards allows the bearers of each to communicate through them across any distance, even if they are on different planes or spheres. Additionally, the cards may be used by either bearer to physically summon forth the possessor of the other card, if the proper magickal command word



is spoken while holding the card and gazing at the image.

Note that when a card is found and picked up, the image of the persona holding the card will appear upon the face of the other card, unless both cards are held by the same persona—in which case each card will bear that persona's likeness.

Card of Trumps: This enchanted plaque made of stiff paper or wood appears to be a wild card taken from a deck of playing cards. It functions as a Reservoir for Joss, and stores variable number of Joss Factors (usually 1D3 or 1D6 points). The possessor may apply one or more of these points—up to the limit of the card—as either Joss or Anti-Joss Factors when holding the card. As long as at least 1 JF remains, the card will restore any used points at the rate of one per month.

Candelabra: Made of silver, this small but ornate candle holder will indicate that it possesses Heka, if such is detected for. The light emanating from any candle placed in this device will reveal any hidden or invisible creatures and objects within the radius of its glow.

Coin of Deception: This magickal coin operates three times per day. As with any other coin, there is a heads side and a tails side. Its Power is evidenced when the coin is used for a random decision, or to decide a simple contest between two personas, etc. The possessor of the coin merely concentrates on the desired face while the coin is in midair, and the coin will come up with that result.

Coin of Decision: This device operates once per day. When a simple yes/no, left/right, or similar question is asked as the coin is tossed into the air, the coin's Power will be invoked as it lands. As with any normal coin, there is a 50% chance that the answer will be accurate. The trick is, if it is wrong, the possessor (and only the possessor) knows that such is the case. This Power may be used for minor divinatory questions, the limitation being that the question must be short enough to ask while the coin is in midair, otherwise the answer is not trustworthy.

Cube of Forgetfulness: This cursed item cannot be destroyed, and once acquired will return to the persona who first touches it until the dweomer is removed or negated through an appropriate Casting or Heka-engendered Power. While in the persona's possession, the cube confers a penalty of –10 to the owner's Mental Mnemonic Power . Note, however, that the device will never reduce the score below 1.

Cube of Mental Protection: This device appears exactly as a Cube of Forgetfulness, but in fact provides the bearer with a 10 point shield versus any attempt by an enemy to forge a Mental Link.

Eyepiece of Mystic Sight: This item appears as a normal monocle, with a simple metal frame circling a clear glass-like lens. The device is imbued with the magickal Power to detect the presence of any Preternatural and/or Supernatural beings, such as spirits or Non-Physical Manifestations.

Enchanted Figurines: These small devices are made of intricately sculpted precious metals, inset with tiny slivers and chips of expensive minerals and gems. Each of these items hold a unique dweomer that may be activated through use of a command word or phrase. All are usable but once per day.

Cage: This item is a small metal wireframe cage with tiny brass fittings. When the possessor holds it toward an opponent and speaks the proper command, the target must succeed in a contest vs. the average of Mental and Spiritual TRAIT scores or be miniaturized and trapped within the cage. The imprisoned being will be aware of the events outside the cage, but will be unable to move or affect them in any way. Imprisoned beings require no food or other sustenance, and are permanently trapped in this form of waking stasis until released by someone repeating the command backwards. Note that the cage will only hold one occupant at a time, and if the owner traps another being, the first will be released automatically.

Crown: This miniature crown is made of gold inlaid with tiny gem fragments. An owner who speaks the command word while holding the figurine will be surrounded by a glowing aura of power. The aura will persist as long as the crown is held, and will allow the possessor to lead and command others.

Scales: Constructed of brass and steel, this small set of balance scales appears to hold a pile of gold coins on one side and glittering gemstones on the other. When the command word is spoken while holding the device aloft, the bearer will know the true value of an item or proposed bargain.

Violin: A tiny instrument made of teak, this miniature violin will provide accompaniment when held between the thumb and forefinger. A full 10% of these are cursed with a spell that automatically plays heart-rending music whenever someone within one chain complains or voices dissatisfaction.

Wheel: When commanded with the proper word of activation, this small, gem-encrusted, spoked wheel will enlarge and transform into a magickal carriage capable of seating six human-sized passengers. The carriage has no harness and requires no creature to draw it. It will move at the owner's direction for up to eight hours, travelling at the normal movement rate for a carriage.

Hourglass of Temporal Manipulation: This finely-crafted timepiece keeps time in one-hour increments, and radiates a strong dweomer, if checked. The device will, when commanded, run backwards, with the sand moving upwards into the top chamber. This has the effect of reversing time within an area of one chain in diameter. Once all the sand has reached the top, it will reverse course, resetting the flow of time to its proper state. The owner of the hourglass will have knowledge of the events destined to take place, and may attempt to change them.

Magick Stones: Enchanted stones may be found loose or in some container, such as a bag or pouch.

Bag of Seven Stones: Used for divination of future events, each stone represents a present or future condition. An individual stone can be drawn to indicate a single condition, or the stones can be poured out and the pattern read.

White: Peace,tranquility	*Green: Love, money*
Red:Passion, conflict	*Orange: Luck*
Yellow: Wisdom, lessons	*Brown: Objects, possessions, gifts*
Black: Negativity	

Calling Stone: This plain gray stone may be tossed, thrown, or propelled (via sling) at an opponent. In addition to taking any applicable damage, targets who have been touched or hit by the stone will immediately roll their eyes, throw their hands up in disgust, and promptly leave the scene.

Holed Stone: This is a valuable magickal tool, hung in the home or worn around the neck for protection. To see spirits of the sea, look through the hole. Place into bath water with salt for healing. It is a Symbol of Eternity, of the female force of nature, and of the sea. In general, it brings good luck.

Talking Stones: These stones are actually a matched pair of cut and polished amethysts which are enchanted so as to have a vibratory link with each other. Through the use of these stones, two personas are capable of communicating in brief messages, when the stones are placed in a like element, such as water.

Magnifying Glass: This device is a small lens of glass or other clear substance, surrounded by an engraved metal frame and attached to a handle. When the lens is held between the owner and an item, and the proper command is spoken, the item will become enlarged by 25%.

Soap of Softness: This enchanted substance is often created by an alchemist and may be found in containers or formed into bars. The pupose of this soap is to soften metals or minerals, making items of such material pliable for a short length of time. Metals will be softened for 1D3 ATs, while minerals are affected for 3D6 ATs.

Straw of Weight: This item is simply a short piece of straw or stalk of dried grass with a magickal alteration imbued in it. When activated by command, the weight of such a straw increases based on the amount of Heka originally placed within it, one pound per point of Heka.

Spectacles of Surrealism: These cursed frames are magickal if detected for, and further attempts will reveal that they confer the ability of *Mystic Vision*, i.e., the ability to see Non-Physical Manifestations. Unfortunately, the Non-Physical Mani-

festations seen by these glasses do not exist and are merely illusions. The glasses, however, may not be removed, so the wearer will be subject to all manner of frightening apparitions until a *Remove Curse* is cast upon the spectacles.

Tooth of Longevity: This magickal item confers an extended lifespan to the owner. Some forms of this item are that of a dragon's fang or an elf's molar.

HEKA WRITINGS

Heka writings are Castings and Casting-related information which are recorded for later use. Although most are designed for use by a persona of a specific Vocation, many (such as writings of protective nature) can be utilized by any persona able to read them.

Many writings of a magickal nature are written in one of the "dead" languages or recorded in Runes and Glyphs, though it is possible for them to be written in a common language. They may be tomes containing the life work of a long dead master wizard, instructions for some lost ritual, or just an easily transported Charm which releases stored Heka when it is read. They may contain common Archetypical Castings, or some unique and powerful new Casting.

While the most common method of activation for a magickal writing is (obviously) by reading it, there are some forms (such as a clay tablet bearing Hieroglyphics) which are activated when broken or shattered.

Papyri, Scrolls, etc.

The most common form of writings used by travelling spellcasters is that of the scroll or papyrus. This type is readily transportable, not too bulky, and easily handled.

The drawbacks are that such writings may only contain a few Castings, each of which may be used but once. When activated, the Casting from a scroll disappears, its Heka is gone. However, Castings from scrolls may be transferred to a more permanent medium such as a spellbook or grimoire.

When it has been determined that a papyrus, scroll, etc., has been found, gamemasters may assign the type of information contained by it, or they may elect to find the contents randomnly, using the tables provided in the sidebar.

New Archetypical Castings: Although we've gone to great lengths to provide you with an extensive selection of Castings, there is always room for more general purpose Cantrips, Spells, etc. One way gamemasters can introduce new Archetypical Castings into their campaigns is by placing them on papyri to be found by the HP group during the course of play. In this way, Heka-using personas may extend their spellcasting repertoire, and the whole campaign may benefit (not to mention the personas), if the Heroic Personas sell the Casting instructions to other Heka-users.

Castings at Little or No Heka Cost: A definite advantage in the use of magickal writings is that most writings of magickal nature are infused with Heka when created, and thus require little or no Heka on the part of the persona reading them to utilize the Castings contained therein.

Confer Protection, Ability or Power: Common to this type of magickal writings is the ability to confer various forms of protection to a reader, and possibly to the reader's entire group. Scrolls and other writings of this sort are also very useful in granting limited or temporary abilities, or even Heka-engendered Powers to the persona reading them. Other possible Powers of magickal writings are:

(1) Increase STEEP in a single K/S by 10 points.

(2) Increase TRAITS/CATEGORIES/ATTRIBUTES (1D10, 1D6, 1D3, respectively).

(3) Grant Heka to personas when read (D% Heka points).

(4) Temporarily grant a minor Heka Power when read (GM's choice).

(5) Protection from poison.

(6) Protection from disease.

(7) Protection from single type of enemy (mundane animals, beasts, undead, assassins, etc.).

(8) Protection from single attack form (Mental, Spiritual, Castings, normal missiles, etc.).

Scroll Contents Tables

Scroll Type

D% Roll	*K/S Area*
01-04	Alchemy
05-08	Apotropaism
09-12	Astrology
13-16	Conjuration
17-20	Divination
21-24	Dweomercræft: General
25-28	Dweomercræft: Black School
29-32	Dweomercræft: Elemental School
33-36	Dweomercræft: Green School
37-40	Dweomercræft: Grey School
41-44	Dweomercræft: White School
45-48	Exorcism
49-52	Herbalism
53-56	Mediumship
57-60	Mysticism
61-64	Necromancy
65-68	Priestcræft: Basic Tutelary
69-72	Priestcræft: Balance
73-76	Priestcræft: Gloomy Darkness
77-80	Priestcræft: Moonlight
81-84	Priestcræft: Shadow Darkness
85-88	Priestcræft: Sunlight
89-92	Sorcery
93-96	Spellsongs
97-00	Witchcræft

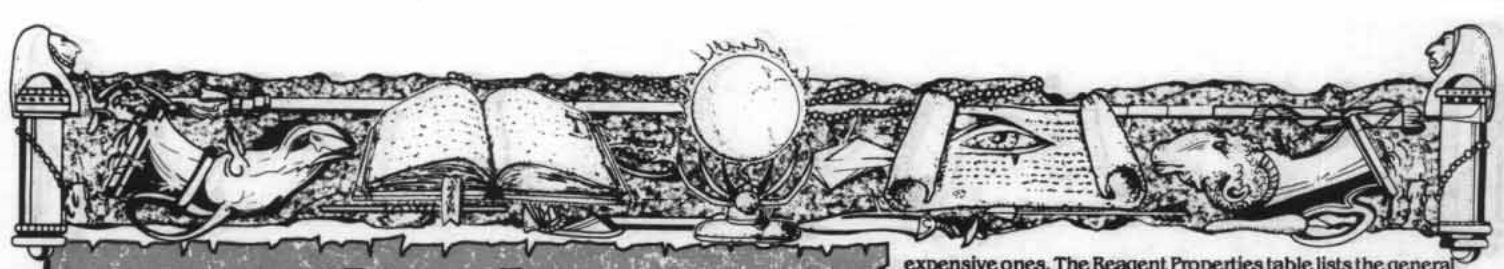
Number of Castings

D% Roll	*Castings*
01-25	1 Casting
26-45	2 Castings
46-60	3 Castings
61-70	4 Castings
71-80	5 Castings
81-88	6 Castings
89-94	7 Castings
95-98	8 Castings
99-00	9 Castings

Grade of Castings

D10 Roll	*Casting Grade*
01-20	I
21-40	II
41-60	III
61-70	IV
71-80	V
81-85	VI
86-90	VII
91-95	VIII
96-98	IX
99-00	X*

*Grade X Castings are available only to certain K/S Areas. If not applicable to the K/S in question, use Grade IX instead.



Reagent Tables

Reagent Properties

Class	Frequency	Cost	STR	Heka Storage	Reservoir?	Regeneration
I	Common	2	1	2	No	—
II	Common	5	1	4	No	—
III	Uncommon	15	3	2	No	—
IV	Uncommon	25	2	6	No	1
V	Uncommon	20	1	20	Yes	1
VI	Rare	50	5	5	No	—
VII	Rare	70	4	30	Yes	2
VIII	Rare	60	8	1	No	—
IX	Very Rare	85	9	9	No	2
X	Very Rare	100	7	50	Yes	—

Books, Codexes, Librams, Tomes, etc.

What scrolls and papyri have in portability, they lack in substance. Magickal books, on the other hand, are able to contain detailed notes and multiple Castings. This makes them more desirable when a Heka-user is travelling on an extended journey and needs detailed reference materials, or a wide range of Castings.

As Papyri, Scrolls, etc.: Books and tomes are able to contain many Castings, where scrolls only hold one Casting or effect. That they are able to hold more Castings is offset by the limitation of Heka storage, for books do not typically serve as Reservoirs of Heka. Personas must use their own Heka when casting from a tome. Unlike scrolls, magickal spellbooks may be used more than once, and the Castings contained by them do not normally disappear when they have been used.

With Heka Powers: At the GM's option, some magickal books and tomes may indeed contain Heka for a persona to tap when using them. These are certainly not the majority, and any Heka used is not automatically replaced. The possessor of the manual will need to recharge the tome in most cases, either through Heka-Forging or redirection Castings.

Conferring Heka/ Heka Power: The most powerful form of magickal books are capable of conferring large stores of Heka, and even permanent Heka-engendered Powers. This type of magickal writing will always be very rare, and if in the possession of another persona, it will be carefully guarded or hidden.

HEKA-IMBUED SUBSTANCES

Heka-imbued substances are typically single or limited-use materials enchanted through the *Alchemy, Gemsmith/Lapidary, Heka-Forging,* or *Herbalism* Knowledge/Skill Areas. Whether they are charged Materia or mixed compounds, the effects are always temporary, and the substances have a fixed maximum amount of Heka they can contain. Once this Heka has been used and the effects activated, the substance is consumed in the magickal operation, and the material is gone.

Items which naturally contain Heka are referred to as *reagents*, and plants such as Belladonna, Mandrake, Mistletoe, and the like are good examples of reagents. While sample lists of Heka-containing herbs and minerals/gems are provided on page 6 of Chapter 2, it would be impossible to list every possible reagent. Therefore, a general classification system is given, which includes the strengths and purposes of different types of herbs, gems, and other forms of magickal reagents.

Types of Reagents

Each category of reagent is assigned to a class which is representative of its overall power. The better reagents are, quite naturally, the rarer and more expensive ones. The Reagent Properties table lists the general properties of such reagents, along with how common they are and, if they can be purchased, about how much they would cost per ounce.

Frequency refers to the likelihood of finding a particular reagent of that sort after one day of continuous searching. At the end of each day, the persona makes a roll against the *Botany* or *Geology/Mineralogy* K/S Area (depending on what the persona is looking for) to find some of the material. Success yields 1D6 doses of the reagent initially. When found, the material may have to be purchased, but if so the source might prove to have these reagents regularly available (such as if it is a herb or gem shop). Commercial sources may also have numerous other types of reagents as well (a magickal supply shop, while rare, is an excellent example of this). The base DR for the roll is listed on the Search Difficulty table.

Note that no adventuring or the like can be done during the time that the searching is performed, unless the search is in a suitable region coincidental with other activities. One could search more casually, but the chance of finding something would then be reduced significantly. The *Days/Bonus* column lists the number of full days which must be spent searching before the DR will be reduced by one. If you were searching for a Very Rare Reagent, for instance, you would have a "Very Difficult" DR on days 1-5, a "Difficult" on days 6-10, a "Hard" on days 11-15, and so on until you found it. Note that the minimum DR is always "Easy." When the stuff is found, it is up to the GM to determine where it was found and what potential that source has for yielding more reagents. Forests and jungles are typical sources for many special plants, of course (a rare herb shop, for example, has great potential, but it might be as hard to find as the herb itself!). A Special Success is always a good condition for finding a reliable source of reagents.

Remember that before any search rolls are made, the persona must specify the *purpose* of the reagent being searched for (q.v.). Also, high STEEP in K/S Areas such as *Botany* and *Gemology* could serve to make the search process easier—perhaps by lowering the DR by 1 for every 25 STEEP points, for example.

STR, or Strength, lists how powerfully the reagent behaves when being combined. The use of STR points is described in "Mixing Reagents," below.

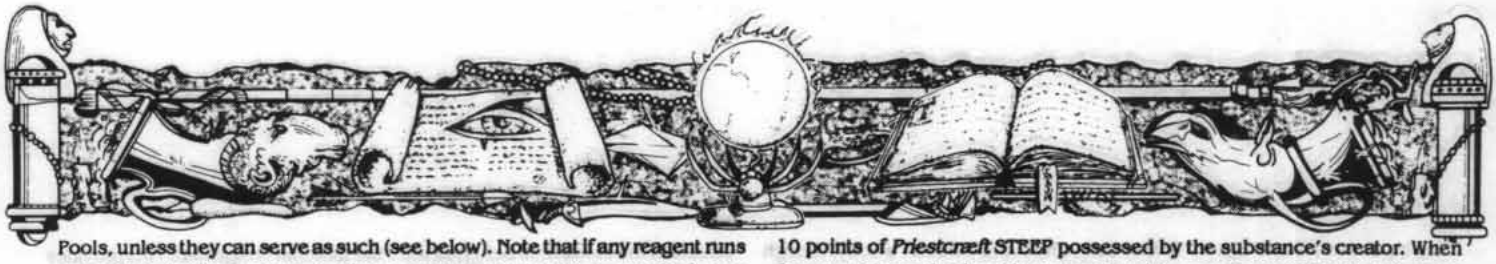
Heka Storage stands for the amount of Heka that one ounce of the stuff contains. A practitioner can draw upon the supply held in any reagent, but unless the Heka regenerates (see below), it can only be so used once. Reagents, however, do not count against one's limit of General Purpose

Reservoir Search Difficulty

Frequency	Base DR	Days/Bonus
Common	Moderate	2
Uncommon	Hard	3
Rare	Difficult	4
Very Rare	Very Difficult	5

Mixing Reagents

Combined STR	Base DR	Hours
1-9	Easy	6
10-18	Moderate	12
19-27	Hard	24
28-36	Difficult	48
37-45	Very Difficult	96
46-54	Extreme	192



Pools, unless they can serve as such (see below). Note that if any reagent runs out of Heka it will crumble away into a useless powder. To draw Heka from a reagent, a persona must be in physical contact with the stuff. It is not necessary to touch it with the bare skin however. Many practitioners simply wear small bags of it around their necks or carry it elsewhere.

Reservoir? indicates whether or not the reagent in question can serve a regular General Heka Pool. Such natural "Reservoirs" can be recharged by touch, though they may contain no more Heka than what is listed for them. Note that reagents cannot become Dedicated Reservoirs, and they do count against one's maximum total.

Regeneration indicates the amount of Heka that the reagent will regenerate per day, up to its listed maximum.

Mixing Reagents (Concoctions, Infusions, and Tinctures, etc.)

In addition to having a STR rating, storage rating, etc., a reagent will also have one or more particular purposes for which it can be mixed. The effects of Heka-imbued substances often resemble those of magickal Castings, although gamemasters must each decide how they wish to handle these.

When personas eat, drink, rub on their bodies, or otherwise absorb a Heka-imbued substance, it acts as if it were a Casting which was performed on them. All of the necessary Heka for the Casting is already in the potion, and no special procedure is necessary for its use. (The act of using the potion activates the effect.) A K/S STEEP roll is not necessary either, as this was done as part of the material's creation. The Casting often goes into operation immediately, but magick cast by a concoction can only affect the person who used it.

The STR rating of a reagent lists the multiplier for the reagent's Heka when that substance is mixed with a different reagent. Once the persona has enough reagents to cover the Heka cost of the desired Spell, they need only be mixed together and a successful *Alchemy, Gemsmith/Lapidary, Heka-Forging,* or *Herbalism* roll be made. The base DR for this roll, as well as the number of hours that the preparing and mixing requires, varies with the combined STR of all reagents involved, as summarized on the Mixing Reagents table.

The preparation and mixing must be done continuously, although the persona can only work on a potion or other substance for eight hours a day. Once the procedure is finished, the roll can be made, with failure indicating that the process didn't turn out right and that all of the reagents were wasted. A Special Failure could mean that the mixture generated poisonous fumes, or that something equally nasty happened. Furthermore, no Heka-imbued substance can ever use more than 54 points of combined STR. But, unlike regular Castings, many different Laws of Magick can be mixed together in one magickal substance.

Finally, it is possible, though tricky, for personas to grow some of their own herbs for use as reagents. It is up to the GM to determine when doing so is possible, but the persona should require a fairly tough *Botany* roll somewhere along the way.

Types of Substances

The following sections contain descriptions of various types of Heka-imbued substances. GMs may select from those provided, use the random generation tables at the end of this chapter for determination, or add their own.

Creams and Pastes: Magickal creams and pastes are usually found in small containers holding 1D6 applications. Their effects are felt as soon as 1 CT after they are applied to the subject's skin, and they last anywhere from 4D6+6 ATs to 4D6 hours.

Magickal creams and pastes are often employed to restore damage, or to enhance (or deaden) one or more senses when applied to a subject.

Annointment of Amberyl: This enchanted substance is used by healers and priests to reduce Physical damage and the risks from shock. The amount of healing done by application of the ointment is equal to 1D6 points for every 10 points of *Priestcraft* STEEP possessed by the substance's creator. When found, each application will heal 5D6 points; and there will typically be 1D5 applications per jar.

Balm of Coagulation: This thick paste causes wounds to cease bleeding when applied directly to them and then covered with bandages. This has the effect of halting further Physical damage based on blood loss.

Ultravisual Eye Cream: When applied to a subject's eyelids, this cream confers sight in dark or gloomy environments. Additionally, the persona is enabled with a form of *Ætheric Sight,* per the Mysticism Casting of the same name (q.v.).

Fragrances and Gases: The most common source of magickal fragrances are enchanted candles and incense. These items release their effects while burning (for a duration of 1D10+10 ATs). Certain herbs and herbal mixtures produce various effects when burned in a brazier or heated in a simmer pot. Still other forms of fragrances, such as perfumes, colognes, etc., have longer durations (4D6+6 ATs), and continuously release their magickal fumes while worn. Such fragrances may serve to cloud or clear the senses, attract other personas or creatures, or repel pests (or even beasts).

Incense of Purification: The strong scent of mint emanates from this incense while it burns. The smoke and scent of the incense drives away all undesired outside influences and cleanses the subject creature or object of a ritual purification.

Candle of Attractiveness: When holding this candle while it burns, possessors are affected by a dweomer which provides a temporary bonus to their Attractiveness score. A persona so affected will have an Attractiveness bonus sufficient to place that persona in the next higher category, i.e., Attractive will become Handsome, Handsome will become Striking, etc.

Cologne of Disgust: This cursed perfume seems quite pleasant to anyone smelling it from the bottle or container which holds it. Once applied to the skin, however, the cologne quickly changes from pleasant to revolting within a matter of minutes. The smell of the cologne may resemble rot, dung, waste material, or whatever the gamemaster desires, so long as it is completely revolting to others in the persona's presence. Note that the duration of the cologne's stench will last for a full four hours and may only be removed by a roll of Special Success using a *Remove Curse.* Herbalists, however may neutralize the smell by rolling against their STEEP at a DR of "Difficult." While fully 90% of these colognes will smell pleasant to the persona wearing them, the other 10% of the subjects will be just as disgusted by the smell once its nature changes.

Sachet of Meditation: This small bag of pleasant-smelling herbs provides an advantage to those who meditate, either by reducing the Difficulty Rating or doubling the intended effect of the meditation. When the bag is held and kneaded during such attempts, the player must state whether DR or effect will be modified.

Liquids and Oils: This category of Heka-imbued substances includes potions and oils made through the *Alchemy* K/S Area (q.v.), and tinctures and infusions made through the use of the *Herbalism* K/S Area (q.v.). Liquids and oils such as these are probably the most commonly encountered type of magickal substance.

When found by HPs, magickal potions will normally be in quantities of 1D3 small vials (single doses) or flasks (1D3 doses each). Such containers will normally be labelled, albeit in Runes, or perhaps even invisible ciphers—making it difficult for personas to readily identify.

Typical application or effects of such potions are:

(1) Heal Mental/Physical/Spiritual damage.

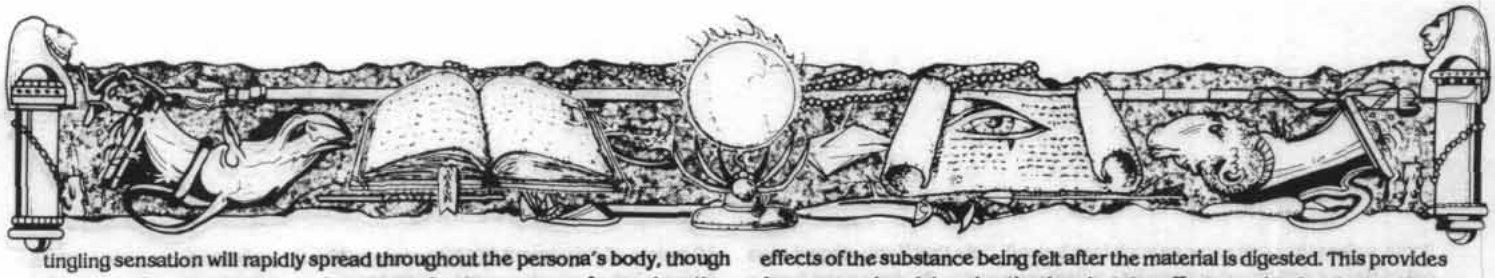
(2) Lend some sort of magickal protection to the subject who applies or ingests the substance.

(3) Enhance the user's abilities.

(4) Enhance the user's Heka flow.

(5) Confer Casting-like Powers.

Draught of Humanessence: This liquid is milky white in color and, in fact, smells and even tastes like rich dairy cream. If it is ingested by a human, a



tingling sensation will rapidly spread throughout the persona's body, though little else will occur. However, should an animal or persona of a species other than human consume the potion, an amazing transformation will occur. The subject will assume a human form, retaining the shape for a length of time which varies based on the creature's original form.

The nearer to human the being is normally, the longer it will remain in human form. Thus while an animal such as a bird, fish, or other non-mammal will remain human for but 10-20 (2D6+8) ATs, a dissimilar mammalian creature (such as a dog, cow, or horse) will not revert to its natural form for a like number of hours. Apes and humanoid animal species will remain transformed for 10-20 days, and elves, dwarves, gnomes, etc., will retain human shape for 10-20 weeks!

Draught of Lethe: Another milk-like substance, this potion makes the one who consumes it begin to forget, draining recent memories first, and eventually causing a temporary form of amnesia. While the effects of the draught typically only last for 10-30 (4D6+6) ATs, there is a chance that the subject will permanently lose one or more memories (selected by the gamemaster). To determine whether or not this is the case, the subject must roll successfully against Mental Mnemonic score at a DR of "Moderate." A result exceeding the score indicates that the difference in memories are irevocably gone. Note that this could be potentially devastating to a persona who relies upon mnemonic abilities (such as spellcasters).

Emolient of Kindness: When imbibed by a subject, this magickal liquid causes even those with the hardest of hearts to become sympathetic and kind for a period of 10-20 hours. For the duration of the potion's effect, the subject will respond positively to any reasonable request, and any unprovoked attack on the subject's part is completely out of the question!

Pills and Powders: Tablets, pills, and powders that have been charged with Heka are both useful and easily transportable or concealed. Such substances are usually Materia ground with mortar and pestle by alchemists, herbalists, Heka-forgers, or dweomercræfters for inclusion in compounds. They may also be purified or concentrated reagents that can impart their Powers in this form.

One advantage to this form is the ease of insinuation in drinks, broths, and other ingested material. This makes these substances of particular interest to assassins and others who want to affect a target creature or persona without risk of detection.

Some examples of the functions or Powers of this type of Heka-imbued substance are:

(1) Boost insight of a persona.
(2) Restore health to a subject.
(3) Boost Physical Neural ATTRIBUTES.
(4) Weaken or incapacitate a foe.

Dust of Sleep: When inhaled or ingested, this grainy material causes those affected to fall into a deep slumber unless they are able to successfully roll their Physical Neural Power or less on D%. Those who fail will assume a near-comatose state for 1D6+4 hours. While movement or jostling will not rouse such subjects, counter-magick might.

Pain Pills: These small white tablets are round and bear a simple X on one side. When ingested by a subject, the pills cause the persona to suffer excruciating pain, similar to poison. Since the pills are not poison, but magickally enchanted, such remedies as *Remove Poison* or herbalism treatments will not ease the persona's suffering. The effects will render any persona Dazed for a duration of three hours per pill (cumulative), and only time will end the pain. Note that for every pill beyond the second consumed, there is a 10% cumulative chance that the pain will be so great the persona will die.

Tablets of Vigor: For each of these oblong yellow tablets ingested, the subject will gain a temporary 10% increase to Physical Neural Speed score. This effect is cumulative, but is subject to a maximum gain of 100%.

Solids (Such as Food): This class of Heka-imbued substance can be cooked, baked, brewed or otherwise applied to edible material with the effects of the substance being felt after the material is digested. This provides for a somewhat delayed activation, but the effects tend to last longer. Note also that effects of this form of substance tends to build, so that as time goes on, the effects will be greater.

Broth of Bolstering: This Heka-imbued soup contains bits of some meaty substance in a thick broth that tastes faintly of poultry. Any creatures or personas who consume this hearty, flavorful soup will not only double their rate of healing for 2D3 days, they will likewise reduce the Difficulty Rating of avoiding a contagious disease by one factor when exposed to such within the same period.

Coma Toast: This fresh bread is lightly toasted and may be covered with butter, jam, or other spreads. When eaten by unsuspecting victims, however, the material within the bread causes the subjects to fall into a deep, dreamless state, from which nothing short of counter-magick will awaken them. Such subjects will remain in this unconscious state for a period of 4D6 days, after which they will slowly come to and be able to resume normal activities.

Soup of Snivelling: This aromatic broth appears to be quite wholesome, resembling *Broth of Bolstering*, above. The effects are quite unlike that substance, however. Anyone who consumes even so much as a fraction of the soup will suddenly become paranoid about the slightest dangers, inflating them completely out of proportion. Such subjects will become convinced that the soup is, in fact, *poisoned* (which it is not, by the way). They will become wildly fearful of anything which might cause so much as a papercut, much less actual combat. This whining, mewling attitude will persist for 4D6 ATs, during which time they will incessantly complain about everything, and make every attempt to leave a place perceived as dangerous—which could be anywhere!

Effects of Substances

The effects of Heka-imbued substance combinations which are ingested, imbibed or applied on the skin of a persona vary, depending on the substance and its nature. The use of multiple substances of different sort can even work to increase the duration or effect (or *both*), at the gamemaster's option. Care should be exercised that this is not abused by players. While substances that have been tested and are known to work safely together should consistently do so, the GM may wish to apply certain guidelines preventing the misuse by Heroic Personas. The optional Substance Interaction table is provided as an example. Feel free to use it as is, modify it to suit your milieu, or ignore it altogether.

Also note that the duration and extent of effects are inversely proportional. In other words, the longer the effects last for a substance, the milder the overall effect will be. And substances which are extremely strong in effect will not last as long.

Substance Interaction (Optional)

D% Roll	*Result / Effect*
01-10	All effects and durations are doubled
11-15	Effects and duration of one substance is doubled
16-25	Double the effects/duration for multiple substances
26-40	Double the effects/duration for one substance
41-50	Substances work together normally
51-60	Effects of one substance is negated
61-70	Effects of multiple substances are negated
71-80	Effects of one substance backfires or has opposite effect
81-00	All effects backfire/have opposite effect

Speeding or Slowing Natural Processes: Substances which affect the physical metabolism may be very beneficial (or deadly) in certain situations. Those which speed up the natural processes of the body are useful for personas who are on the mend, and their rate of healing is likewise increased.

Those substances which slow the body's metabolism are useful in situations where someone has been subjected to poison or disease, for it extends the period of time available to find help for the afflicted persona.

Altering Physical Form: Heka-imbued substances may cause the transformation of a persona's or creature's physical form. The extent of this effect varies by a great degree and can be either a voluntary or mandatory change.

Minor forms of physical alteration include things like changing a subject's eye, hair, or skin color. Substances which affect the size or characteristics of a persona's form also fall into the class of minor alterations.

Substances which cause regeneration of lost limbs or organs, growth of extra ones, or transformation of the creature or persona into something completely different are another story. Such alterations would have to be considered major, and the Heka-imbued substances capable of this degree of change would be rare and/or very expensive, and difficult to manufacture.

Giving Exceptional Abilities: One of the more common effects of magickal substances is that of temporarily granting exceptional abilities of some sort to those who use them. This could be in the form of new or enhanced senses (sight, smell, hearing, taste, touch, and even psychic), or other capabilities. Enhanced abilities could include things such as strength (PMPow), speed (PMSpd & PNSpd), and agility (PNPow).

Some magickal substances are able to impart temporary use of otherwise unknown K/S Areas, as well as granting fixed or variable STEEP bonuses (anywhere from +5 to +20 points).

Conferring Heka Powers: The most powerful substances are capable of bestowing temporary, singular Powers similar to those covered in Chapter 17, or Quirks from Chapter 10. Note that this does not grant Heka-using K/S Areas to personas, but only specific Powers as may be found in Castings by such. Optionally, the gamemaster may allow imbued substances to increase a persona's Heka capacity, as if the HP were a Reservoir.

Medicine Bag

GUARDS AND TRAPS

No game system with magickal devices would be quite complete and balanced without including baneful items and the means to guard powerful or highly valued possessions. Therefore, since we have covered so much of the fun stuff, we now present those things which will:

(1) Keep intruders out of places where they shouldn't be,

(2) Drive intruders away from the fun stuff they are after, and

(3) Cause intruders so much harm they will wish they had left that fun stuff alone!

Magickal Closures and Locks

Unlike their non-magickal counterparts, magickal locks and closures cannot be opened or picked by normal means. This makes them quite useful for keeping intruders and thieves out of places where they aren't wanted, as long as counter-magick is not available. Depending upon their exact type, they may simply require a persona to roll at 1D3 DRs harder when trying to pik them, or they might be picked as normal locks but release ill effects of Castings when opened (see below), or they may be impenetrable to all save a magickal method of opening.

Heka-Summoned Guardians

Guardians are often one or more magickally bound creatures whose sole purpose is to protect some place or thing. Such creatures protect their charges by killing or driving away intruders who come within a certain range. Guardians could be living, material beings who are naturally present in the area; or they could be animated items or statues, such as golems, who are brought into existence for the sole reason of guarding something; or, finally, they could be Preternatural or Supernatural forces which are automatically summoned to protect something when an intruder enters the warded area. This last type would include Elementaries, Elementals, spirits, and others of the type.

Ill Effects

Ill effects are often (though not always) the last-ditch method used in protecting something, meant to cause harm to any thieves or intruders which could not be stopped or driven away. Effects may be minor—merely warning the interlopers of potentially worse things to come if they proceed. Or they may be major—cursing or killing half of the group ought to bring the remainder to their senses! In any case, there are several methods detailed below to give GMs ideas for their own campaigns.

Curses: Magickal curses are often scoffed at by players as they boldly direct their HPs onward into the face of danger. They are however, rarely required if the gamemaster designs them as they should be: horrible effects which may eventually kill personas, but *always* do them lasting harm. The latter form is always the worst, often making personas wish they were dead, and, at the very least, causing extreme embarassment or discomfort from time to time. Imagine the thief who is cursed to always overlook any mechanical trap encountered. Or perhaps a brave warrior, cursed to fumble during the first attack of a melee. Such curses are terrible things for personas to carry around with them for their entire life.

Other possible curses are:

(1) A one-time or continuous loss of STEEP points.

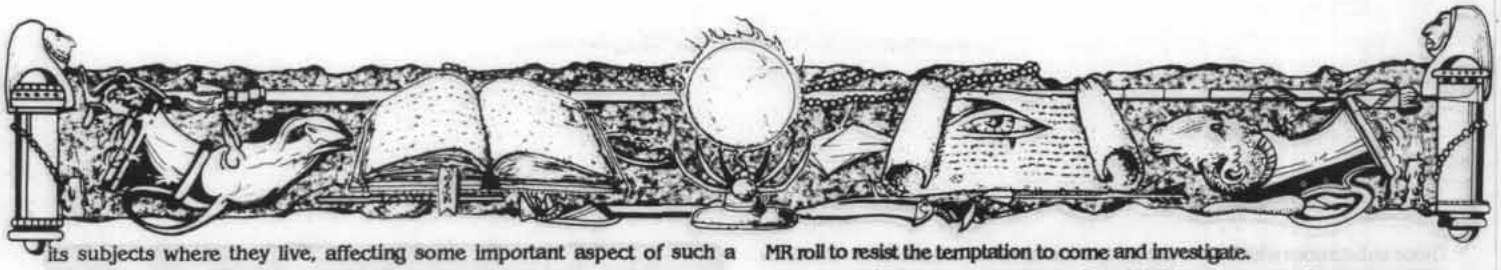
(2) A curse which drains Heka from an item or even the HP. This could be temporary or permanent.

(3) A curse which reduces the persona's Joss Factors, or automatically negates the first Joss Factor spent.

(4) Reduced Attractiveness, causing the persona to be the subject of abuse and ridicule by some, avoidance by others.

(5) A terrible disease affecting the persona, which cannot be cured until the cursed item persona is returned.

No matter what the curse is, it should be hard to get rid of, and it should hit



its subjects where they live, affecting some important aspect of such a persona. After all, that's what makes it a curse.

Mental Harm: Where curses sometimes develop over time, other ill effects from traps are instantaneous—or at least very fast. One example is traps which affect personas Mentally. Operating a magickally trapped object might cause an instant effect upon one or more personas' Mental points, similar to any one of the Mental attack forms, but not requiring any Link to do so. A loss of Mental TRAIT, CATEGORY, or ATTRIBUTE points could be the result, or a reduction in STEEP points from some Mental K/S Area. If you really want to be nasty, give the HPs something that will cause Insanity or Madness!

Physical Harm: Physical harm is perhaps the most common form of ill effect caused by magickal traps. Whether it's poison gas, exploding bursts of Heka, or whatever, there is plenty of room to be creative with this. Physical harm could involve draining Physical points, inflicting poison or disease, and even opening trap doors underneath unsuspecting personas. And of course, damage of this sort is usually the last kind personas want to suffer, especially if they expect to see combat anytime soon.

Spiritual Harm: Spiritual damage, like Mental or Physical, could be part of a trap. Items which drain Spiritual TRAIT, CATEGORY, or ATTRIBUTE points can be very effective against those personas whose primary TRAIT is Spiritual. A particularly wicked type of trap could even change the persona's ethos or nature!

Unwilled/Unwilling Activity: Many of the more complex forms of traps involve forcing their subjects into an unwilled course of action. Thus, a physical trap might drop one or more personas through a trap door or cause the steps of a flight of stairs to shift, turning the entire thing into a slide (perhaps dropping the unwary HPs at the feet of a powerful guardian).

Traps which activate Castings or curses are able to make personas perform actions which they would otherwise not even think of doing. Such a trap may affect subjects in a manner which causes them to place themselves or others in a dangerous situation, attack their associates, or even harm themselves directly.

Another form of (mostly) unwilled activity is the fabled quest. Whether it is to find some mystical object or to get rid of some cursed thing, a magickal quest, or geas, is not only a type of activity forced upon a persona or group, it is also a very effective plot catalyst and fuel for a tired campaign. Gamemasters should be careful in applying quests, however, for quests and geases are tools best used sparingly.

Examples: One very good example of a device which causes unwilled activity is the *Spirit Trap*. A *Spirit Trap* appears at first to be a hand-beaten bowl or other bowl-like container combining brass, copper, and silver with a spiral of strange writing both on the outside and inside surfaces. But, as you may guess, the Runes inscribed thereon are actually magickal Glyphs of tremendous power—Glyphs which provide the power source for the device. There are two basic kinds of *Spirit Traps*, one which serves to drive evil away and another, rarer kind which actually traps spirits inside.

The first type is activated by burning Materia of some sort (usually an herb of some sort, along with a small powdered jewel—preferably a pearl, emerald, or amethyst). Once the Materia is ignited, a magickal sphere 10 yards in diameter will be created around the bowl, and all spirits hostile to the one who made the fire and who have less than a Full Physical Manifestation will be "pushed" out of the sphere immediately. Furthermore, no such spirit will be able to enter the sphere, either, or cast magick at or otherwise harm those within, no matter what. The sphere will last as long as the fire burns—about 1D10+10 ATs or so. The field may be erected no more than once per week.

The second type of *Spirit Trap* is activated in the same manner (i.e., burning certain Materia). A sphere-shaped mystic "net" roughly 10 yards in diameter will then form around the bowl and remain until either a spirit has been caught or the fire burns out (this one will likewise burn for about 1D10+10 ATs). The spirit must have less than a Full Physical Manifestation and must enter the net in order to be caught. The stuff burning in the bowl, however, does serve to draw spirits toward it, and any spirit who comes within 10 miles of the net must succeed in a "Hard" MR roll to resist the temptation to come and investigate.

Once a spirit has been caught, the fire will blink out, the net will retract, and the spirit will be trapped within an impenetrable force field inside the bowl. There the unfortunate spirit will remain until the owner of the bowl agrees to release it. The bowl automatically empowers the owner with the ability to see and communicate with said spirit, and will prevent the entity from harming and/or seeking vengeance against the owner after its release. This provides an excellent position from which to negotiate with, or even bind, a spirit. While most of the spirits who get caught are not extremely powerful, they could be a great bargain when you consider that you have to go to almost no trouble to summon them.

In any event, this second type of *Spirit Trap* can only hold one spirit at a time and can only be used once per month at the most. And naturally, if the "net" is extended while a spirit is inside, then said spirit will escape.

A third and rarer type of trap also exists, which otherwise appears to be the same as the second variety. This third variety of *Spirit Trap* may be used to protect a dwelling or other important place. The lines of Glyphs inside of the device are carefully enchanted into a descending spiral pattern, and at the end is a *Rune of Capture*. The bowl is hidden in the structure or place to be protected. It is invisible to all save Partial- or Non-Physical Spirits with evil intent who come inside the protected area. The malign intent will then trigger the magick of the *Spirit Trap* and draw the spirit to it. Unless the spirit makes an "Extreme" DR roll against its S TRAIT, it will then follow the descending spiral and be trapped in the bowl just as would a spirit being trapped by the second form of *Spirit Trap* detailed above.

Codes, Ciphers, and Cryptograms

All magickally enabled wards and traps require a specific means to become activated (or negated). The usual trigger mechanism is a hidden, invisible, or otherwise undetectable Rune, Glyph, or Sigil. The item itself (in the case of Heka writings, for example) may be represented as a cryptogram or code. This prevents use by unwanted personas, for the improper activation of such a cipher will trigger the magickal trap.

Poisons and Mechanical Traps

While not technically magickal in nature, certain protections of that sort may include mechanical traps, merely relying upon the magickal component as a trigger. The mechanical trap may be in the form of needle or blade traps, trap doors over pits, falling items, or merely devices meant to entrap those who activate them.

Particularly nasty traps often employ various poisons in conjunction with the trap mechanism. These poisons could possess any of the forms or characteristics covered in Chapter 12.

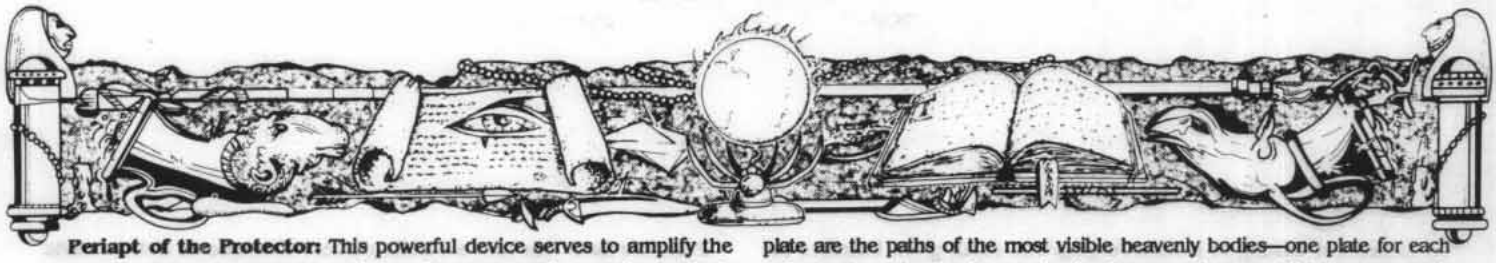
MAGICKAL DEVICES OF SPECIFIC VOCATIONS

This section is meant to provide examples of typical magickal devices used for specific vocational applications. Once again, the gamemaster is encouraged to use or ignore them as desired, and add any which are obviously missing or seem to fit the Vocation in question.

Things of the Apotropaist

The vocational magick items of the apotropaist generally serve as protective or warding devices. Actually, any of the devices covered in the section on protection and warning devices may be used by the apotropaist, and the following types of Heka-imbued items are of specific use:

(1) Amulets, brooches, talismans
(2) Candles of white wax
(3) Holy Symbols and devices
(4) Garlic, holy water, mirrors, silver and iron, wolfsbane



Periapt of the Protector: This powerful device serves to amplify the wearer's *Apotropaism* STEEP by a factor of 2. Though this doubling power is usable but three times per day, Apotropaists are able to use all Castings and Powers as if they actually had the requisite STEEP.

Symbol of Prevention: This small silver and iron device appears to be an oversized coin with fancy engraving. Upon closer inspection, it will be noted to depict a slightly different magickal Pentacle on each side. When tossed into the air in conjunction with the utterance of a specific command word, the Symbol will expand to 10' diameter circle which the apotropaist may stand upon.

Depending upon the command word, the Symbol will be oriented with one or the other Pentacle side facing up. One side provides a 25-point Physical shield, while the other provides 20 points each versus Mental and Spiritual attempts to Link.

Things of the Alchemist (and Heka-Forger)

Most useful to personas specializing in these Vocations are tools and devices aimed at purifying or infusing and binding Heka to other objects. These items may merely assist the persona by generating Heka, or they may be things which actually store or perform enchantments upon other devices.

As described in the K/S Area text for Alchemy, the following items are used in the magickal Operations of that vocation:

Cup: Commanding Water.

Dagger: Commanding Ærth.

Pentacles: Commanding Air.

Ring: Commanding Heka.

Rod: Combining all Elements.

Wand: Commanding Fire.

Note that the Heka in the above apparatus is self-regenerating every 24 hours as long as the item is in the possession of the alchemist and no other attempts to use it. Thus, the practitioner will have from 150 to 180 additional points of energy for Operations.

Other pieces of apparatus needed for Operations are:

Alanthor: An alchemical furnace which fuses or alters Heka in the Operation. Heka Storage Capacity: 10 to 50 points.

Basin: The special container for the water needed for certain Operations. Heka Storage Capacity: 5 to 25 points.

Bellows: The provider of air needed in certain Alchemical Operations. Heka Storage Capacity: 5 to 25 points.

Brazier: The container of fire which is necessary for some Operations. Heka Storage Capacity: 5 to 25 points.

Lodestones: The provider of Ærth for those Alchemical Operations so requiring. Heka Storage Capacity: 5 to 25 points.

Mortar & Pestle: Used to grind and mix reagents into the necessary form for combining into Heka-imbued substances.

Things of the Astrologer

The devices mainly used by astrologers are instruments that enable the accurate and timely calculation of celestial configurations, as well as the alignment of the astrological houses. This knowledge is necessary in order to determine the related effects and influences of the planets upon people and events.

Astrolabe: Based upon the assumption that Ærth is the center of the universe, the astrolabe is a model of the movement of the heavenly sphere. With it, an astrologer is able to accurately measure the position of the planets and stars, increasing by 25% the chance of success when utilizing any Casting that relies on such information.

The main part of the astrolabe is a circular disk (usually metal) known as the *mater*, with a hollow central portion that holds individual plates. It is marked along the edge with divisions representing the time of day or night. Engraved on each plate are the paths of the most visible heavenly bodies—one plate for each latitude. Above the plate is a rotating ring, known as the *rete*, which has several thin arms that are aligned with the markings on the plate to set the device. Finally, on top of the rete is a rotating rule for taking astronomical readings.

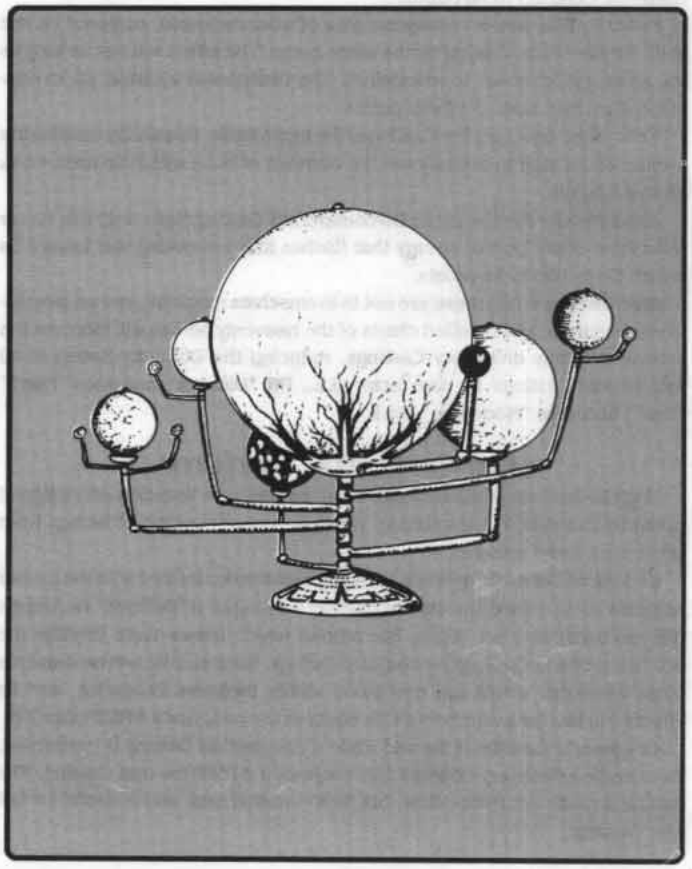
While its main purpose is to solve calculations related to the position of the major celestial bodies, the astrolabe is also fitted with a sighting device on the reverse that enables the bearer to determine the height of a distant object or the time of day merely by aligning the shadow with a scale of degrees.

Although the more common, non-magickal astrolabes must be used outdoors, the devices may also be enchanted. Such Heka-imbued tools are set by channelling 10 points of Heka in conjunction with the utterance of a magickal command. Thereafter, a reading of any sort may be taken simply by speaking the appropriate activation.

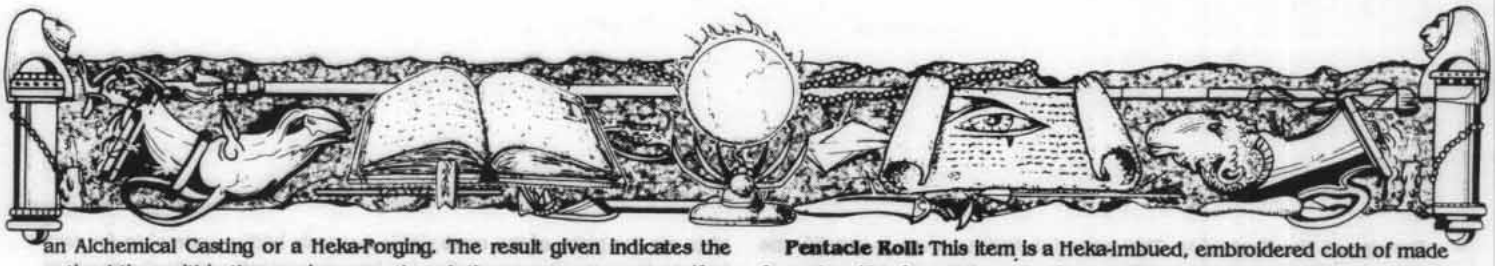
Armillary Sphere: An armillary sphere is an instrument made up of rings representing the circles of the celestial sphere—the horizon, meridian, ecliptic, etc. Powered by a small orb of Hekalite located in the center of the rings, the armillary sphere is normally configured for the astrologer's home sphere (although it may be reset to represent any celestial orientation by adding or subtracting rings and realigning). Once the armillary sphere has been configured and initiated, the surrounding rings rotate automatically around the central core of Hekalite, continually updating the positions of the depicted heavenly bodies.

Sceptre of the Sun, Moon and Stars: This item is highly prized for its usefulness in divining the proper planetary alignments, as well as its innate Powers and ability to concentrate Heka for those of the Astrologer Vocation. Its possession serves to double all Heka gained through both the *Astrology* and *Astronomy* K/S Areas. The Heka-engendered Powers of the sceptre are usable once per week, and are as follows:

Chart Operation: This Power may be used by the astrologer to determine the best date and time for the performance of a magickal Operation, such as



Astrolabe



an Alchemical Casting or a Heka-Forging. The result given indicates the optimal time within the coming year, though the possessor may specify a shorter term (such as within the coming month or even the next week). If so, this time will also be given as well. Cost: 20 Heka points.

Celestial Influences: This Power is actually a combination of the Astrology Castings *Star Chart Place, Star Chart Item,* and, to some extent, *Major Horoscope* (qq.v.). When this Power is activated, the staff's bearer must concentrate upon the characteristics of the place, item, or persona that is to be the subject of the divination. For every 10 points of *Astrology* STEEP possessed, the persona will gain a K/S roll (at DR "Moderate") to learn some fact. Cost: 50 Heka points.

Portents: Similar in nature to the Casting *Trevyn's Star Portents* (q.v.), this Heka Power enables the wielder of the staff to divine the general probability of an event of minor or even moderate importance. Such questions as "Will the messenger of an ally bring good news?" or "Can we help the villagers?" are good examples. Specific information regarding a task or required action cannot be determined through this Power, however. Cost: 75 Heka points.

Staff of the Starmage: Thin and sturdy, this long staff is made of dark, shiny hardwood. At the location of each knot along the length of the staff are crystals and gems of various types, appearing to sprout like new, magickal growths. This Heka-powered device is one of the most powerful of its type, holding between 1,000-3,000 points of Heka, and capable of a multitude of innate Castings.

Astromancy: As with the Casting of the same name, this Power enables the persona to perform a sort of mundane augury by consulting the positions of the planets and stars. Cost: 20 Heka points.

Starlight: This Power is also similar to the Casting of the same name. When activated, the power is able to illuminate an area of up to one-chain diameter, centered on the staff. This illumination is equal in intensity to that of a bright, star-lit sky, and will last as long as the astrologer holds the staff and wills it to continue. Cost: 35 Heka points.

Fulldark: This power creates an area of utter darkness, centered on the staff, similar to the Casting by the same name. The effect will last as long as the astrologer chooses to maintain it. The diameter is variable, up to one-chain diameter. Cost: 50 Heka points.

Heka Sight: Again per the Casting of the same name, this ability enables the wielder of the staff to actually see the currents of Heka within an area. Cost: 75 Heka points.

Astral Missile: Similar to the Dweomercræft Casting *Heka Bolt,* this Power releases a bright bolt of energy that flashes like a shooting star toward its target. Cost: 100 Heka points.

Star Charts: While these are not in themselves magickal, *per se,* possession of accurate and detailed charts of the heavenly bodies will increase the precision of any divinatory Castings, reducing the Difficulty Rating of all Astrological Castings by one factor (i.e., DR "Difficult" becomes "Hard," "Hard" becomes "Moderate," etc.).

Things of the Conjuror

Magickal devices of those personas of the Conjuror Vocation are designed primarily to assist in summoning, binding, and controlling of beings from other planes and spheres.

Censer of Censoring: When this magickal brazier is filled with the proper reagents (determined through Divination Casting or a "Difficult" Herbalism roll, perhaps) and set alight, the smoke which issues forth inhibits the activation of any Castings by conjured beings. Such smoke will be drawn to those creatures which are contained within Inclusive Pentacles, and its effects will last for a number of CTs equal to the conjuror's STEEP plus 2D6.

Conjuror's Candle: If burned while a Conjuration Casting is performed, this candle effectively doubles the conjuror's STEEP for that Casting. The candle is made not from tallow, but Heka-imbued wax, and is useful for but one Casting.

Pentacle Roll: This item is a Heka-imbued, embroidered cloth of made from the silk of an Æthereal spider. Unlike other forms of Pentacles, this device rolls up for easy storage and transportation. When used, it functions as an *Exclusive Pentacle* (q.v.).

Spiritcage: A small, five-sided silver and iron cage, this item has a dweomer bound into it which assists the conjuror in capturing summoned creatures. When it is laid upon the ground and commanded, the sides collapse outward and form an *Inclusive Pentacle* (q.v.) for use in summoning beings of the Outer Planes.

Sword: This small sword provides power to its possessor in controlling summoned creatures, as well as defense versus those beings brought forth, should they slip their magickal restraints. When dealing with conjured beings, the sword's wielder will gain a 10-point STEEP bonus toward the *Negotiation* K/S Area. Use of this Power is unlimited.

Also, for each point of STEEP of the conjuror, the sword will provide 1 point of Heka and one point of Physical armor for a one-hour duration. This Power is usable once per day.

Things of the Exorcist

The Vocational devices of Exorcism are aimed primarily at protecting the persona performing the rites, and increasing the chance of removing the offending spirit.

Sanctified Symbol: This item is made with a combination of *Priestcræft* and *Heka-Forging.* A powerful defensive object, the sanctified Symbol can come in any form but is usually in the shape of a device holy to the wielder. This device keeps the possessing spirits at bay and provides a spiritual shield equal to 1 point per point of Heka invested during the Symbol's creation and magickal forging.

Blessed Water: Created through Priestcræft Casting, blessed water is water that has been purified and blessed by the exorcist or the exorcist's church (q.v. "Heka-Imbued Substances: Liquids," and the *Exorcism* K/S). One ounce causes a minimum of 1D3 points of damage to hostile spirits and beings of evil, including those from the lower planes.

Staff of Support: This enchanted staff is made of yew or rowan and is used to supplement and replenish the caster's strength when dealing with hostile beings. While held and used for this purpose, the staff will renew lost Physical TRAIT points at the rate of 1D6 points per Critical Turn, provided the owner does nothing else save lean upon the staff and concentrate on its power. Note that unless amply protected (via magickal armor or inside a Pentacle), the wielder may be attacked while drawing strength from the staff. The staff's power is usable once per day for a number of CTs equal to the persona's Spiritual Psychic score.

Vestments: These holy garments serve as protection for the exorcist. Magickal vestments provide 5D6 points of Physical armor against attacks by one or more possessing spirits opposed by the exorcist. This protection may be called upon by the wearer one time per day for a period of 2D6+3 ATs.

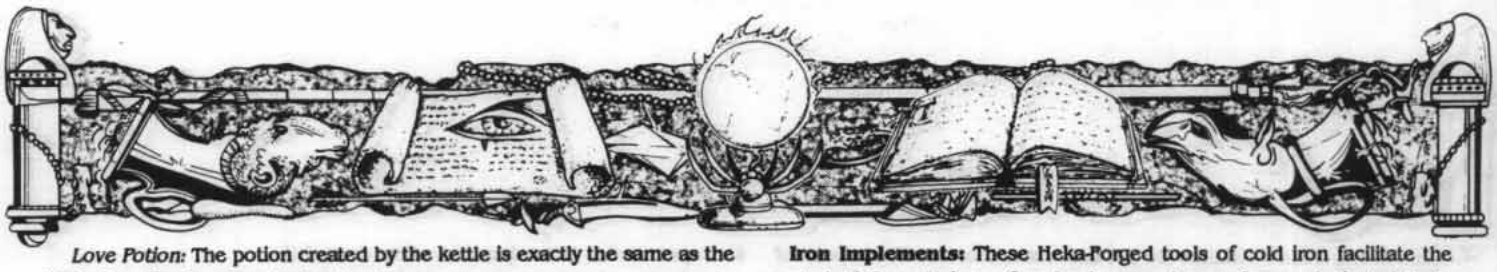
Things of the Mystic

While most of these objects appear to be nothing more than mundane items of exceptional craftsmanship, the tools of the mystic typically serve as dedicated Heka Reservoirs and implements of the craft.

Brazier: This device is used for burning incense during the various rituals and other magickal operations. With this device, mystics are able to add the Heka from such substances to their work.

Mystic Kettle: Used to brew potions and the like, this small iron cauldron is often marked with magickal Glyphs and Runes. Utilizing the mystic kettle, a mystic can make any one of the following Heka-imbued substances per week—provided of course, that the proper Materia/reagents required are present as well:

Oil of Protection: This oil confers 2D10 points of Mental and Spiritual armor to the subject who is annointed with it.



Love Potion: The potion created by the kettle is exactly the same as the Herbalism Casting *Love Potion* (q.v.).

Oil of Vision: When rubbed on the eyelids of a creature or persona, this oil enables the subject to see in utter darkness or blinding light as though in a normal, well-lit environment.

Healing Balm: This pleasantly scented balm heals 2D6 points of any single type of Physical damage when applied to the wound.

Brew of Clairvoyance: Consuming this shimmering brew confers the Heka-engendered Power of *Clairvoyance* upon the drinker. The ability is the same as the Casting of the same name.

Flying Ointment: A subject who is annointed at the temples and forehead with this enchanted substance gains the ability to travel astrally, per the Casting.

Unless otherwise noted, the effects of all substances have a duration of 10-30 (4D6+6) ATs.

Divination Tools: The following items of divination also form part of the mystic's tools of the trade.

Tarot Cards: This is a deck of colorful plaques, each containing a symbolic illustration of the various forces at work in the lives of mortals. A deck consists of 78 cards, 56 of which are made up of four suits of cards (rods, staves, swords and cups) numbered 1 through10 with four court cards representing the king, queen, knight, and page. In addition to these, which are known as the Minor Arcana, there is another group of 22 unique cards known as the Major Arcana. The Major Arcana represent the physical and spiritual forces of life, such as love, strength, power, religion, and death.

When arranged in one of several configurations, or "spreads," the cards provide a means of divining the past, present, and future influences relating to a single query.

Scrying Glass: Made from a clear, crystalline material, this item is a potent tool for divination and scrying. Unlike a *Sphere of Scrying* (q.v.), this device is a flat, round slice, resembling a monocle except for its 6" diameter size. The mystic need only speak the proper command word, and the surface of the scrying glass will cloud slightly, as a magickally generated image of the desired location or subject begins to form. When utilized by someone with a Mysticism STEEP exceeding 75 points, the glass will also enable the persona to hear sounds and voices present at the distant location as well. Its power is usable three times per day.

Magick Knife: This important Vocational tool is usually a rather small and simple dagger, with a wooden handle for better transferrence of Heka. It is primarily used by the mystic for purifying and chopping reagents, and for infusing such Materia with magickal energy. The magick knife of the mystic is a specialized form of Heka Reservoir that enables the persona to effectively double infused Heka. Any Heka supplied by the persona will be matched by the knife on a one point per point basis when such is channelled during the performance of a mystic ritual.

Things of the Necromancer

Vocational devices of the Necromancer are often used to enhance the animation and control of the dead, or to provide protection from Undead and other creatures of this sort.

Bone of Contention: When held aloft and the proper command word is spoken, this bone is able to neutralize the control which vampires often exercise over other creatures such as rats, bats, and wolves. In addition, the bearer is able to challenge the vampire's control over personas who have been subdued through attacks (M/S), if the wielder successfully beats the vampire in a contest of Spiritual Metaphysical CATEGORIES.

Bracers of Negative Plane Protection: These armbands provide protection against the many forms of Undead and Unalive beings. They absorb the physical life-draining attacks from vampires and their ilk, and also ward against the terrible diseases caused by ghouls and other graveyard dwellers who feast on carrion.

Iron Implements: These Heka-Forged tools of cold iron facilitate the control of those beings of undead nature by serving as dedicated Heka Reservoirs for the necromancer's ritual Castings.

Marrow of Safety: This powdered material provides an impenetrable barrier that hostile undead may not pass. While an unbroken margin of powder remains, the necromancer or the object surrounded are completely shielded from any and all forms of attack.

Rod of Command: This iron-headed steel rod is somewhat mace-like in appearance, and it may be used as such when fighting undead or others harmed only by iron or magickal weapons (treat as a footman's mace for attack and damage). In addition, the rod possesses the following abilities—each usable three times per day—when wielded by one with necromantic skill:

Command: Enables the persona to command all dead within a one-chain diameter.

Avert: The necromancer can turn back any undead/unalive beings within one chain for up to one hour.

Damnation: This Power allows the wielder to utterly destroy any Undead/Unalive being when a Special Hit is rolled.

Things of the Sorceror

While similar in function to the Vocational devices of the conjuror, the things of the sorcerer are aimed at summoning and control of the more evil-natured beings of the Nether Planes.

Sorceror's Sceptre: This device is made of a slender section of polished ebony of approximately two to three feet in length. The main portion of the shaft is round, becoming broad and flattened at the head, and slightly cupped on one side—resembling a long, dark spoon. Its use enables the wielder to more easily control summoned netherbeings, as well as providing personal safety when dealing with such creatures.

When the sceptre's owner brandishes the device in the presence of any being from the Nether Planes, it confers a bonus of 20 points to the persona's *Negotiation* K/S for purposes of dealing with the creature. In addition, the wielder of the sceptre is provided with 20 points of magickal shielding versus attempts by netherbeings to forge Mental and Spiritual Links.

Sorcerous Tome: This work contains a compendium of rituals and ceremonies, as well as instructions regarding tools, Materia, and preparations. The following special things are included amongst its other contents, and the capacity to utilize each of the knowledge stages is determined by the STEEP of the Sorceror:

STEEP Under 21:

Words of Calling Up: For all uses.

Mark/Emblem Of Service: To prevent molestation by lesser Netherrealm dwellers, etc.

Practical Pentagram: Easily drawn and providing 106 points of Heka protection.

STEEP 21-30 Points:

Blasted Candles & Odorous Incense: Making your own special ones so as to add a bit to Heka generation,

Signet of Servitude: A device, typically inscribed by the sorceror on a ring, which shows the sorceror's status and forces certain least/weak Netherrealms dwellers to serve as long as they are within one furlong (660') of the signet.

Doomguard Circle: A Pentacle providing 266 points of Heka protection.

STEEP 31-40 Points:

Maleferous Materia: The creation of special, Heka-generating (5-15 points) Materia.

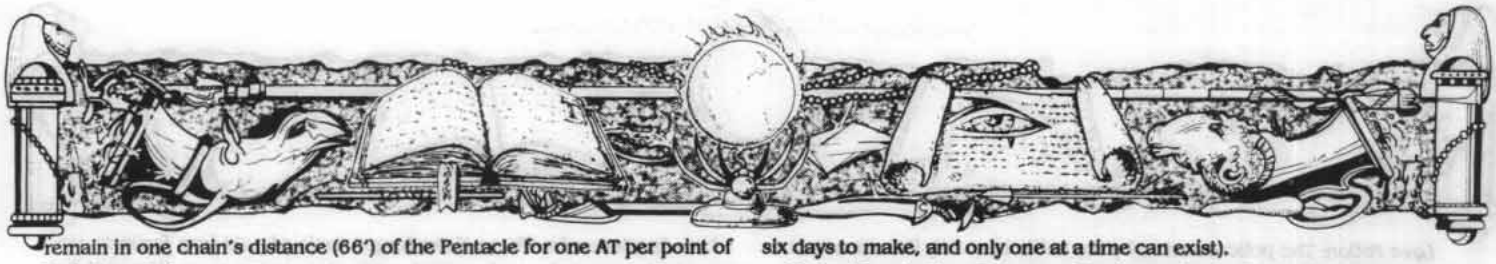
Glyph of Alarm: sends a warning to the sorceror if any area, portal, etc. (of about a 160 square foot maximum) is breached.

Abyssal Trigram: A Pentacle providing 666 points of Heka protection.

STEEP 41-50:

Dark Rites: A ceremony to generate 113 points of Heka for Calling Up.

Sigil of Containment: Forcing a Netherrealm dweller of up to Major rank to



remain in one chain's distance (66') of the Pentacle for one AT per point of Heka invested.

Vile Hexagram: A Pentacle providing 1013 points of Heka protection.

STEEP 51-60:

Instruments of Darkest Deed: The special tools of the sorceror with double usual Heka (but at a cost of triple standard and demanding sacrifices too).

Token of Entrapment: Construction of a device to contain any Medial or lesser Netherrealms dweller's energy (spirit) at a cost of 1 Heka point per day of captivity—all invested up front and non-rechargable—costing 1,000 BUCs per point of Heka it can hold toward captivity.

Netheroctoid: A Pentacle providing 1,666 points of Heka protection.

STEEP 61-70:

Blackest Materia: Triple-Heka strength Materia prepared by the sorceror at normal cost.

Ineffable Name: Speaking it enslaves any single Netherrealms creature of Minor or lower status who hears it (sorceror's choice if multiple candidates) for as many ATs time as the user expends points of Heka to power its force.

Triply Cursed Circles: Pentacles providing 2,333 points of Heka protection).

STEEP 71-80:

Redrites: A ceremony generating 266 points of Heka for Calling Up.

Blasphemous Rune: Turns Preternatural Powers and up to 166 points of Heka energy away from the sorceror toward its originator.

Wyrmsgrams: Interlocked Pentacles providing 3,666 points of Heka protection.

STEEP 81-90:

Netherdoor: An accursed inscription made on some small object, the touching of which instantly summons a Minor Netherrealms dweller to the aid/protection/service of the sorceror (but costs 10,000 BUCs and 100 points of Heka to charge and then needs a sacrifice to finalize, so it requires six days to make, and only one at a time can exist).

Mark of Domination: Forces any Neatherrealm dweller under Greater rank to serve explicitly the orders of the sorceror for as many ATs as Heka points were initially expended to dominate the creature.

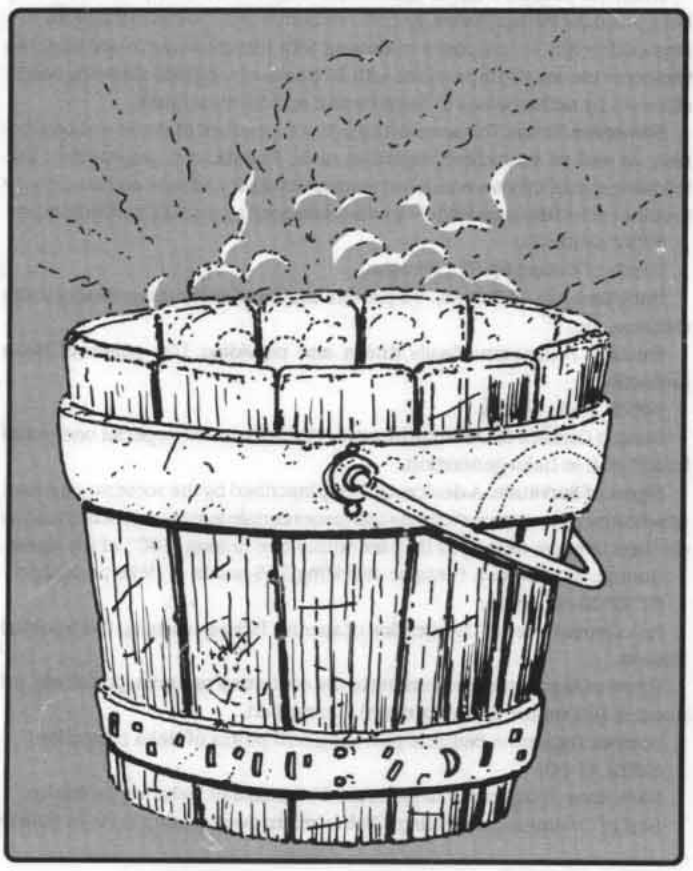
Polygram of Abomination: A Pentacle providing 4,456 points of Heka protection.

STEEP 91 And Up:

Netherportal: By means of this, as many Netherrealm dwellers can enter into a place the sorceror scribes in the air as the sorceror has points of Sorcery STEEP. But each rank of dweller counts as a progressively and cumulatively greater number of entrants: Least = 1+ the number and cost already entered; Minor = 3 + number and cost; Medial = 6 +; Major = 10 +; Greater = 15 +; and Entital = 21+. No two Entital Netherrealm dwellers will ever enter such a Portal! The Netherportal is usable once each year.

Example of Netherportal in Operation: A Minor Netherrealms creature comes through at a cost of 4 (3 for rank, plus 1 as the first through), then a second such enters at a cost of 9 (3 for rank, plus 2 as second through, plus the first's total cost of 4), then an Entity from the Abyss steps through at 37 (21 for rank, plus 3 as the third through, plus the first's cost of 4 and the second's cost of 9). However, a Least one then entering expends 55 (1 for rank, plus 4 as the fourth through, plus 4, 9, and 37 for the previous trio's costs), and only one or two more are going to get through before the sorceror's STEEP is reached.

Damnedmaze: A Pentacle-like inscription which will trap any Netherrealm dweller crossing it for as many hours of time as the sorceror has expended points of Heka to energize it, but less one hour for each 1 point of the dweller's S TRAIT. The inscribed area is limited to a shape not longer per side than 13', and covering no more than 333 square feet, but possibly hidden by coverings such as carpets....



Bucket of Tunes

Things of the Spellsinger

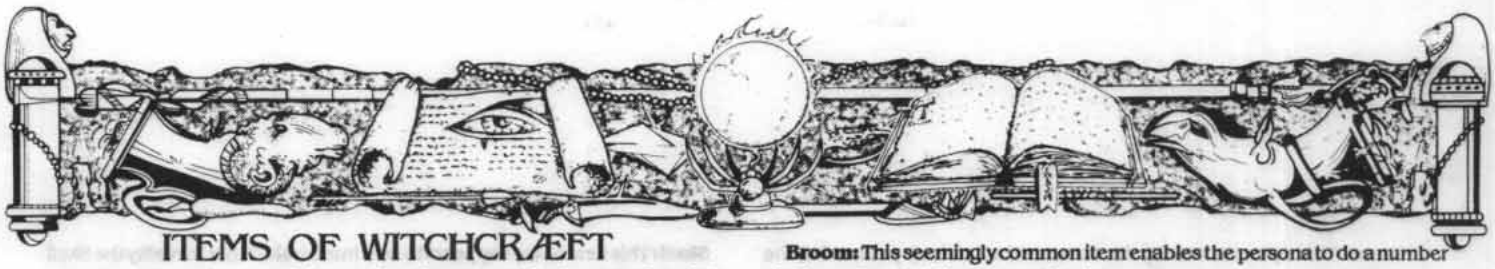
As with enchanted musical instruments covered on pages 345-346 of this chapter, the Vocational devices of the spellsinger aid such a persona by conferring Heka bonuses and/or additional Heka, or by inducing emotions or specific Casting-like effects.

Bucket of Tunes: A most important device for spellsingers, this miniature pail is actually a specialized form of dedicated Heka Pool. When fully charged, such a device has the ability to hold up to 10 spellsongs of any Casting Grade. Note that the device requires STEEP in the *Spellsongs* K/S Area to recharge the Castings once they are used.

Lute of Performance: Crafted of fine oak, mahogany, and other valuable wood, the neck of this instrument is inlaid with mother-of-pearl, and its strings are made of a magickally strengthened and prepared alloy. When played by a persona skilled in the *Spellsongs* K/S, the lute produces crisp, accurate notes and chords. Its use enables the player to perform Spellsong Castings at one DR easier than normal.

Lute of Weathercræft: This highly polished lute holds strong weather magick within its intricately carved neck and round base. When used by a persona with the *Spellsongs* K/S Area, this magickal instrument will double the player's STEEP with respect to all weather-related Castings. This increase in STEEP will even allow such personas access to Castings beyond their Casting Grade range, though only for those of weather influence.

Tuning Fork: This device of magickally forged steel confers a bonus of 100 points of magickal energy to the persona who strikes it against a hard object prior to beginning a Spellsong Casting. An additional benefit provided by the tuning fork is the Power to instantly tune any instrument requiring such (plucked or bowed stringed instruments, for example, as opposed to horns or woodwinds). The bonus Heka may be drawn from the device but once per day, though the use of its tuning ability is unlimited.



ITEMS OF WITCHCRÆFT

Many works exist describing various items used in the practice of the black arts of witchcræft. Some of the more well-known (such as the familiar, or the bell, book and candle) are presented in this next section. And although some of the following items may be used elsewhere, remember the intent of the *Witchcræft* K/S Area in the **Mythus** game is to serve Evil. Those items which appear both here and elsewhere are as fundamentally different as are the K/S Areas of *Witchcræft* and *Mysticism* (which covers the practice of Wicca—itself often confused with witchcræft).

Familiars

The familiar is a Least sort of spirit dweller in the Netherrealms, delivered to the witch/warlock to serve as commanded (and watch and report all that she/he does). The spirit must assume the form of some animal, the usual ones being bat, dog, rat, cat, fox, spider (large!), crow, goat, and toad. The gamemaster may also choose to allow other, similar sorts of familiar, though care must be taken not to provide one possessing too much relative power. Even some beasts *may* be allowed, although such would be fairly stupid—not to mention harder to control!

Whenever the familiar is within 13' distance of its owner, it can lend 13 points of Heka to that persona, but this operates only once per day. The owner can command the familiar to "prowl" and act as a spy, or do whatever else it can within its animal form. Whenever desired, the owner can expend Heka to experience the sensory input of the familiar if it is within one league's distance, the cost being 1 point per CT of such information input. Of course, the familiar is there for consultation and advice, and it will provide (usually) helpful (but not always the most favorable) assistance when so required. (Remember, the familiar will be freed, possibly given greater power if it did well, when the witch/warlock is no more.....)

Things of Witchcræft

The following instruments are usable only by the witch/warlock upon whom they are bestowed by their "master": Bell, Book, Broom, Candle, Cape, Cauldron, Hat, Skull.

Bell: This instrument of witchcræft must be rung whenever the witch/warlock is working with Book, Cauldron, or Skull.

The individual may use the Bell no more than three times per week, and from its ringing, the witch/warlock can draw forth up to a maximum of 13 Heka points per use, i.e., 39 points maximum per week.

Book: The Book of the witch/warlock is not a grimoire—that tome which contains the persona's Witchcræft Castings. It is instead one which lists the rites and names for Summoning/Calling one of the following:

Netherimp: A summoning which the imp cannot avoid. The imp must serve as the summoner bids for as many ATs of time as the individual expends points of Heka in the sumnmoning. Some or all of the Heka can come from the ringing of the Bell, for instance.

Netherbeast: The summoning of a non-intelligent, possibly very strong and ferocious, dweller of the Netherrealms. The length of service is equal to one AT per point of Heka expended.

Nethersteed: This summons a riding beast of some horrid and potent sort which the witch/warlock then uses as a mount. The steed will remain for as many ATs time as the persona expends in Heka when summoning it.

Netherbeing: This Calls Up a dweller of Medial rank. For flattery, fawning, wheedling, the promise and payment of some reward (such as a sacrifice for its consumption), and the giving of 1 point of Heka per point of S TRAIT of the Netherrealms dweller, the one Called Up will perform some service. Heka must be expended on the Calling Up, and the amount depends on the length of time that will be required to perform the service and the difficulty or danger of the service: 25 points for an easy service, 50 for a moderate one, 100 for a hard one, 250 for a difficult one, 500 for a very difficult one, and 1,000 for an extreme one.

Broom: This seemingly common item enables the persona to do a number of things when holding or touching it:

(1) Become ethereal.

(2) Become invisible (to human norm eyesight).

(3) Diminish size (including the Broom) to one-tenth normal.

(4) Fly (during night time only, at up to 130 mph speed when sitting astride the Broom.

(5) Create a dust cloud (around the persona in up to a 10-yard radius—the cloud remains for one BT even in a strong wind).

Candle: The ebon-hued Candle of witchcræft never burns down unless the witch/warlock draws Heka from it. Thus, the Candle is both useful and potent. The "master" of the persona will imbue the Candle with from 166 to 313 points of Heka, and the possessor may draw from it up to 39 points whenever desired. However, when the Candle is gone, the user's Pact is forfeit! Note, though, that performing some particularly wicked deed might cause the "master" to restore 13 Heka points to the Candle (gamemasters will be strict about allowing this as unlikely at best, for the Pact is what it is!). Finally, note that under Cauldron, below, there are certain things for which Heka from the Candle *must* be expended.

Cape: The Cape of the witch/warlock enables that individual (and she or he alone) to survive in hostile environments—airlessness, cold, fire, heat, or water—as detailed below:

Airlessness: Wearers can survive without breathing for as many ATs of time as they possesses points of STEEP in this K/S.

Cold: The Cape protects its wearer against as many degrees Farenheit below zero as that persona has points of STEEP in *Witchcræft* (i.e., 39 STEEP equals –39° F).

Fire: The wearer is protected against flames as hot as those of a large bonfire or pyre, and for the expenditure of 1 point of Heka per BT or CT the wearer can withstand hotter fires—that of a normal wildfire counting as the one/BT rate, very large and hot fires counting as the one/CT rate. Without the Heka, the Cloak and wearer will perish in the flames.

Heat: The Cape provides protection against temperatures in excess of 100 degrees Farenheit as it does against cold (i.e., 66 STEEP means the wearer can function normally in temperatures up to and including 166° F).

Water: The wearer of the Cape can breathe normally when submersed in water, just as if the persona were a fish, for instance, but there is a cost of 1 point of Heka per AT (or fraction thereof) of time so spent.

Cauldron: With this instrument, the persona is able to brew or concoct philtres and potions of various sorts. The huge kettle will be capable of making from four to six of the following sorts, at the rate of one per week:

Beauty: A philtre which brings 2D3+3 points of added Attractiveness (maximum of 20) for as many weeks of time as the persona invests points of Heka, up to a maximum of 13. At least 1 point of this Heka must come from the Candle.

Darkness: A potion which enables the one quaffing it to breathe out a cloud of inky darkness covering an area of up to 30 feet in all directions. It will last for as many CTs time as there are points of Heka invested in it, regardless of wind, etc. The creator of the potion can see normally within it, but all other forms of vision are impaired by the blackness. The potion must be used within 24 hours after drinking it, or else its Powers become diluted, and it will not function.

Influence: This philtre is one which enables its quaffer to convince and persuade listeners. For every point of Heka—up to a maximum of 100—spent on it, the concoction will influence one person for one AT. So for 5 points, one person could be persuaded for five ATs or five people for one AT. At least 1 point of Heka in this philtre must be from the Candle.

Loveany: This philtre operates so that the next person (human or humanoid) viewing the one who quaffed it seems a desirable, treasured love object. The maker must invest at least 13 points of Heka in its creation, and the strength of the attraction drops by 1 each month, so after 13 or more months its power is gone.

Loveone: This operates exactly the same as the Loveany philtre, but the one drinking it may select the person to affect. The Heka cost is triple, and it expires at triple rate (3/month).

Luck: This potion gives its consumer as many points of luck (percentage points on D%) as the maker has expended Heka in its brewing. It can give no more than 13%, expended all at once, to the individual. The witch must spend 1 point of Heka from the Candle when making this potion.

Plague: This is a vile trickery, a drink falsely identified by the brewer as another sort of potion altogether, which slays the quaffer within a fortnight. However, prior to that time the infected person spreads a plague amongst others (to which the witch/warlock is immune, of course) without knowing he or she is so doing. The plague will slay a score of hapless victims for every point of Heka invested in its foul concoction. (For the GM's information, the stuff is equal to a Mundane Curse.)

Poison Cloud: The one imbibing this potion can breathe out a cone of foul toxic smoke, 20' long and 3' in diameter at its terminus. It inflicts Physical damage upon all it touches, 1 point of PD for each point of Heka the brewer expended in its making. Up to a maximum of 66 points of Heka can be expended in the making of a Poison Cloud Potion, but at least 1 must come from the brewer's Candle. It must be breathed out within 24 hours of time after quaffing, though, or else it loses all of its Strength.

Shrinking: The effect of this potion lasts for as many days as the maker invests points of Heka in distilling the stuff. The imbiber decides on what size is desired, says the operative word, and then shrinking occurs (and lasts quite a while too!). The stuff remains active for 24 hours. To activate its Power, the quaffer must name the size desired: *"Halfling"* makes the drinker one-half normal size, *"Rating"* a mere 1' tall, and *"Atomie"* all the way down to 1" in height.

Stealth: A philtre which enables the one drinking it to perform *Criminal Activities, Physical* with a 1 point of STEEP increase for each point of Heka the brewer invested in the making of it, up to a maximum of 13 points. Its effects last for 13 hours.

Theriomorphy: This potion causes the one drinking it to turn into a Beast after a delay of as many ATs time as there are points of Heka invested in it. It will last for a like period of days, and the creator can spend up to 13 points of Heka in its concocting. The beast form of the quaffer will be up to the potion's maker at time of concoction. Typical forms are hyena, wolf, wild boar, etc.

Trickery: Such philtres enable those who consume them to pass themselves off as someone else altogether (but not *Impersonate* (q.v.) another persona). An imbiber's true appearance, motives, abilities, and so on will be masked by the power of the philtre for as many days time as there are points of Heka invested in the philtre. The maker may expend up to 13 points of Heka brewing it, but at least 1 point of the energy must come from the maker's Candle.

Witheringfire: This is a potion which enables its quaffer to belch forth a gout of flames up to 13' long and 5' wide, the fiery exhalation inflicting Physical damage equal to 1 point per point of Heka invested in the concoction. All touched by the flames will suffer the appropriate PD, and combustable substances might be set on fire from exposure to Witheringfire. As many as 66 points of Heka can be invested in this substance, but at least 1 point of any total so spent must come from the maker's Candle.

Hat: The Hat of a Witch/Warlock appears as any sort of chapeau the wearer desires, so the traditional image of the tall, pointed, brimmed black one is entirely misleading—save if viewed in its true form at a coven meeting or the like. The Hat can appear to be a chaplet, hair ribbon, comb, hair ornament, bonnet, cap, hat, scarf, etc. When wearing a Hat these personas can alter their appearance (but never have a *higher* Attractiveness) or that of their apparel, sex, physical form, age, size, etc., to any degree within human average limits. Radical changes, however, cost 1 point of Heka per AT to maintain—altering sex is a radical change, appearing young when old is also radical, etc. If the Hat (in whatever its form) is removed from the wearer's head, the wearer instantly resumes her or his true appearance.

Skull: This item always appears to be a human skull, but in reality the Skull of Witchcræft is a manifestation of a very Evil being of the Netherrealms, a potent *Fetish (q.v.)*. It must always be placed somewhere within its possessor's abode. Witches/warlocks will know one of the names of their Skull, and by speaking that name aloud will cause the Skull to employ a Power to whisk them from wherever they are at that moment, back to where their Skull rests. If the persona's Candle is burning, such transportation will consume 3 points of its Heka, but otherwise there is no cost—up to three such "free" rides. If a fourth occurrance should transpire, the Netherbeing will have just cause to make the Pact forfeit, and the hapless persona will be slain, his or her soul gone to the depths....

The Skull is an observer and a Watcher (q.v.) too. In the absence of the witch/warlock it "sees" and can report to the persona all that occurred in the abode and environs up to a distance of 33 yards from its actual position.

The Skull will serve as a Watcher guard of the persona's altar, the place where witches/warlocks must store their Bell, Book, and Candle and other objects as desired. All things prepared by the persona must be Heka-engendered on the altar, and the persona will make sacrifices there too. As a Watcher guardian, the Skull will send forth a black, shimmering ray from its eyeless sockets each Critical Turn of time some intruder is within range of its Power of attack. The one nearest the Altar will be subjected to the black ray. This beam is 13' long and can focus on any one target in a 45° arc in front of the Skull. The individual struck will suffer 13 points of Mental, Physical, and Spiritual damage from the attack. The Skull can make 9 such attacks before its Power is exhausted. When the moon is in its "dark" phase, the Skull Fetish regains all Power lost in guarding the witch's altar.

Gamemasters might wish to add to, subtract from or alter any of the above to suit their campaign, personal conception of this K/S Area, or whim.

ITEMS FOR FULL PRACTITIONERS

As Full Practitioners are skilled in many of the other Heka-generating K/S Areas, they are able to utilize the magickal devices of other Vocations, depending on their particular skills and areas of expertise. But it is important to note that just because Full Practitioners are able to use such a wide range of Vocational items doesn't mean they will have every conceivable device usable by them. They won't even necessarily have something from each of the Vocation lists. Most likely, they will possess items that fit their individual personalities and interests. A Mage who spends a great deal of time in the laboratory will certainly have at least one alchemical apparatus, but will probably not have any musical instruments. And a Full Practitioner Priest will obviously possess all the required vestments, yet it is doubtful that the persona will have obtained an Armillary Sphere.

But then again, who knows? Full Practitioners are powerful enough to specialize in many other Heka-using pursuits, and there is no rule in the **Mythus** game that says a Mage cannot also be a spellsinger, or a Priest cannot also be skilled in astrology.

Mages' Items

Mage's vocational devices typically revolve around generating, storing and directing Heka in the broad pursuits of this Vocation. As tools and Heka Reservoirs, they will often store large amounts of Heka required for the most powerful Castings, or as rapid activators for stored Castings. When used in conjunction with the Castings of Dweomercræft, such items will enhance their range or duration.

Some examples of the things of Dweomercræft include: Arthane, Cloak, Cup, Dagger, Mirror, Pentacle, Pyramid, Staff, Sword, Wand.

Arthane: Although this potent device may be utilized by personas of most any Vocation for its puissance against demons and netherbeings, there are other inherent capabilities which yield great power to those of Full Practitioner Dweomercræft ability. Its Powers are:

Demon-slayer: When used in combat against demons and other beings of the lower planes, the arthane is capable of delivering 10D6 points of Physical damage with each blow. It also confers upon its wielder the ability to resist 10D6 points of damage from demonic Mental and Spiritual attacks (in any combination).

Heka Reservoir: The arthane of a Full Practitioner Mage is a self-recharging Heka Pool, functioning as a Pyramid. When initially charged with magickal energy, it is capable of storing 100-1000 (10D10×10) points of Heka. Thereafter, when Heka is drawn from the arthane, it will recharge one-tenth that fully charged amount per day.

Casting Storage: When prepared by a Mage, the arthane can store 1D6 Castings of the persona's choice, and each requires but 1 Critical Turn to activate. The activation cost is not considered when utilizing the stored Castings, though operations that require a resistance or damage component will draw the desired amount from the arthane's stores.

Casting Shield: Each arthane also serves as a defensive shield versus Castings and Casting-like Powers, containing 51-100 (5D10+50) points of Heka for use as *armor* against any form of Heka-engendered attack.

Cloak: The Mage's cloak confers special Casting-like Powers upon the persona, enabling the individual to draw upon one of the following types of abilities. Note that only one of the abilities will be present in any single cloak:

Fear: The wearer may, at will, radiate an aura of fear which causes all creatures within a radius of 10' to flee, screaming in terror, for not less than 5-15 (2D6+3) ATs. In addition, "Cloaked" Mages may selectively frighten any single creature or persona who meets their gaze—with the same effect, once per day.

Elemental Influence: Elementals and Elementary Spirits will not harm the wearer of this cloak, and the persona gains a 20 point bonus to the *Influence* K/S Area with respect to creatures originating from or aligned to the Elemental Planes. On a roll of Special Success, the persona may even influence other Dweomercræfters of the Elemental School, although they may contest the influence by defeating the wearer in a Spiritual Metaphysical contest.

Disguise: This cloak enables Mages to alter their outward appearance to that of any other race or humanoid species of the same general mass (plus or minus 10%). The disguise will be undetectable to normal vision, and only magickal divination aimed at seeing a Mage's true appearance will reveal the subject's natural form.

Blending: The chameleon-like Powers of this cloak confer invisibility upon the wearer while in natural surroundings. Even within rooms or places of artificial construction, the cloak will confer a near-invisibility upon the persona. When not moving, perception of the wearer by other persona's is 1-4 DRs harder.

Protection from Evil: While wearing this cloak, a persona may not be touched by creatures of a Baneful ethos, and all attacks upon the Mage by such beings are made at one DR harder. Additionally, once per day, the Mage may utilize the power of the cloak to become invisible to all evil beings for a period of 5-15 (2D6+3) ATs.

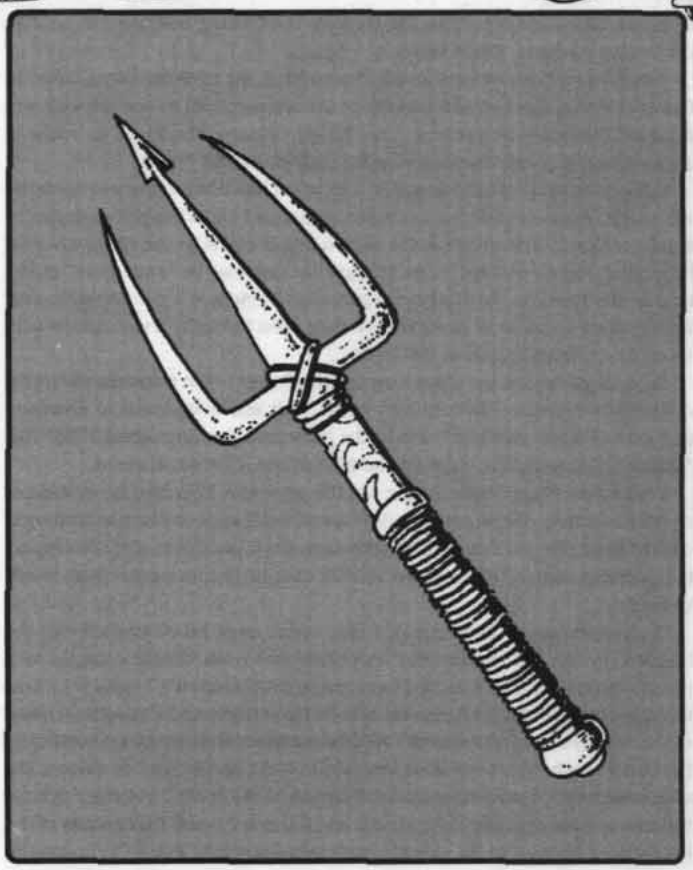
Cup: With this device, the Mage can mix reagents of all sorts, creating potions and other Heka-imbued substances. These substances have various effects, but unless otherwise noted, all have a duration of 10-30 (4D6+6) ATs. The possible substances are shown below:

Dust of Perception: When sprinkled over a subject, this fine powder doubles the persona's *Perception, Physical STEEP* score.

Joss Powder: The clear grains of this powder temporarily confer one point of Joss to the subject when tossed back over the shoulder.

Oil of Heka Resistance: This aromatic oil smells faintly of spearmint, and when applied to the base of the spine, it enables the subject to resist damage and effects from directed Heka Powers and Castings. Due to the powerful protection engendered by the oil, its effects only last for 10-30 Critical Turns.

Ointment of Invisibility: When applied to the persona's temples and forehead, this ointment grants the power of invisibility to the subject. As with similar Castings, however, the invisible persona is still capable of making noise; odors—as well as physical trails—are still discernable by perceptive creatures.



Arthane

Polymorphic Potion: The deep amber color of this liquid is quite like that of dark ale, though the odor given off by it is similar to berries. When consumed, the dweomer of this potion causes the subject to instantly assume the physical form of the next creature visualized. Note, however, that any form which is more than 50% larger or smaller than the subject's normal mass will cause the potion's duration to be decreased by 1% per point over 50.

Strength Cream: The enchanted cream smells peppery, and when rubbed into the biceps, it confers 1D3+2 points of Physical Muscular Power for the duration of its effect.

Mirror: The enchanted mirror typical of a Full Practitioner of Dweomercræft holds several Heka-engendered Powers, which may be applied individually or in conjunction with each other. To draw upon the Powers of the mirror, Mages need merely concentrate upon one or more of the effects below, making a roll versus their *Dweomercræft* STEEP for each, modifying the Difficulty Rating per the applicable description.

Scrying: By focusing thought upon a persona or place, a Mage can cause the desired image to be displayed on the mirror's surface, as if looking through a pane of glass. This scrying ability is much the same as the mystic's power, except that others present may view the image as well. This Power has a DR of "Easy."

Communication: The Mage may communicate directly with other beings at a distance—either verbally or telepathically—by gazing at the image upon the mirror and concentrating on the desired subject. In addition, if the Mage so desires, the subject also may view the Mage and his or her associates through this magickal window. Note that the limits and restrictions for this type of

communication are otherwise the same as the Casting *Telepathy* (q.v.). The DR for this Power is "Moderate."

Astral Eye: While viewing a location or subject, the persona may invoke the Power of *Astral Eye* (per the Casting of the same name) to see through any illusions that may be present. This Power requires the Mage to make a successful roll versus *Dweomercræft* STEEP at a DR of "Hard."

Teleportation: Once the image of a location has been displayed upon the mirror, the Mage can attempt to create a Physical Link to the place, similar to a gate or portal. The duration for such a link is equal to the Mage's Mental Reasoning score in Action Turns, though the Link may be "shut down" at any time by the persona. Such a gate created by the Mage is a *two-way* gate, and any creature capable of perceiving it may pass through! The Power is activated by a successful roll at DR "Hard."

Divination: Finally, the Mage may use the Power of the mirror to attempt a divination relating to the conjured image. This ability is similar to *Prevision* (q.v.), and if a successful roll versus the persona's *Dweomercræft* STEEP (DR "Difficult") is made, the Mage will be able to see a previsual event.

Pentacles: Mage Pentacles are not the large sort inscribed on an area or created mentally. These are little devices of metal kept on hand to employ in case of need. The various forms of this item are related hereafter. To employ the dweomer in any such magickal device, the practitoner must actualy touch or hold it.

Each is Pentacle a Reservoir of Heka, which must be channelled into the Pentacle by the dweomercræfter. A practitioner must charge each up to a maximum equal to STEEP in the *Dweomercræft* K/S Area on a 2 Heka point cost for each point stored in the Reservior, save for those of iron and silver which charge at 1:1. Ritual recharging requires 1 AT time for each 20 Heka points invested by the caster. Each time Heka is so invested to build up the pool contained, the dweomercræfter must succeed in a roll against STEEP at DR "Moderate." Special Success indicates double Heka stored, and if this is beyond the capacity of the Reservoir, it accrues to the practitioner's personal store. Failure indicates the charge drained Heka equal to its value, and a Special Failure indicates the Mage's Pentacle was destroyed, but no harm befell the caster.

The forms which this device can take are listed in the Full Practicioner Mage Pentacles table. Note that there are certain potencies inherent in the various sorts of metals used, such as damage effects of some of them on Susceptible creatures.

The costs of metal for a Mage's Pentacle are not shown. They must be prepared through alchemy and Heka-forging work. When most of these are drained of Heka, they crumble into worthless powder, so the conjuror is typically careful to keep them for emergency use. Note that unless specifically stated, two Pentacles will not abide being within three feet of each other, and if brought nearer their Heka negates each other's at a 1:1 basis. (Compare the Conjuration Casting *Miniature Pentacles*.)

Pyramid: Mages must have their own Pyramid, but this Heka Reservoir is otherwise unremarkable.

Staff: Though many spellcasters carry enchanted staves, those possessed by Full Practitioner Mages are of the most powerful sort in existence. Each staff of this type is a unique source of Heka Power and Castings, capable of containing 500-3000 (5D6×100) points of supplemental Heka, as well as acting as a storage device for 10-20 (2D6+8) Castings of the Mage's choice. If given 1 CT to prepare, a Mage may use the staff to absorb Heka from hostile Castings (up to the maximum storage amount, of course).

Also, the Mage's staff contains the following Casting-like Powers, which exactly duplicate the effects of the Dweomercræft Castings of the same name:

Directed Force: Unlimited use (performed at will).
Telekinesis: Three times per day.
Heka Shield: Once per day.
Time Stop: Once per week.

Mage Sword: The legendary Mage Sword of a Full Practitioner is more than a mere weapon, although its possession does confer a certain level of skill at armed combat. Besides providing a –1 DR adjustment to the wielder's BAC in the *Combat, Hand Weapons* K/S Area, a Mage Sword contains 1D3 of the abilities listed below:

Flame: The blade of the sword will, upon command by a Mage, become engulfed in magickal flames which provide light and cause flammable objects to ignite when touched or struck. The fire caused by the sword may be treated as normal fire, but the flames which dance upon the surface of the blade may only be extinguished by the sword's owner. The use of this Power is unlimited, as long as the sword is held and the Power is desired. Those opponents struck while such a fire exists will suffer an additional 3D6 points of damage (Fire of course) per attack.

Frost: When held and commanded by a Mage, the sword's blade will become covered with a thin coating of magickal ice. Creatures and personas struck by the frost-covered weapon will suffer an additional 3D6 points of damage from the cold-based assault (treat the attack type as Fire for purposes of determining armor protection). If placed into liquid, the weapon will cause up to 10 cubic feet of the material to freeze solid within 1D3 CTs. As with the *Flame* Power, above, this Power is available anytime the possessor draws the sword and wills it to be.

"Dancing" Sword: Mages are able to cause these swords to animate and attack any opponents within a 1 rod radius of their location, simply by drawing and commanding the weapon to do so. All attacks by such a sword are made at the same BAC as the Mage commanding it (including any applicable bonuses). This Power may be used three times per day, for a duration of one Action Turn.

Detection: This Power enables the sword's wielder to detect and locate the presence of the following things, within a range of 1 rod:

(1) Hidden/Invisible creatures or objects.

Full Practitioner Mage Pentacles

Metal	*Sovereignty**	*Heka Capacity*	*Special Effects*
Adamantine[a]	5	1/STEEP point	Rechargable from zero
Copper[b]	6	1/STEEP point	Negates electricity at 1:1
Gold[a]	7	3/STEEP point	Negates negative Heka at 1:1
Iron[c]	3	1/STEEP point	Doubles Susceptibility
Lead	1	1/STEEP point	For Neg. Heka/Entrpcl. magick
Loadstone	9	1/STEEP point	Vampiric**
Oracalcum[b]	8	2/STEEP point	Minus 8 on Casting DR roll
Silver[c]	4	1/STEEP point	Doubles Susceptibility
Zinc	2	1/STEEP point	Usable for Electricity only

[a] Operate together but have no other special benefit.
[b] Operate together, generate Spiritual armor at 1:1, and cross-feed Heka to balance each other's charge.
[c] Operate together, recharge at 1:1, and generate Mental armor at 1:1.
*See Chapter 4 for an explanation of Sovereignty.
**This form of Miniature Pentacle drains Heka from any and all Reservoirs within 1 rod, taking points equally until it has charged its maximum; and as used the device will again function vampirically. (It is unpopular with other Heka-users!)

(2) Traps of mechanical and/or magickal nature.

(3) Heka Sources.

This Power is usable three times per day, as long as the Mage holds the sword and concentrates on the desired ability.

Healing: The touch of the sword's blade will draw 2D10 points of poison or disease from a subject, and will heal 3D6 points of Physical damage. This Power may be utilized once per day.

Intelligence: Most Mage Swords possess a form of intelligence, and may be treated as a familiar of sorts, for purposes of perception and communication while within 1 chain. For more details on intelligent magickal devices, see the tables at the end of this chapter.

Protection: When wielded in combat, the sword enables the Mage to parry physical blows by providing an extra attack each CT. Note that this additional attack may only be used to parry, and success is determined the same as normal attempts.

Special Foe: This ability allows the sword to inflict double damage upon one type of enemy. The specific foe affected by this Power must initially be determined by the Mage, and will for ever afterward be the only type of being subject to this damage bonus. Its use is unlimited.

Strength: This Power confers a bonus of 5-10 (1D6+4) points to the persona's Physical Muscular Power score for a period of 12 ATs (1 hour). The Mage may use this ability once per day.

Trident: The Mage has a special trident which is both a weapon (see Chapter 12 of the **Mythus** book for details of a trident as a weapon) and an aid in practice of Castings which deal with bodies of water (from the size of a large pool or pond to lakes, rivers, seas, and oceans). In regards to such dweomers, the practitioner has a –7 bonus on the roll for Casting activation success. And Difficulty Ratings above "Hard" are reduced by 1 step (but not below "Hard"). Lastly, the trident has a store of Heka channelled into it by the practitioner. This energy must equal the Mage's STEEP, but it cannot exceed STEEP plus Mental TRAIT score. This is energy which is usable only when the Mage is in a marine environment, whether fresh or salt water.

When the dweomercræfter holds the device and submerses him or herself in water, the trident emanates a dweomer in a radius which equals the possessor's STEEP in feet. The Mage and all within that area can move, attack, breathe, and so forth just as if they were in open air. Although no water wets such Mages or what they wear and hold, and even fires can burn in the special area, aquatic life forms are as comfortable there as if they were in normal water. This function of the trident requires no Heka, but it will last only so long as the instrument has Heka within it, and if Heka total drops below the Mage's STEEP, then the dweomer will expire in as many ATs time thereafter as there are points of Heka remaining (so the dweomercræfter must be careful in sea or ocean surroundings!).

Upon command from the Mage, the trident's three prongs shoot forth one of three sorts of force:

Electricity: A globe of energy appears instantly at a distance of up to 3 rods from the trident's tip. It is 1 rod in diameter. All within its area of effect suffer 3D10 Electrical PD, with all subjects being considered as grounded. Heka cost is 20 points.

Invisible Net: A web of Heka force englobes an area of a diameter of 1 chain. The central point of this invisible net can be up to 3 chains distance from the practitioner. It will contain immobile as many subjects as were in its Area, but any one with a Physical TRAIT greater than the total of the caster's combined M TRAIT and STEEP has a percentage chance of breaking out on any given BT, the percentage equal to the positive difference between its P TRAIT and the combined factors of the dweomercræfter's M TRAIT and STEEP.

Ice Harpoon: A 1-rod long harpoon of ice springs into being at the tip of the trident and shoots through the water as fast as an arrow flies, for as many as 100 yards distance range. Its probability of hitting the targert is equal to the caster's STEEP. It inflicts 10D3 Piercing PD, and a "line" of Heka energy then holds the target subject to the trident. This "line" is as many rods long as the practitioner has STEEP. Obviously, large and strong subjects can pull trident and caster along. Meanwhile, the ice harpoon continues to inflict 5D2 PD points per CT thereafter until the subject frees itself of the weapon or dies. Heka cost is 50 points.

Wand: In the hands of a Mage, this item is capable of directing great amounts of energy by serving as a focusing and amplifying tool for Heka and Castings. The wand of a Full Practitioner dweomercræfter provides no Heka of its own, per se, but enables the Mage to draw additional Power from the Æthereal Plane, in effect doubling the force (or duration) of any Dweomercræft Casting. Note that since the wand does not store magickal energy, the base Heka cost required for activation must be supplied by the Mage using it. And as this function works only in relation to Dweomercræft Castings, this severely limits the usefulness of the item to personas of other vocations.

The wand does, however, contain certain Powers which exist merely as potential to be utilized by the owner—once the requisite Heka for activation has been provided, as mentioned above. These Powers have an effective activation time equal to a Cantrip and are usable three times per day. The descriptions and Heka cost for each are as follows:

Light/Darkness: This Power either generates a steady source of light, or kills all non-magickal illumination within a 1 rod diameter area, at the Mage's discretion. The Difficulty Rating of this function is "Easy." Heka cost: 20 points.

Open/Hold Portal: When this function is used, the Mage simply points the wand at the desired door, window, etc., while envisioning the required effect and chanting the command phrase. The affected portal will either remain frozen in place, or swing wide, as determined by the Mage, if a successful roll versus *Dweomercræft* is made (DR "Moderate"). Note that magickally-held portals may only be affected if the Mage makes a successful roll with a DR of "Hard." Heka cost: 35 points.

Locate Object: This Power enables the wand's weilder to determine the

Cards of Calling

Phylactery

whereabouts of an item. The distance limitation of determining the object's location is a function of familiarity, as shown below:

Belonging/former belonging of caster: 1 mile/STEEP point
Well known by touch and sight: 1 furlong/STEEP point
Previously seen and generally known: 1 chain/STEEP point
Drawing seen, or specifics known: 1 rod/STEEP point
Known by name and repute: 1 yard/STEEP point
Known only by class and exact type: 1 foot/STEEP point
Only general type known: 1 inch/STEEP point

Heka cost: 50 points.

Magickal Passage: This function of the wand allows the Mage to create an enchanted passageway through any solid, non-magickal material. The area of the passage so created is equal to the persona's STEEP in square feet, and the effects will last for 2D6+3 Critical Turns, or until the Mage cancels the effect. Note that any creature who is within the passage when the Power is terminated will be trapped there, and unless aid is immediately forthcoming (or the creature can somehow survive being imprisoned within the substance), the subject will die! Heka cost: 75 points.

Forcewall: This function exactly duplicates the Dweomercræft Casting of the same name. Heka cost: 100 points.

Priests' Items

The items used by Full Practitioner Priests are the same types of items as utilized by their Partial Practitioner brethren: Altar, beads, font, holy Symbol, robes, and rod. But they are certainly more powerful in their application, covering a broad scope of Powers and abilities.

Altar: This device is a fixture of the Priest's faith, invariably located at a place most holy to the persona. It is typically—though not always—situated within a temple or church of the Priest's faith (note that those faiths which do not worship in churches will still have places that are holy and revered). The altar is the Priest's direct link to his or her deity, and allows Full Practitioner Priests to perform many of their Castings at no charge whatsoever, merely by making a successful roll versus *Priestcræft* STEEP at the applicable DR. The Powers of the altar are as follows:

Rites: Usable up to three times per day, this Power enables a Priest to perform any of the *Rites* ceremonies listed under the Casting description of the same name at half Heka cost when utilizing the altar's surface. The DR for this is "Easy." The *Rites* include:

(1) Birth: 1 AT; 1 child or children; touch.

(2) Death: 1 AT; 1 or more subjects; 1 rod.

(3) Marriage: 5 ATs; 2 subjects; 1 rod.

(4) Separation/Divorce: 2 ATs; 2 subjects; touch.

(5) Acceptance of Ethos, Pantheon, and Deity: 3 to 9 ATs, 1 or more subjects; 1 chain and touch.

(6) Service (and Prayer): 3 to 20 ATs; multiple subjects; sight and hearing to 1 yard/STEEP point. Heka for Blessing, both Minor and Major, is generated through this rite, the ecclesiastic performing the Service gaining 1 Heka point per person in attendance per AT of Ritual performance time, with all such gain dissipated as many hours later as the Service lasted, if not otherwise used in Blessing.

(7) Penitence: 1 to 10 ATs and/or special; 1 subject, touch.

Entreaty: Priests may, when confronted with a situation that requires intervention, call upon their deity (or the deity's servants) once per week for help. The DR for this Power is "Hard."

Guidance: Once per day, Priests can pray for enlightenment from their deity. As per the Casting of this same name, though without Heka cost, this Power's Difficulty Rating is "Moderate."

Miracle: When faced with a grave problem, a Priest may attempt this Power. It is usable but once per month, with a DR of "Difficult."

Beads: Most often found on a necklace surrounding a Priest's Holy Symbol, these items could be small gemstones, spheres of colored glass, or small bones and teeth of Heka-engendered creatures. They are made or hallowed by the Priest, and imbued with Heka from the persona's patron deity. While worn, the beads may boost a Priest's *Religion* and *Priestcræft* STEEP scores anywhere from 5-10 (1D6+4) points each. The beads of priestcræfting also enable the wearer to perform a variety of Casting-like abilities, as follow:

Blessing: Five to 15 (2D6+3) of these beads are found, and each allows a *Blessing, Minor* as per the Priestcræft Casting of that name. If the Power is used for a *Blessing, Major,* however, then the bead is destroyed in the process of conferring that benefit.

Column of Fire: Three to five (1D3+2) beads possess a great dweomer that causes a blazing column of fire 1 furlong high to roar down from the sky, centering upon the point where the bead strikes, and covering an area of 1 rod radius around that point. The Power inflicts 7D7+7 (13D3+6 if Evil Ethos) points of Fire Physical damage on all within its radius, and anything combustible will be set ablaze, even wood wet from a heavy rain, for instance. Note that once used, however, the bead is gone forever.

Entital Aid: There are 1-3 beads of this sort. This special Power calls a servant of the persona's deity to the aid of the Priest, just as if the Ritual Casting of the same name had been activated. The time is but 1 CT, however, as the ecclesiastic hurls down the bead and calls for intervention. Note that the bead is, of course, lost in this process.

Prayer: Five to 15 (2D6+3) of the beads contain the ability to grant bonus STEEP to the wearer or another persona, per the Casting of this name. But each bead is destroyed as it bestows its +1 STEEP bonus. (Remember the violation of ethos can bring disaster....)

Succor: The Power of this type of bead enables a Priest to *Teleport* instantly to safety, up to one mile distant for each STEEP point the persona possesses.

Anyone in contact with the persona when the bead is thrown down will be transported as well, as long as that persona is within a 1 yard radius of the Priest. There are 3-5 (1D3+2) of these beads. As with those which bring fire, these too are lost when so used.

Font: The magickal font of a Priest can come in the form of a simple bowl of wood, stone, pottery, or hammered brass, as ornate as a majestic chalice of gem-encrusted gold and crystal, or as a large basin of silver set with lapis lazuli and pearls. Water placed therein and dweomered with a *Blessing, Minor* becomes Blessed Water (Holy Water). A Priest can create 1 ounce of such liquid per STEEP point per week thus.

Its Power also enables it to store 1D6 Tutelary Castings of the priestcræfter's selection. If within 1 rod of the font, the Priest can activate any such Casting in 1 BTs time at no Heka cost.

When used in conjunction with certain Castings, the font also provides a 20 point bonus to the persona's Spiritual Psyche score.

Bless: This Power enables a Priest to bestow a *Blessing, Minor* (q.v.) upon one subject for every 10 points of STEEP possessed. The Power can be used once per day. While sprinkling the water from the font over the subject, the ecclesiastic merely speaks a simple prayer to activate the Blessing, which lasts for a time duration exactly as that of the Casting. The Difficulty Rating for this is "Easy."

Consecration: When the Casting of this same name is performed within 1 rod of the font, the time duration is doubled, as is damage Effect to desecraters (to 2D3 points PD). Moderate undesired dweomers are dispelled through this special Power too. An ecclesiastic can perform this once per week. The Difficulty Rating for this is "Moderate."

Purification: By dipping an item into the font while chanting the proper words, a Priest is able to remove spiritual impurities and influences and bad Effects such as minor sorts of Curses, Hexes, etc., within an item. This Power can be used once per day, and has a DR of "Moderate."

Robes: A Full Practitioner Priest will always own some types of consecrated robes as well as vestments. Though they need not be made by the ecclesiastic (in fact, Priests of showy sorts of pantheons and deities need the finest tailor to make very costly ones), but the Priest must *Concecrate, Bless,* and *Imbue* such garments with Heka. The defensive nature of these raiments provides the ecclesiastic with 1D6 points of protection for every 10 points of STEEP possessed by the Priest at the time the garment was prepared, subject to a maximum Heka investment of 1 point per point of STEEP possessed. This defensive capacity is effective against all forms of Physical damage, including Impact and that caused through Powers or Castings. This armor is non-renewing, and it is negated on a 1 point-for-1 point basis as it prevents PD. When it is totally used up, the Priest must get new robes and prepare then again as noted.

Rod: The rod of the priestcræfter provides enhancements to the personal qualities of the ecclesiastic who bears it. The capacity to lead and command respect among many is granted by this device, for it confers 5-10 (1D6+4) bonus points each to the Priest's STEEP in the *Leadership, Influence,* and *Charismaticism* K/S Areas.

Also, when wielded in battle against the Priest's foes, the rod operates as if as if it were a mace (2-handed club) but inflicting 7D6 Blunt Physical damage (6D6+3 if wielded by an Evil ethos persona). Note that the rod is of unsurpassed quality, so it is very useful to parry attacks.

Sacred Symbol: The most well-known of all the vocational devices of priestcræfting, the Sacred Symbol represents Priests to the world as faithful emissaries of their deities' will and the greatness of their pantheon. When worn openly, or held in the face of opposition, a Priest's Holy Symbol provides 50-150 ((2D6+3)×10) points of Spiritual Shielding or armor. Furthermore, certain creatures and beings (including spirits) of opposed ethoi and nature will be suseptible to such an item and suffer damage accordingly. Typical Suseptibility is 1D6+1 points of both Physical and Spiritual damage per CT when within 1 rod and looking at the Sacred Symbol, or within 1 yard and not so looking, triple damage (3D6+3 each TRAIT) if actually touched by it.

RANDOM DEVICE DETERMINATION

And finally, we present the material for creating your own magickal devices. (We know, we know—you came here directly from the beginning of the chapter. But really, if you haven't yet read the preceding sections, please do so now.)

The tables contained herein may be used several ways. The first method should be used if you are completely at a loss for what you are looking for. Start with the main table of magickal device types (page 366) and roll D% to determine a device type subtable. Proceed to that subtable and roll the applicable dice to find the specific item (referring to other subtables as indicated). Once you have an item you like, either assign the magickal property you desire, or continue on to the Random Device Powers table (q.v.), and again, any necessary subtables. Re-roll any properties that you don't think would fit that item.

The second, and more preferable method, is to select the type of device from the main table, choose a device from the appropriate subtable, and assign whatever properties you think belong with it. Not a very random method, but you should be happy with the results. (If you aren't, you have only yourself to blame!)

As for the last method, simply close your eyes and point your finger at the tables until you have the type, item and properties. It's a rather silly way of picking devices, but you may be surprised at what you come up with!

Special Note on Intelligent Magickal Devices

Certain Heka-imbued items of the most powerful sort may, in rare instances, contain their own independent intelligence. These items can vary widely in intellectual capacity, from base awareness of their surroundings to near-genius and/or oracular ability. In addition, there is also a wide variance of communication ability. Such ability could range from only mimimal communication skills (turn hot/cold, pulse, hum, etc.) to near-genius speech and telepathic communication with the possessor.

In most cases, a low to moderate intelligence is the result of the Castings and properties imbued in the device when it was forged. This is not really a conscious mind at work, but a form of artificial reasoning. It is also possible with such items that their intelligence is due to the existence of a conscious, spiritual being which is bound to the device, as with a Fetish (q.v.). These will often be of the more intelligent and skilled sort, though this is not always true.

Care should be taken with intelligent items, for they can easily be abused by poor roleplaying, and can also disrupt the game balance, especially if they are too plentiful or too powerful. To avoid an overabundance of intelligent magickal devices in a campaign, we recommend that gamemasters only allow intelligence in those items of their choosing, and the quality of intellect and communication skills should likewise be set by GMs to fit the particular item. However, we provide you, the gamemaster, with subtables to help in random determination of intelligence and communication abilities of such items, should you choose to use that method.

One Final Note

The tables in this section are not meant to replace the judgment and creativity of a truly masterful GM. Random device generation is okay for an occassional device or two when you are pressed for time, or when you can't think of something that fits a particular situation. Also, they cannot cover all possible items and properties. If you see a glaring omission, add it to the tables—or subtract from them, if you don't like something there (hey, we're not proud). Just remember that every magickal device should have a purpose in your campaign; don't add something that obviously doesn't belong.

TABLE OF MAGICKAL DEVICE TYPES

D% Roll	Result
01-05	Protection Device subtable (1)
06-10	Detection/Location subtable (2)
11-15	Oracle/Prognostication subtable (3)
16-20	Scrying Device subtable (4)
21-28	Weapon subtable (5)
29-36	Armor subtable (6)
37-41	Bags/Pouches subtable (7)
42-46	Baton/Wand subtable (8)
47-51	Container subtable (9)
52-56	Clothing subtable (10)
57-61	Jewelry/Decoration subtable (11)
62-66	Musical Instrument subtable (12)
67-71	Rod/Sceptre/Staff subtable (13)
72-79	Miscellania subtable (14)
80-87	Magickal Writings subtable (15)
88-95	Heka-imbued Substances subtable (16)
96-00	Vocational Magickal Device subtable (17)

Subtable 1: Protection Devices

1D10	Result
1	Amulets
2	Charms
3	Fetishs
4	Hands
5	Periapts
6	Phylactories
7	Scarabs
8	Talismans
9	Mascots
10	Medicine Bags

Subtable 2: Detection/Location

1D10	Result
1	Charm/Subversion/Possession
2	Curses
3	Danger
4	Enemies/Hostile beings
5	Ethos/Nature (choose one type)
6	Heka/Castings/Powers
7	Hidden or invisible objects & creatures (incl. spirits)
8	Poison/Disease
9	Traps (may include those of magickal nature)
10	Treasure

Subtable 3: Oracle/Prediction/Identification

1D10	Result
1	Augury
2	Dreams/Visions
3	Identification of objects/ item properties
4	Precognition
5	Predict conflict or danger
6	Predict opponent's next action
7	Predict outcome of event (success/failure)
8	Predict weather
9	Premonition
10	Prevision

Subtable 4: Scrying Devices

1D3	Result
1	Basin/container
2	Crystal/sphere
3	Mirror

Subtable 5: Weapon Type

1D20	Result
1	Arrows/Bolts
2	Axe (Hand-held)
3	Axe (Throwing)
4	Blowgun
5	Boomerang
6	Bow
7	Club/Mace
8	Crossbow
9	Dagger/Knife (Hand-held)
10	Dagger/Knife (Throwing)
11	Dart
12	Pole-Arm (Cutting)
13	Sling
14	Sling bullets
15	Spear/Javelin (Throwing)
16	Spear/Pole-arm (Hand-held, Thrusting)
17	Sword, One-Handed
18	Sword, Two-Handed
19	Whip/Flail
20	GM's Choice

Subtable 5a: Weapon Power

1D20	Result
1	+5 Bonus to BAC
2	+10 Bonus to BAC
3	+15 Bonus to BAC (Heroic)
4	+20 Bonus to BAC (Supernal)
5	+1D6 Variable Bonus to BAC
6	+1D10 Variable Bonus to BAC
7	+2D6 Variable Bonus to BAC
8	+2D10 Variable Bonus to BAC
9	+1 Bonus per die to Physical damage
10	+2 Bonus per die to Physical damage
11	+1D3 Bonus to Physical damage
12	+1D6 Bonus to Physical damage
13	+1D10 Bonus to Physical damage
14	+2D3 Bonus to Physical damage
15	+2D6 Bonus to Physical damage
16	+2D10 Bonus to Physical damage
17	Joss Weapon
18	Auto parry (Hand Weapon)/ Auto hit target (Missile)
19	One function from Attack Power subtable (18)
20	One function from Defense Power subtable (20)

Subtable 6: Armor Type

1D10	Result
1	Armor, Partial (breastplate, leather jerkin, etc.)
2	Armlets/Bands
3	Gauntlets
4	Footgear
5	Girdles/Belts
6	Helmets
7	Shields
8	Barding
9	Armor, Full (Plate armor, chainmail suit, etc.)
10	GM's Choice

Subtable 6a: Armor Power

1D20	Result
1	+5 Bonus vs. Physical damage
2	+10 Bonus vs. Physical damage
3	+15 Bonus vs. Physical damage
4	+20 Bonus vs. Physical damage
5	+1D6 Variable Bonus vs. damage
6	+1D10 Variable Bonus vs. damage
7	+2D6 Variable Bonus vs. damage
8	+2D10 Variable Bonus vs. damage
9	+5 Bonus vs. Mental damage
10	+10 Bonus vs. Mental damage
11	+15 Bonus vs. Mental damage
12	+2D6 Bonus vs. Mental damage
13	+5 Bonus vs. Spiritual damage
14	+10 Bonus vs. Spiritual damage
15	+15 Bonus vs. Spiritual damage
16	+2D6 Bonus vs. Spiritual damage
17	Proof vs. any single Attack Type subtable (6b)
18	Repairs damage (1 hit/BT)
19	Impenetrable (1 BT/day)
20	One function from Defense Power subtable (20)

Subtable 6b: Attack Type

1D10	Result
1	Piercing
2	Cutting
3	Blunt
4	Fire
5	Chemical
6	Stunning
7	Electrical
8	Impact
9	Mental
10	Spiritual

Subtable 7: Bags/Pouches

1D10	Result
1	Bag
2	Handbag
3	Pack
4	Pouch, large
5	Pouch, small
6	Purse
7	Sack, large
8	Sack, small
9	Saddlebags
10	Suitcase

Subtable 8: Batons/Wands

1D3	Result
1	Baton
2	Stick
3	Wand

Subtable 9: Containers

1D20	Result
1	Barrel or cask
2	Basin or bowl
3	Bottle
4	Bucket or cauldron
5	Censer
6	Chalice
7	Chest
8	Box, coffer, or case
9	Bag
10	Cup or mug
11	Decanter or jug
12	Pouch
13	Flagon or tankard
14	Flask or vial
15	Goblet
16	Sack
17	Jar
18	Quiver
19	Sheath
20	Urn or vase

Subtable 10: Clothing

1D20	Result
1	Boots
2	Breeches
3	Cap
4	Cape
5	Cloak
6	Cowl
7	Doublet
8	Gloves
9	Gown
10	Hat
11	Hood
12	Mantle
13	Mittens
14	Robe
15	Sandals
16	Scarves
17	Shoes
18	Slippers
19	Socks
20	Tunic

Subtable 11: Jewelry

1D10	Result
1	Armband
2	Bracelet or handflower
3	Brooch or pin
4	Buckle or clasp
5	Chain or necklace
6	Choker or torc
7	Circlet or crown
8	Earring
9	Locket or pendant
10	Ring

Subtable 12: Musical Instruments

1D20	Result
1	Flute
2	Horn
3	Pipes
4	Trumpet
5	Whistle
6	Bell
7	Chimes
8	Cymbal
9	Gong
10	Triangle
11	Rattle
12	Tambour
13	Tom-tom
14	Drum
15	Fife
16	Organ
17	Harp
18	Dulcimer
19	Lyre
20	Lute

Subtable 13: Rods, Sceptres, & Staves

1D3	Result
1	Rods
2	Sceptre
3	Staff

Subtable 14: Miscellania

1D20	Result
1	Badge or seal
2	Bandolier/Hauberk
3	Brazier/Lamp
4	Card
5	Cloth or fabric
6	Coin
7	Cord/braid/rope
8	Crystal or gem
9	Cube
10	Eyepiece
11	Figurine
12	Ink/pigment
13	Key
14	Orb
15	Pipe
16	Pyramid
17	Quill/stylus
18	Stones
19	Sundial/hourglass
20	Tooth or bone

Subtable 15: Magickal Writings

1D2	Result
1	Papyrus, Scroll, etc., subtable (15a)
2	Book, Tome, etc., subtable (15b)

Subtable 15a: Magickal Papyrus, Scroll, Etc.

1D6	Result
1	Papyrus
2	Parchment
3	Plates
4	Scroll
5	Tablet
6	Vellum

Subtable 15b: Magickal Book, Tome, Etc.

1D6	Result
1	Book
2	Codex
3	Libram
4	Manual
5	Tome
6	Volume

Subtable 16: Substances

D%	Result
01-20	Cream/Paste subtable (16a)
21-40	Fragrance/Gas subtable (16b)
41-60	Liquids/Oils subtable (16c)
61-80	Pills/Powders subtable (16d)
81-00	Solids subtable (16e)

Subtable 16a: Creams/Pastes

1D10	Result
1	Balm
2	Cream
3	Lotion
4	Lotion
5	Ointment
6	Paste
7	Plaster
8	Poultice
9	Salve
10	Unguent

Subtable 16b: Fragrances/Gases

1D10	Result
1	Attar
2	Candle
3	Cologne
4	Effluvium
5	Essence
6	Gas
7	Incense
8	Mist
9	Perfume
10	Sachet

Subtable 16c: Liquids/Oils

1D20	Result
1	Concoction
2	Draught
3	Elixir
4	Emollient
5	Emulsion
6	Infusion
7	Linament
8	Liq
9	Nectar
10	Nostrum
11	Oil
12	Philtre
13	Potion
14	Sap
15	Solution
16	Tallow
17	Theriac
18	Tincture
19	Tonic
20	Wash

Subtable 16d: Pills/Powders

1D10	Result
1	Ash
2	Capsule
3	Crystals
4	Dust
5	Grains
6	Lozenge
7	Pill
8	Powder
9	Tablet
10	Talc

Subtable 16e: Solids

1D6	Result
1	Broth
2	Food
3	Jelly
4	Seasoning
5	Soap
6	Spice

Subtable 17: Vocational Devices

D%	Result
01-10	Alchemist / Heka-Forger
11-20	Apotropaist
21-25	Astrologer
26-30	Conjurer
31-50	Dweomercræfter
51-55	Exorcist
56-60	Mystic
61-65	Necromancer
66-85	Priestcræfter
86-90	Sorceror
91-95	Spellsinger
96-00	Witchcræfter

TABLE OF RANDOM DEVICE POWERS

D%	Result
01-02	Adaptation to hostile environment
03-04	Affects emotions
05-06	Allow movement in foreign element
07-08	Alteration: size and shape
09-10	Alteration: time
11-12	Attack Power subtable (18)
13-14	Communication
15-16	Construction of non-living objects/structures
17-18	Control one type of creature or being
19-20	Control weather/elemental forces
21-22	Create illusion
23-24	Curses opponent (See subtable 19)
25-26	Curses possessor (See subtable 19)
27-28	Defense Power subtable (20)
29-30	Detection Power subtable (21)
31-32	Disguise/masking
33-34	Disintegration: Any creature or object
35-36	Dispel Heka-generated Castings/Powers
37-38	Empathy
39-40	Enchantment/Heka-forging ability
41-42	Enhances STEEP in known K/S Area
43-44	Flying
45-46	Gate/Portal
47-48	Grants STEEP in unknown K/S Area
49-50	Healing Power subtable (22)
51-52	Heka Reservoir: Dedicated or General
53-54	Identification of object/properties
55-56	Increase/decrease normal movement
57-58	Increased Ability: Mental (Spd/Pow/Cap)
59-60	Increased Ability: Physical
61-62	Increased Ability: Spiritual
63-64	Invisibility
65-66	Joss storage/bonus ("lucky")
67-68	Levitation
69-70	Location/Divination
71-72	Oracular/Prediction Power
73-74	Perception Power subtable (23)
75-76	Repels hostile creatures or spirits
77-78	Speaking/Ventriloquism/Mimicry
79-80	Stores Innate Casting
81-82	Summoning (creatures/spirits)
83-84	Telekinesis
85-86	Telepathy
87-88	Teleportation
89-90	Transformation: creatures or objects
91-92	Warding vs. creature/being
93-94	Warning
95-96	Wish
97-98	Intelligent item, roll again*
99-00	Additional power, roll again twice

*See the text for notes on item intelligence, and subtables 24 and 25.

Subtable 18: Attack Power

1D10	Result
1	Area affect explosion (impact)
2	Causes Mental damage
3	Causes Physical damage
4	Causes poison/disease
5	Causes Spiritual damage
6	Directed Casting
7	Drains ability in K/S Area
8	Drains Heka from subject
9	Stuns/paralyzes opponent
10	Transforms opponent

Subtable 19: Curse Power

1D10	Result
1	Bad Luck (–1D5 JP)
2	Defenseless versus attacks against one TRAIT
3	Disease or affliction
4	Drains Heka
5	Drains STEEP (1D5 K/S Area)
6	Drains TRAIT/CAT/ATT
7	Insanity/Madness
8	Reduces Perception (1D5 Sub-Areas)
9	Subject attracts negative influences (jinxed)
10	Subject's actions forced

Subtable 20: Defense Power

1D10	Result
1	Displacement (first attack always misses)
2	Heka shield/armor
3	Immunity from poison/disease
4	Immunity from specific attack form
5	Mental shield/armor
6	Protection: mundane creatures/animals
7	Protection: spirits/ Preternatural creatures
8	Repels damage (turn back on caster)
9	Repels hostile creatures/personas
10	Spiritual shield/armor

Subtable 21: Detection Power

1D10	Result
1	Charms
2	Curses
3	Danger
4	Enemies/Hostile beings
5	Ethos/Nature
6	Heka
7	Hidden/Invisible objects
8	Poison/Disease
9	Traps
10	Treasure

Subtable 22: Healing Power

1D10	Result
1	Cures disease
2	Cures Insanity/Madness
3	Heals Mental damage
4	Heals Physical damage
5	Heals Spiritual damage
6	Neutralize poison
7	Regeneration: lost limbs /organs
8	Rejuvenation
9	Remove Curse
10	Restoration

Subtable 23: Perception Power

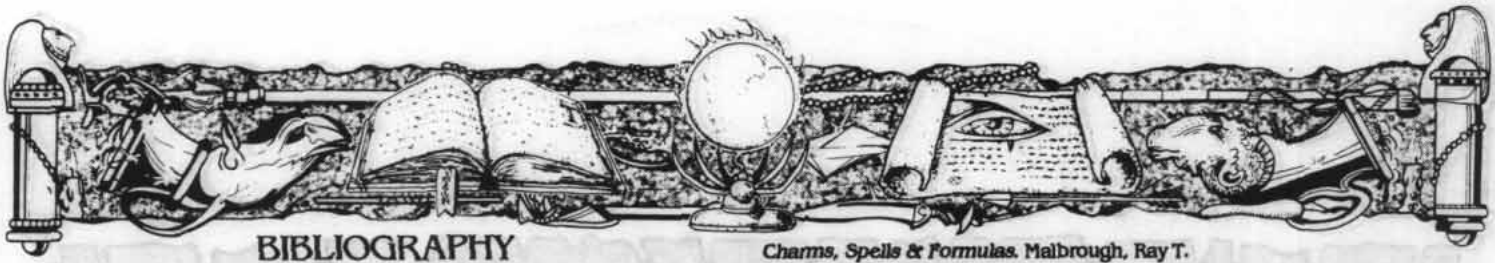
1D10	Result
1	Clairsentience
2	Enhanced Hearing
3	Enhanced Psychic (Subterranean Ærth)
4	Enhanced Sight
5	Enhanced Smell
6	Enhanced Taste
7	Enhanced Touch
8	Invisible objects/creatures
9	Preternatural Forces (spirits, etc.)
10	X-ray Vision

Subtable 24: Item Intelligence Level

D%	Level
01-50	Base (programmed knowledge)
51-80	Low (simple skills)
81-90	Normal (skilled in 1D6 K/S Areas)
91-97	High
98-99	Extreme
00	Oracular

Subtable 25: Item Communication Abilities

D%	Communication Type
01-50	Basic physical stimuli (throb/ pulse/glow/hum)
51-55	Mental stimuli (picture/foreboding)
56-70	Advanced stimuli (combination/ monosyllabic speech)
71-85	Empathy when held (possessor only)
86-95	Speech (one or more languages)
96-00	Telepathy (possessor and others)



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Mythus Magick™ Tome Sheet

School, Ethos or Other: _____ STEEP: _____ Heka: _____

Related K/S _____ STEEP: _____ Heka: _____

Casting List

Casting/Device	Grade/ ACE	Page #	Notes	K	R	S*

Heka Reservoir _____ *Heka* _____

Heka Expended: _____

*K=Known, R=Recallable, S=Studyable

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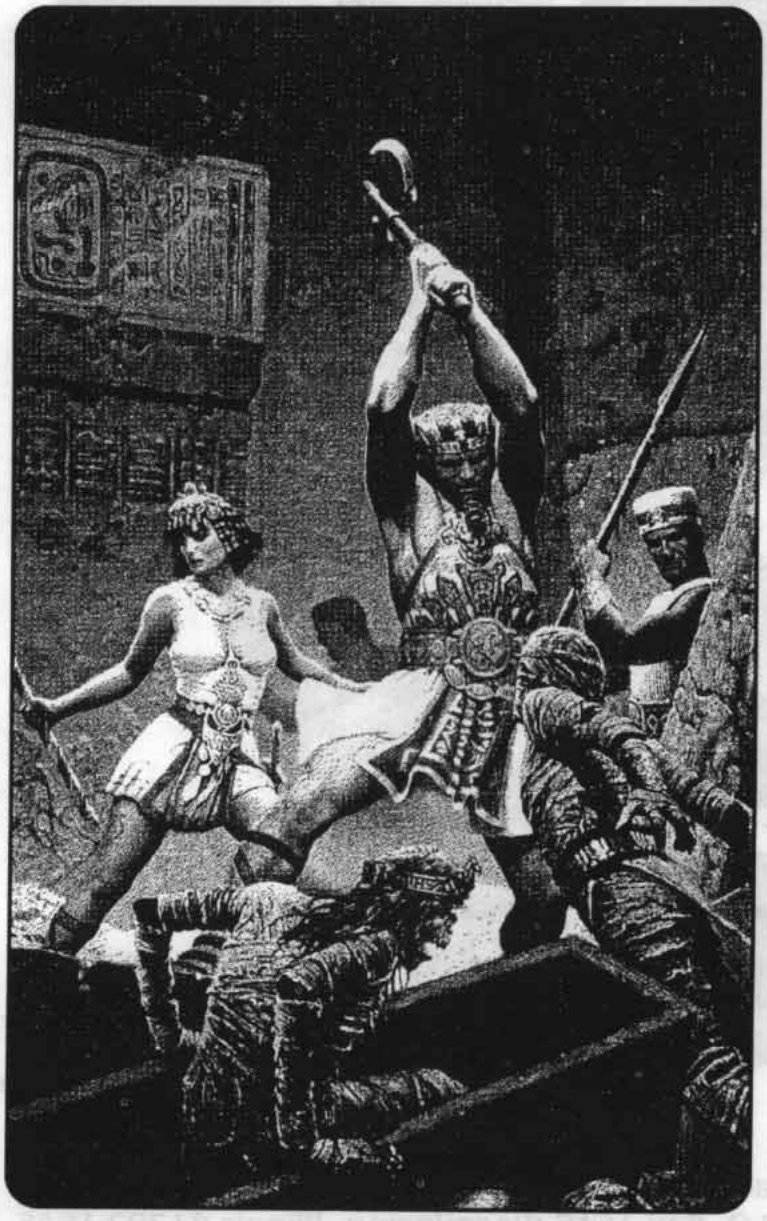

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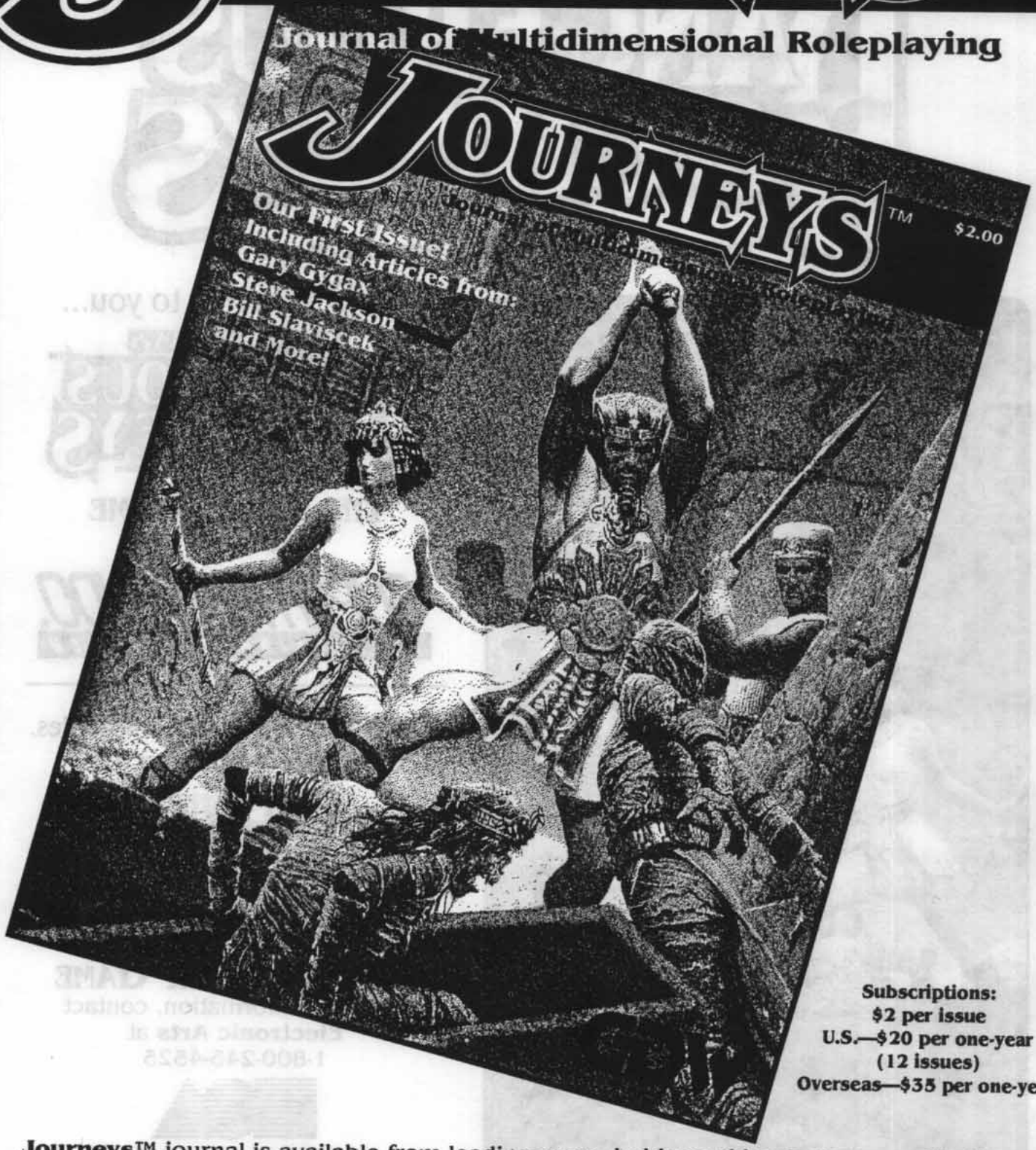

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