



MAGNAMUND SPELLBOOK

Brotherhood Spells

Below are new spells that can be used by Magicians of the Brotherhood of the Crystal Star. Thanks to Xex and SableWyvern for these contributions.

Fiery Soul By Xex

When the Brotherhood of the Crystal Star learnt about the Vassagonian Empire's mastery over the sorceries of wind and flame, they sent guildmembers to try to glean knowledge from the Vassan Warlocks about how to harness these terrible forces into spells and incantations. After many years of toil, and numerous services promised to the Vassan Lords, and many singed eyebrows, the Brotherhood finally managed to coalesce the newfound knowledge into a workable spell. The spell is still relatively unstable however, and is usually only chosen by slightly insane wizards, suicidal wizards, or those who are fond of not only killing, but also cooking and eating their enemies. (cannibal wizards). It is also a great way to impress impressionable young wizardess's in training...or so the myth goes among the Brotherhood Guildhall Dormitories.

Note: Up until level 10, only either this spell OR lightning hand may be chosen by a brotherhood player character. After word: Energy has been gained however, the wizard gains knowledge of lightning hand (or Fiery Soul if lightning hand was chosen) automatically.

Tier I: Lance of Fire

1 endurance

This dangerous spell results in a lance of pure scything flame bursting forth from the brotherhood mage's palm, and ripping into a single enemy. Upon a successful magical attack roll the lance inflicts the wizards base magical damage as fire damage upon the foe, and also forces it to make a reflex save versus the spells save dc, or burst into flame. If the save is unsuccessful the enemy takes another 1d6 points of fire damage, and must make saving throws each round until the fire is put out, or take 1d6 damage each round. (see the rules for fire in the lonewolf rulebook; note however that all saving throws are at this spells dc. Magical fire is much harder to put out than mundane flames.) A wizard can make additional attacks per round with this spell, if his magical attack bonus so permits, but must also pay endurance for each attack.


Note: The sheer power of this spell often makes the lance appear to be a white-hot bar of blazing energy, instead of a fiery lance.

Tier II: Crown of Flames

4 Endurance + special

This powerful defensive magic surrounds the brotherhood wizard in an aura of flame, and discourages opponents from flanking him in great numbers, making him a truly dangerous force on the battlefield. It grants a number of different uses.

Its primary function is defensive, and costs 3 endurance. Any opponent that successfully strikes the wizard in melee combat automatically takes the wizards base magical damage as fire damage. The foe must also make a reflex save at the spells dc or catch on fire, taking another 1d6 points of damage, and from thereon follows the normal rules for catching on fire in the lonewolf rulebook. Any opponent within 5ft of the wizard must also make a fortitude save at the spells normal dc, or *dazzled* due to the immense light and heat generated by the flames. However, all ranged attackers within 60ft receive a +1 to attack and damage rolls to hit the wizard, since his illumination in the fiery aura makes him an easier target.



The spell's second function is offensive. By expending additional endurance over the 3 endurance needed to activate this spell, the brotherhood mage can cause the aura of fire to expand outward in a wave of furious fire, burning all in its wake. For every endurance point spent in this manner, the aura expands 6ft in a rolling ring of fire, and inflicts the wizards base magical damage upon all its passes (no attack roll required), and also forces them to make reflex saves vs. the spell's dc or catch on fire. Endurance spend in this way cannot exceed the wizards class level. Using the spell in this manner immediately ends its duration. It can however, be used at any time during the spells duration, and canny brotherhood wizards often wait until the last round of the spell's duration to activate it, in order to ensure that nothing upon the battlefield survives.

A side effect of this spell is that it grants the wizard immunity to cold, both magical or otherwise, as long as it remains active. The spell itself can only be cast as a standard action.

Crown of Flames lasts for a number of rounds equal to the wizard's class level, or until the offensive version of this Tier is used, in which case it ends immediately.

Tier III: Soul of the Phoenix

6 endurance

The most powerful Tier of Fiery Soul, Soul of the Phoenix can turn groups of powerful foes into broiled meat and charred ash by a mere incantation and gesture. The brotherhood wizard simply points at the ground no more than 60ft away from himself, and a column of white-hot flame erupts from underneath their feet. This fire does the wizards base magical damage + his class level in fire damage to all foes within 30ft of the point of origin of the flames, but any foe that makes a successful reflex save is unharmed. The spell also forces a reflex saving throw versus the spell's normal dc, or the opponents catch fire and must follow the standard rules for catching on fire as in the lonewolf rulebook. (all saves are at the spells dc however, as magical fire is harder to extinguish than mundane flames). Also, all opponents caught in the spells range, and who are unsuccessful on their reflex saves to avoid it, must also make an acrobatics check vs. the spell's dc, or fall prone. This spell can only be used as a standard action.

The column of flame can be moulded into any shape the brotherhood wizard desires. Most choose to shape the flames in its namesake; that of a fiery phoenix arising from the from the ground in an earth shattering explosion, while others choose wildly varying forms such as a dragon, jagged spears of flame, or any other that they desire.

Meta-Wizardry


Any brotherhood mage with the Fiery Soul and requisite spells can use the following meta-wizardry techniques:

Burn the Flight (requires Fiery Soul and Levitation spells)

Same endurance cost as for Halt the Flight +2

If a wizard successfully uses halt the flight on any creature, the creature must then make a reflex saving throw as per the spells dc, or catch on fire, and from thereon follow normal rules for catching on fire as stated in the lonewolf rulebook. (all dc's are at the spell's normal dc however, as magical fire is harder to extinguish than mundane flames)

If this technique is used on physical projectiles (such as arrows), they are burnt to cinders in midair, instead of simply being held. If the brother desires, he may use this technique on friendly fire, and cause physical projectiles flung by his companions to do additional damage. This focused usage requires a readied action and cannot be used as a free action, and if discharged, it ignites friendly physical projectiles in flight adding the wizard's base magical damage in fire in addition to their normal damage. This can only affect the same number of projectiles that can normally be affected by halt the flight.



Wrath of the Flames (Requires Fiery Soul and Vigour Spells)

Endurance cost for Wrath of War + 2

This technique, which can be cast as a standard action, allows the wizard to shape a sword of pure fire, and wield it in his hands. The wizard can attack with this sword using his magic attack bonus, since he controls the bar of lashing flames with his mind as well as his arm. It inflicts the wizards base magical damage as fire damage upon his foes, and lasts for a number of rounds equal to his caster level. Any foe struck by the sword must make a reflex save at HALF the spells dc(since the flames are focused), or catch onto fire.

What makes this technique more attractive than simply using lance of fire is the fact that bonuses from other Tiers of the Vigour spell schools may be used in conjunction with this technique (such as the +2 atk/dmg from Tier II). However, no spells from any school except vigour may be used whilst employing this technique.

There are tales from the time of the Helghast wars of Brotherhood Elders, growing impatient by the ponderous cavalry charges of knights, entering into battlefield themselves wielding flaming swords and surrounded by the Crown of Flames (Tier II Fiery Soul), laying waste to entire contingents of giaks and drakkarim by themselves.

Web of Flames (requires the Fiery Soul and Web spells)

Standard endurance for Lashing Webs (tier 2) + 2)

When the brotherhood mage casts the lashing webs tier of the web spell *through* this technique, he can cause the web to immediately bursts into flame at any time during the spell's normal duration. This inflicts the wizards base magical damage as fire damage to all foes stuck in the webs.

Winter's Call By SableWyvern

Tier I: Cone of Frost 1 End

A narrow cone of icy cold extends from the caster's outstretched hands. This does cold damage equal to the caster's Base Magical Damage, plus his class level, to all targets in a 30' line from his position. Those affected may make a Reflex save for half damage. No attack roll is required.

Tier II: Chill Ray 2 End

With this spell, the Mage releases a narrow beam of freezing blue light at a single target up to 60' away. If the mage succeeds at his magical attack roll, the target takes damage equal to the mage's Base Magical Damage, plus his class level. In addition, unless the target makes a successful Fortitude save, he will be frozen in place (held) for 1d6 rounds.

Tier III: Freezing Sphere 5 End

This spell freezes an area up to 20' in radius, centred up to 80' from the mage's position. Everyone within the area of affect takes damage as per the Cone of Frost. Additionally, the surface of the area of affect becomes incredibly icy and slippery for one round per class level of the caster. Anyone attempting to move across the frozen surface must make a Reflex save. Those succeeding at their save may move at half pace only, while those failing the save slip, skid or fall, and cannot move at all.

Applying fire or extreme heat will melt the ice, and in very hot conditions (e.g., a foundry, desert) the duration is halved. If the prevailing temperature is below freezing, the duration extends to 1 minute per class level.