

*Omnificent Role-playing*  
*System*  
CODEX

# Codex

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Newton once wrote, "If I have seen further, it is by standing on the shoulders of Giants". *ORST*<sup>TM</sup> was inspired by a great many authors, movies and 27 years of role-playing. The *ORST*<sup>TM</sup> design team would like to give credit to those whose shoulders we stand upon, those gaming systems that have provided thousands of hours of enjoyment and comradeship. These include but are not limited to: *D&D*<sup>TM</sup>, *AD&D*<sup>TM</sup>, *RMSS*<sup>TM</sup>, *Ars Magica*<sup>TM</sup>, *Boot Hill*<sup>TM</sup>, *Deadlands*<sup>TM</sup>, *Shadowrun*<sup>TM</sup>, *StarWars*<sup>TM</sup>, *GURPS*<sup>TM</sup>, *Amber*<sup>TM</sup>, and *MERP*<sup>TM</sup>. Although many of the terms and conventions may seem familiar, they are not identical, be sure to read the entire rule set carefully.

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# Section I: Introduction

*ORS Codex*<sup>TM</sup> deals with the integration of magic and spells into a fantasy role-playing environment. Specifically, it is designed to be used as part of the Omnificent Role-playing System (*ORS*<sup>TM</sup>). *ORS Codex*<sup>TM</sup> provides a wide variety of options for the players. Spell weavers are allowed to know a large number of spells, the number they may cast before tiring is dependent on their abilities, traits and skills. The choice of spell, modifications and its application to the situation become major factors during play. To this end, *ORS Codex*<sup>TM</sup> provides hundreds of spell templates, organized into various categories. Omnificent Role-playing System (*ORS*<sup>TM</sup>) is Dreamborn's complete role-playing system. *ORS*<sup>TM</sup> is targeted towards gamers seeking the ultimate gaming experience. *ORS*<sup>TM</sup> may be played by groups of two or more people.

A role-playing system is a cohesive set of rules for a group of people to take on the persona of imaginary beings in an imaginary world setting and interact with each other and the environment as determined by the world setting. The beings are called characters. The people are called players, one of which will be the game master (GM). A GM is omniscient and limited omnipotent, in that he knows all about the world setting and controls or determines every aspect of the game except the other players' characters.

## 1 Philosophy of *ORS*<sup>TM</sup>

As the name implies, the underlying philosophy of *ORS*<sup>TM</sup> is a role-playing system that is unlimited in creative power. To accomplish this *ORS*<sup>TM</sup> was designed with realism and playability as the two main guiding principles. *ORS*<sup>TM</sup> has no predefined classes/professions, artificial level definitions or rigid magic systems. It is a level-less system that is skill based with character advancement based on skill usage, abilities and traits. All elements of *ORS*<sup>TM</sup> have been designed for high fidelity play using a **real-time** event driven engine that is fully customizable, consistent and intuitive. Furthermore, *ORS*<sup>TM</sup> has no racial limitations whatsoever. Character generation is balanced, fair and contains no random elements. Magic and spells have been seamlessly integrated within *ORS*<sup>TM</sup> and is based solely on the character's abilities, traits and skills. These features allow the GM and players to immerse themselves in role-playing the adventure and not learning and adjudicating the rules.

In *ORS*<sup>TM</sup> all player characters, non-player characters and monsters are created using the same procedure. This ensures that all starting player characters are balanced with respect to each other and every other entity in the world.

To fully experience *ORS*<sup>TM</sup> requires the GM and players to use computer aids to facilitate the gaming experience. The implementation of *ORS*<sup>TM</sup> is tightly coupled with statistics and probability theory. These computer aids are available for personal computers, Pocket PCs, PDAs, smart phones, etc. The aids have been carefully designed to speed up game play, increase realism and playing experience. *ORS*<sup>TM</sup> can be played face-to-face or remotely over the Internet. The *ORS*<sup>TM</sup> engine can easily be adapted to all the major genres, *e.g.*, fantasy, medieval, gothic, espionage, science fiction, historical simulation, mystery, etc.

*ORS*<sup>TM</sup> utilizing the *ORS*<sup>TM</sup> engine was designed to handle situations at a Tactical level (individual). A pleasant surprise was how gracefully the *ORS*<sup>TM</sup> engine scaled to the Operational and even the Strategic level. For those inclined, *ORS*<sup>TM</sup> can be used to simulate battles or even wars, while simultaneously integrating the player characters actions.

## 2 Terms & Conventions

This section provides an overview of the *ORS*<sup>TM</sup> product line, key concepts and definitions of frequently used terms in this rule set.

### 2.1 *ORS*<sup>TM</sup> Core Products

*ORS*<sup>TM</sup> core products consist of the *ORS*<sup>TM</sup> Standard Rules, *ORS Codex*<sup>TM</sup>, *ORS Game Master's Guide*<sup>TM</sup>, *ORS Entity Encyclopedia*<sup>TM</sup> and the *ORS*<sup>TM</sup> Design Document.

#### 2.1.1 *ORS Standard Rules*<sup>TM</sup>

This product provides all the guidelines and rules needed to play *ORS*<sup>TM</sup>, sans magic and monsters, which are covered in their own texts.

#### 2.1.2 *ORS Codex*<sup>TM</sup>

You are currently reading/perusing this document. This product integrates spells and magic into *ORS*<sup>TM</sup>.

#### 2.1.3 *ORS Game Master's Guide*<sup>TM</sup>

This product is an aid for the experienced and novice Game Master (GM). This tome begins by expanding on the philosophy of *ORS*<sup>TM</sup>, providing intuition for the GM into why *ORS*<sup>TM</sup> functions the way it does. Next it provides guidelines for creating additional races and entities using *ORS*<sup>TM</sup>. This document also provides rules on how to create magical items, relics and artifacts to be used in an *ORS*<sup>TM</sup> campaign. Other sections provide techniques and advice on running adventures using *ORS*<sup>TM</sup>. In addition, the GM's Guide walks the reader through the complex task of creating a campaign setting and includes examples from *Terra 1592*, *ORS*<sup>TM</sup>'s first campaign setting. Finally, the Appendix details out numerous magical items, relics and artifacts usable in any *ORS*<sup>TM</sup> campaign.

#### 2.1.4 *ORS Entity Encyclopedia*<sup>TM</sup>

This product contains facts and statistics for a plethora of creatures and monsters. The entities are currently limited, with a few exceptions, to those found in mythology and folklore that predate 1592 AD.

#### 2.1.5 *ORS*<sup>TM</sup> Design Document

*ORS*<sup>TM</sup> Design document details the engine under the *ORS*<sup>TM</sup> hood. It contains specifics on the architecture, data structures, interfaces, theory and algorithms of the *ORS*<sup>TM</sup> software. It is intended for *ORS*<sup>TM</sup> partners who are actively assisting in the creation products for the *ORS*<sup>TM</sup> game line.

## 2.2 Definitions

The following terms are frequently used in the text and are key to the Game Master's (GMs) comprehension of *ORS*. Additional unique terms will be defined when they are first used in the text.

- Ability:** One of 18 categories that describe the body, mind and soul of a character. A complete list of abilities can be found in Section 5.
- Action:** An action is an activity a character may perform usually involving one or more skills.
- Affiliations** are guilds, groups, social, political and religious organizations to which the player character may be associated with.
- Alignment:** An entity's current placement in the world with regards to law and ethical scales. This attribute dynamically changes based on the entity's actions.
- AOE** -- Area of Effect
- Animal:** A living creature capable of feeling and voluntary motion. An animal may or may not be self-aware.

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**Attack Roll:** A ‘dice roll’ is used to determine the results of a melee, missile attack, or magical attack.

**Attributes** are traits that are not z-score based, *e.g.*, red hair, eye color, alignment, etc.

**Being:** Any entity that is self aware is a being.

**Body:** refers to the physical part of an entity separate from the mind and soul.  
**C** – Concentration. Some spells can be maintained past their specified duration, see *Spell Templates* below.

**Campaign:** An ongoing role playing game that consists of a series of connected adventures.

**Descriptors:** are a type of trait that provides additional information that defines a character, *e.g.*, Affiliations and Knighthood.

**Entity:** An entity is something living or not, that can be encountered in the game, *e.g.*, animals, plants, beings, player characters, non-player characters and monsters.

**FOV** – Field of View

**fps** -- feet per second

**ft** – feet

**ft<sup>3</sup>** -- cubic feet

**Game Master (GM):** The judge, referee, dungeon master, etc. This person is responsible for everything in the game except for the player character’s actions.

**hr** – hour

**Interactions:** are simply actions that can be influenced, countered, or opposed by another entity’s action.

**lbs** – pounds

**LOS** – Line of Sight

**Mana** – the power of the magical forces of nature/supernatural embodied in an object or person.

**Maturity:** The age at which a being is considered to be an adult.

**Melee:** A hand-to-hand combat where each opponent is physically engaged. This includes: a fistfight, a sword fight, wrestling, but excludes projectiles and spells.

**mi** -- mile(s)

**min** -- minute(s)

**Mind:** refers to the part of an entity that knows and thinks.

**Missile Attack:** A projectile attack directed at a target. This includes but is not limited to: arrows, bolts, sling bullets, rocks, rifle bullets, etc.

**mo** -- month

**mph** -- miles per hour

**Natural Weapons:** Natural weapons are physically part of an entity. For example, a Shaolin Priest has his fists, elbows, knees and feet where a dragon would have claws, tail, breath weapon and bite at a minimum. They are considered weapons and can be used in melee.

**Non-Player Character (NPC):** A being in a role playing game whose actions are controlled by the GM.

**P** – permanent

**Player Character (PC):** A character whose actions and activities are controlled by a player (as opposed to the GM).

**PMoD** – is the power modification to the spell to vary a descriptor in the Codex, *e.g.*, casting time, duration range, AOE, VOE, and Outcome.

**Resistance:** refers to various traits that provide stressors to an interaction, see *Interaction*. The various resistance traits are not saving throws, see *ORS™ GM Guide* for more information.

**Skills:** craft, trade, or activity in which an entity has competence and experience. Skills improve with use and conversely decay with non-use. A complete list of skills can be found in the appendices of the *ORS Standard Rules™*.

**Social Standing:** of or pertaining to a particular society, *e.g.*, as a body divided into classes according to worldly status, *i.e.*, social rank.

**Society/Culture:** an enduring and cooperating social group whose members have developed organized patterns of relationships through interaction with one another. A society/culture is any community with established traditions, institutions, art, technology, activities and interests.

**Soul:** refers to the spiritual part of an entity as distinct from the physical.

**Spells:** Spells refer to magical affects against/on a target.

**Stressors** is a term that refers to all things that could modify an action, *e.g.*, weather, health, movement, visibility, skills, traits, alcohol and drugs just to name a few.

**Tagent:** is effectively a component for a spell. Tagents are used to key or tag a particular target. Once tagged the target and tagent are associated/coupled in a magical sense, *c.f.*, Divine Ether—Tagent.

**Target:** is an entity, place or thing that is the focus of an action. A target(s) also refers to entities and/or other things which a melee attack, missile attack or spell attempts to affect.

**Terra 1592:** The original *ORS* campaign setting.

**Traits** are flaws, talents, descriptors and affiliations that do not improve with use, but they can change with age. A complete list of traits can be found in the appendix of *ORS Standard Rules™*.

**VOE** -- Volume of Effect

**yd** -- yard(s)

**yr** -- year

**z-score:** A *z-score* represents the number of standard deviations away from the mean. For example, an Agility *z-score* of 1 would mean that an entity is 84% better than the rest of the population and a *z-score* of 2 would mean it is 98% better than the population.

### 3 ORS Codex™

At the dawn of time there was but chaos. This chaos was formless, limitless, powerful and unpredictable. Eventually, as we all know, the gods arose and began to shape the chaos to their will. All that we know today is the result of their labors. Within the very fabric of what we call reality, chaos still exists and lies waiting to be tapped. Tapped by those who have the will and way, the spell weavers. Spell weavers go by a variety of names: magus, hexenmeister, sorcerer, wizard, priest, shaman, and witch to name just a few.

This chaotic energy, arcane essence or simply magic has been studied for a millennium, the result is the Codex. The Codex is the distillation of all that is currently known of the Will and the Way. The Codex states that magic can be grouped into 28 categories, five of which can be thought of as “verbs” and 23 as “nouns”. The verb categories are: Create, Divine, Change, Destroy and Move. The remaining categories are Earth, Air, Fire, Water, Ether, Plant, Animal, Human, Supernatural, Extraplanar and Illusion. For ease of understanding Animal, Human, Supernatural and Extraplanar are further divided into Body, Mind and Soul. And Illusion is divided into Hearing, Sight, Smell, Taste and Touch.

The 28 categories are used to describe various aspects of magic. Each spell can be thought of as terse command or prepositional phrase. Thus, a “create fire” spell produces light, heat, or fire and a “change fire” spell transforms light, heat, or fire into a new shape or structure. A “Destroy by disintegration” spell disintegrates something or “Destroy with Fire Ball” tends to blow things up. “Move Lock” or simply “Lock” can magically lock a door.

ORS™ embraces all four of the classical stages of magic and even combinations thereof. The first and most primitive stage is magic performed by magic ritual, “Double, double toil and trouble; fire burn and cauldron bubble” (Shakespeare, MacBeth). The second stage of magic is performed with incantations, “Abracadabra, Dev and Chot”. The third stage involves gestures, primarily of the hands and fingers. The fourth and highest stage of magic, the supreme exponents, are wizards of pure thought, who need no words or gestures but their will alone to pierce the heavens. These wizards have even been known to wear armor and carry swords. Of course, only the most supremely gifted personages become wizards of the fourth stage.

Magic ritual was a prerequisite for all magic early in the development of magic. Even today *new* spells are only possible if one follows the time-honored research methods. For those who have no desire to research new spells or create potions they can simply ignore the magic ritual skill. Magic ritual and the various categories of the Codex are detailed further in this tome.

Using the Codex is an action. Like all actions they are modified by environmental surroundings, the characters Abilities, Skills and Traits. The Codex is not just a list of spells, although the unimaginative may use it as such. The Codex is a compilation of spell templates. A spell template is a verb-noun combination that specifies a generic spell; it also includes guidelines how it may be customized based on the situation and the player’s imagination. A player may decide to positively influence the outcome of a spell casting action by using Verbal, Somatic or Material (VSM) components. An example of this has already been illustrated in the *ORS Standard Rules™*. Here the *Mage* cast a *Surprise* (Create Sight Illusion) spell. He positively influenced the outcome of his spell as well as warned his fellow party members to close their eyes. Magical purists would never lower themselves to using VSM components as they feel only primitive spell casters use components.

The Codex should not be interpreted as a set of rigid rules and stipulations. The Codex is evolving as knowledge progresses. In fact, many debate the *Animal* noun category. The animal category encompasses animals, as well as insects, jellyfish and worms. Some theorize that should those nouns be broken out, additional insight/power could be obtained. The GM has the capability to change things as fits his world.

The ORS Codex™ spells are not tied to a PC’s level as ORS is level-less. It is theoretically possible that a young inexperienced caster could attempt and

successfully cast a very powerful spell. Of course, he very likely could die in attempting such a foolish act as well. The character’s Mana score indicates how much magic he can tap into. More specifically it is the rate at which he can use raw Chaos. Using a fire hose analogy, a character with a low Mana score would only have a trickle of water exiting his hose whereas a character with a high Mana score might have a deluge exiting his hose. A character’s skill in using the various parts of the Codex indicates his limits on manipulating raw Chaos.

The Mana trait is the most important factor in determining to future potential of any spell weaver. As stated in the *ORS Standard Rules™* traits in general do not improve with use and they cannot be taught, but Mana **does** improve. An entity with a Mana rating of 2.0z would be in the top 2.5% of all spell-weavers.

Tapping into one’s Mana is exhausting to one’s mind and soul. In some situations, a character may decide to cast a spell knowing full well that his exhaustion pools will not cover it. Depending on his Abilities, Skills and Traits he will be successful but once his exhaustion pools are depleted, he will take actual physical damage until the energy balance has been satisfied. Where exhaustion pools are replenished fairly quickly, actual damage can take much longer to heal.

Understanding of the *Codex* and *Magic Ritual* **must** come from formal training. Once an entity has completed his initial training he may continue on his own. This usually occurs at maturity after serving an apprenticeship. In the total recorded history of magic there has never been a case of a *Wilder* surviving into maturity. This seems to imply that the Gods initially gave the gift of magic to man. In any case, characters must have a mentor. All mentors are not created equally, some are good, and some are not. Some mentors will only teach the higher aspects of magic to their truly gifted students. Obtaining spell templates and assembling a complete spell book can be problematic.

### 3.1 Spell Books

Every active spell caster has one or more spell books. Normal spell books tend to be 8 ½ inches wide, 11” tall and 1” thick and weigh 2 pounds. They are bound in leather, contain 100 pages, and weigh two pounds. A page can contain no more than one spell. A *Traveling Spell Book* is magical, see *ORS GM Guide™*, and is enchanted for size/weight. These spell books contain the caster’s personal notes on every spell he knows.

Most spell casters desire to add spells to their spell book because when they finished their apprenticeship they only have a few spells in their spell book, see *ORS GM Guide™*. This fact provides extra motivation to adventure with the hopes of finding and adding to their personal spell book. It is important to note that spells cannot be ‘cast’ out of another’s spell book it must first be internalized, and personalized notes must be transcribed into the caster’s personal spell book.

To add new spells to the caster’s personal spell book requires learning the spell from another caster or from another spell book. A scroll containing a spell is not a spell-book template and cannot be inscribed a spell book. Internalizing a spell requires casting it five times in a row successfully, with no positive stressors other than *Meditation* or *Prayer* skill zScore. This can only be attempted once per day. This process can be difficult but is required to internalize the spell; *ORS™* does not require casters to preselect and memorize spells they can cast any spell in their personal spell book.

### 3.2 Spell Templates

As mentioned earlier the *ORS Codex™* is not just a list of spells, instead view them as spell templates. A spell template is a verb-noun combination that specifies a generic spell and includes guidelines how it may be customized based on the situation and the player’s imagination. Spell templates can also be used as is. *Spell templates are meant to represent the minimally viable spell, to achieve any meaningful outcome.* Spell templates can be customized in general, specific and absolute ways. Absolute customization is the creation of new spell templates. *Dreamborn™* highly encourages players and GMs to create new spell templates for eventual inclusion into planned quarterly updates of the *ORS Codex™*. The specific customization is based upon the spell and is discussed

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within the template description. General customization that covers most spells is detailed here.

Most players and GMs are a little confused by the PL of the various ‘spells’ presented in the Codex. Almost all the templates (Verb/Noun) have a PL=1. This was done on purpose. This is not the spell level; *ORS*<sup>TM</sup> has no spell levels. Each Codex template is the minimally viable spell. In other words, they represent lowest PL required to achieve virtually any useable result. Casters desiring anything more must increase the power/mana of the spell. As explained below, this involves *PMods*, on range, scope, duration, casting time and outcome. Each of these descriptors are discussed below.

## 3.2.1 Target

Each spell has one or more targets. The definition of the target should be apparent from the spell description and is based on whether the outcome of the spell impacts individuals or the environment. For example, a *Sleep* spell targets individual entities, where a *Fireball* spell targets a point that defines a volume. Another way to view this is that a *Sleep* spell affects specific individuals, and a *Fireball* produces and effect to the environment. The definition determines the number of required action rolls. A spell requires an action roll for each entity it affects, and a single action roll is needed to determine how the spell effects the environment.

## 3.2.2 Range

The range is defined as the line of sight (LOS) distance from the caster to the target. The range can be varied from that listed in the template as  $R_D/R$ , where  $R$  is the range listed in the template and  $R_D$  is the desired range. For those spells that have a range of *touch*,  $R = 0$  ft and cannot be modified. For example, if the range specified in the template is  $R=40'$  and the player wants to cast it  $70'$  then the *PMod* is  $70/40 = 1.75X$ . If the range varies other than linearly, the template description will specify this.

Success of a *touch* spell depends on the target entity. If the target is willing there is not an issue. If the target is unwilling, success is determined by the outcome on the *Striking/Blocking* skill. Many spell casters learn this skill to aid spells requiring touch. Depending on the circumstances other *Natural Weapon* attack skills could be used as well. Depending on the spell the caster may need to touch the skin/body of an entity and this may require a called shot. Devious spell casters have been known to avoid this problem by shaking hands in a social situation. Clothing, armor, gloves, hats, etc., can potentially mitigate a *touch* spell.

## 3.2.3 Scope

Scope defines what the spell impacts. This could specify an area, a volume, a spell, a weight, or an item or individual. Depending on the spell the area could be restricted to a circle or a triangle. Similarly, the volume could be limited to a sphere, hemisphere, cylinder, or a cone. A circle or a sphere are always defined at a point in 3D space with particular radius. The spell description defines how the scope is determined. The default AOE is horizontal with respect to the caster and can be changed with a Specific *PMod* 1X/45°.

## 3.2.4 Concentration (C)

Some spells, indicated by a ‘C’ as part of the duration, can be maintained past their specified duration if the caster uses additional exhaustion points to maintain the spell. These exhaustion points must be paid at the end of each duration period to maintain concentration. The additional exhaustion points are the *PMods* used the cast the spell not including those for modifying *Casting Time* or *Outcome* as the spell has already successfully happened. In general, concentration may be maintained (0z stressor) while slowly walking over smooth terrain in a non-chaotic environment. Performing additional actions while maintaining concentration suffers a cumulative -1.0z stressor on the action roll, e.g., walking while maintaining a spell suffers a -1.0z, walking and talking while maintaining a spell suffers a -2.0z; and walking, talking and using active awareness results in a stressor of -3.0z. If the additional action involves casting spells that are *chained* refer to *Combining & Chaining Spells* below. Concentration is broken when a subsequent action roll results in a failure.

## 3.2.5 Duration

The duration is the amount of time a particular spell effect lasts, in seconds, minutes, etc. The duration may be varied with a *PMod* of  $t_D/t$ , where  $t$  is the template duration and  $t_D$  is the new desired duration. The duration of spells with a ‘C’ as part of the duration can only be extended using the concentration rule.

## 3.2.6 Outcome

The outcome of a spell is defined as the result of a spell casting action. This is dependent of caster’s/target’s abilities, traits and skills and other stressors. *ORS*<sup>TM</sup> allows the player to add an additional stressor to improve the result. An increased affect can be achieved by increasing the *PMod*, e.g., an additional 1X, 4X, 9X, 16X, etc., would obtain a +1, +2, +3, +4z casting action stressor. This can turn what would normally be a failure into a smashing success.

## 3.2.7 Power Level

This number indicates the base power level of the spell as specified in the template. The power level is directly related to the amount of chaos that must be shaped for a minimally viable spell to succeed. It is also representative of the amount of effort and therefore exhaustion resulting from casting this type of spell requires. The power level of the spell is constant. *PMods* can be used to modify all other aspects of the spell including casting time.

## 3.2.8 Cost

The cost of casting a spell is paid by depleting the *Mind* and *Soul* Exhaustion pools. Both pools are depleted by the same amount based on the spell templates PL and the customized *PMods* as follows:

$$Cost = PL \left( \left( \sum_{i=1}^{numMods} PMods_i \right) - 2 \right) + PP_{castTime}$$

Where  $PMod_i$  are the mods for scope, range, duration, specific and outcome respectively.

## 3.2.9 Casting Time

The Casting Time is a function of the power level of the spell, the z-score for a casting action and is detailed under actions and mana in the *ORS*<sup>TM</sup> *Design Document*. Without any modifications the casting time is:

$t_{cast} = PL / (3 + Z_{Spell} + Z_{Mana})$  minutes. A spell caster can decrease this time by applying a *PP* just to casting time, e.g.,  $t_{cast} = PL / ((3 + Z_{Spell} + Z_{Mana}) PP)$  at the expense of increasing the associated exhaustion and the application of a negative stressor, see the *ORS*<sup>TM</sup> *GM Guide* for stressors when performing snap casting. To paraphrase Wyatt Earp, “Fast is fine, but accuracy is everything. In casting spells, you need to take your time in a hurry.” When this time expires the mage can cast the spell or they can hold the spell and do nothing else until a specified opportunity presents itself, see *Opportunity Fire* in the *ORS*<sup>TM</sup> *Standard Rules*.

## 3.2.10 Example

If it is not clear already an example will help to crystalized things. Let us take the following situation: You and your party are in a 5’ wide x10’ tall hallway and see a group of humanoid entities 75 feet away. They are all milling around in a large (20’x20’x10’ tall) room and are all within 20 feet of each other. For reasons known only to yourself you want to blast them to smithereens with a fireball, with a +2z outcome stressor. Your mage has knowledge of *Create-Fire: Fireball* spell (Combined Noun/Verb is 1.5z) and a 1.67 Mana. The following *PMods* would be needed for this power level 3 spell: the range is 1.07X and the outcome modifier is 4X. You spend 148 seconds casting the spell which succeeds; the spell goes off, totally encompasses the room and spills out 9 inches into the hallway. You ended up expending 15.21 exhaustion points.

## 3.3 Magic Rituals and Components

The manipulation of chaos may be done in many ways. There are proponents of each and debates between the multiple camps can be quite heated. The most primitive, time consuming and controllable is performing a magic ritual. The most advanced and quickest way to achieve control over chaos is to use nothing but the *Will and the Way*. A good description of magic ritual can be found in the

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*ORS Standard Rules*<sup>TM</sup>. The *Will and the Way* is simply the manipulation of chaos to perform magic with nothing but one's mind and desire. Between these two extremes is the manipulation of magic using components. The *ORS GM's Guide*<sup>TM</sup> provides specific details on the benefits and even examples of the various forms of magic.

All spells in the Codex may be cast with Verbal, Somatic and Material (VSM) components, either singularly or in combination. Components can be combined, *e.g.*, a spell weaver inscribing a circle of protection may qualify for using both a material and somatic components. None of the spell templates list any specific components required, it is assumed that the GM will insure VSM are applicable and related to the spell being cast. Verbal components must be spoken in a talking voice or louder, whispering is not allowed.

The use of an entity's *true name* is considered a verbal component. Everything in the multi-verse has a true name. A true name is a unique set of sounds and cadences that is attached to an entity; the subtle tones, frequencies and pronunciation make it unique. If you know an entity's true name you can create a magical link with that entity in the same way you can use hair, blood and fingernail clippings in a magical ritual. Wizards tend to collect true names of entities for possible future use, trade, or sale. A wizard's collection of true names is highly prized, and they will guard them carefully.

The art of magic resides in the creative application and performance using components. In fact, researchers have discovered that methods and techniques of using components can sometimes be used to identify a character's race and mentor. A *bard* almost exclusively uses his voice or an instrument to supplement his magic. Possible VSM components include: *Acting, Circle Lore, Dancing, Drawing, Language, Signaling, Mimicry, Play Instrument, Poetic Improvisation, Propaganda, Psychology, Public Speaking, Seduction, Singing, Slight-of-hand, Tale Telling, and Ventriloquism* just to name a few. In fact, the creative use of skills and components can often magnify a magical affect. A classic example is Galadriel's Mirror (Tolkien, 1965), where the silver basin is the material component for *Clairvoyance*. A naive target(s) of a spell is often his worst enemy. His mind often exaggerates the effects of a spell in a type of psychological submission.

In general, using components make the spell easier to cast (positive z-score stressor) with an associated increase to the casting time. Additional, details can be found in the *ORS<sup>TM</sup> GM Guide*.

## 3.4 Environmental Surroundings

As mentioned earlier, casting a spell is an action and is modified by environmental surroundings, *a.k.a.*, Stressors. In addition to the normal environmental stressors mentioned in the *ORS Standard Rules*<sup>TM</sup> and *ORS GM's Guide*<sup>TM</sup> there are some that are specific to magic. Daytime and nighttime can provide positive or negative stressors depending on the spell and target. Ethically good entities will find their spells are more powerful during the daylight hours while evil entities love the night. This is true whether the entities involved can actually see the daylight or not. Similarly, the time of the year and the position of the moon and planets also can influence the outcome of a spell, *e.g.*, All Hallows Eve is when the barriers between the planes are the weakest.

Elementalists, those who use the nouns or earth, air, fire, water and ether can have a positive or negative stressor depending on the relative availability of an element, *e.g.*, casting a *Displace Water* spell in an area with no nearby fluids would probably have a -6z stressor, *i.e.*, impossible. On the other hand, casting Water bolts at the edge of a river or lake might be equivalent to tapping into a ley-line, see Places of Power.

Finally, crossing a threshold of a home or consecrated building uninvited can have serious negative ramifications. It should be understood there is a difference between a home and a house. A house is just a building where a home has physical, emotional, and spiritual connections to those who live and who have lived there. Only someone who lives at a home can invite you to enter.

## 3.4.1 Places of Power

A particular set environmental stressors need to be discussed further, and they are places of power (PoP). PoP are geographical zones, of various sizes, possessing energy fields that are of importance for those who deal with mana. Places of power are directly associated with a particular noun(s) and influence the casting of spells associated with a particular noun(s). In the introduction of each noun category relevant places of power will be mentioned. A particular geographic location may be associated with multiple nouns. These locations are highly prized by magic users and are frequently inhabited and will be defended.

PoP are ley lines, nodes, sources and massive quantities of one of the classical elements. Any entity within 1000 feet of a PoP receives a temporary modification to their Mana which includes an associated temporary modification to their *Mind* and *Soul* exhaustion pools. If an entity attempts to use a *Codex-Noun* directly opposed to the PoP the Codex stressor is negative, *e.g.*, Water and Fire, Earth and Air. Ley lines connect sources, nodes are intersections of ley lines. Sources are all one of the following Nouns: Earth, Air, Fire, Water, Ether, Plant, Animal, Human, Supernatural or Extraplanar.

## 3.5 Combining/Chaining Spells

*ORS Codex*<sup>TM</sup> is very flexible. Depending on the adventure, characters may have the desire to combine and/or chain spells. This is possible within *ORS*<sup>TM</sup> and can be thought of casting one or more spells in parallel (combining) or one right after the other in series (chaining). The power requirements are equivalent to the case where the spells are each cast separately. Combining spells has a cumulative casting time and a cumulative -0.5z stressor for each spell. Chaining any number of spells only has a fixed -1z stressor for the chained spells. Good examples of this are applications of the Illusion spells. Here a spell weaver may desire to create an illusion with both visual, tactile and audible aspects, *i.e.*, create- (sight, touch & sound) illusion. The spells are cast simultaneously with a -1.5z stressor. An example of chaining spells is where one would create visual illusion (sight) illusion, followed by a (sound) illusion and then casting a tactile illusion. In this example the action stressor is -1z for the chaining *sound* and then -1z for later chaining *touch* allowing the spells to be synchronized. It is basically a tradeoff between total casting time versus difficulty. The following example illustrates a detailed example:

A caster currently under a +3 Bless, with a combined *Verb/Noun* score of 1.3z and a 1.25z *Mana* wants to *Sleep* seven ogres in a cavern from a location that is on average 75 feet away from the targets and he wants to get the combined spell off in 60 seconds. The *PMods* for each spell are calculated: range is  $75/50=1.5X$ , the casting time is calculated based on an average casting time of 8.57 seconds which results in 3.39 PP per ogre, for a total of 23.73 exhaustion points. The Noun zScore has stressors of +3 for Bless and -3.5z for combining. The combined spell successfully goes off in 60 seconds and the player then rolls 7 action rolls resulting in 5 of the 7 ogres falling to the ground in a magical sleep lasting for 1 minute. The caster sighs as the rest of his party charges into the room engage the two non-slept ogres and slay the slept ogres.

## 3.6 Joint Casting

When multiple casters wish to combine their efforts on a spell they effectively 'magnify' their power. The leader is defined to be the one with the best *Mana* and spell zScore. An example of a joint casting effort would be affecting weather over a much larger area and intensity or using the *Element Resistance* to dome a city. Joint casting begins with the leader casting the *Meld Mind* spell. The example below should help clarify this.

### 3.6.1 Examples

- Let's say a group Mermen wish to create a new underwater city. The first step involves a mage successfully casting a *Change-Water: Permanence* spell with additional *PMods* to the Outcome to minimize the chance of *Dispelling* the dome. The next step involves another group of 16 Mermen erecting a dome using *Create-Water: Element Resistance*. The leader has a +2.1z in both *Mana* and combined Noun/Verb skill zScore. They need to increase the radius from 5 to 2000 feet. But because it is a dome this

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would be divided by 2, see *Scope* mods. Finally, because this is a joint casting effort the spell cost and casting time is further divided by  $2^{(16-1)}$  for a total of 975.81 PP. The spell takes 2.26 hours to cast and each caster takes 60.99 points of exhaustion to their *Mind* and *Soul* pools. Then over the course of many days the city's infrastructure would be built and when complete the task of displacing the water (*Move-Water: Displace*) would need to be cast to make it habitable to air breathers. Phew what an accomplishment!

- In May 1588 Spain launched an armada of 130 ships as part of a planned invasion of England. Unbeknownst to the Queen, loyal English spellcasters joined together to raise a storm (*Change-Air: Precipitation*) and (*Move-Air: Wind*) that delayed the invasion for almost two months and gave the English time to prepare. In July the superior naval skills of the English along with more 'Storms' battered Spain's fleet and over a half of them were sunk or damaged. The Spanish retreated around Scotland and Ireland and limped back to Spain.

### 3.7 Awareness

The probability that an entity is aware that a spell was cast on it depends on the *Spell* and the entities Active or Passive awareness skills.

### 3.8 Wall, Bolt & Ball Spells

This section provides some general guidelines on Wall, Bolt and Ball Spells. All of the five-classical elements have an associated wall, bolt and ball spell. As with all spells, all *PMods* must be declared and expended before the spell is cast. Bolt and ball spells will do damage (physical and structural) to all objects and entities within the VOE.

Normal bolt spells affect only a single target and travel straight line as directed by the caster. Bolt spells, unless otherwise indicated, have a standard velocity of 100 fps or around 70 mph. Magical lightning is powerful and destructive but is nothing compared to actual lightning, see *Call Lightning*.

Ball spells have a VOE and affect everything equally throughout, the VOE. If constrained the Ball spell will fill a room up to its volume. Ball spells have a standard velocity of 70 fps or around 50 mph. Should a ball hit an obstruction (or be hit) on its way to its target it will instantly explode at that point.

Walls must rest on a solid surface. Walls can only displace liquids and gases that are less dense than the wall. All *Wall* spells can be brought down with a successful *Destroy Magic* spell and they can be easily circumvented using a *Element Resistance* spell. Many *Wall* spells can also be demolished with the properly applied effort, see the *Wall* spell in question.

### 3.9 Summoning Spells

The Codex allows the caster to *Summon* multiple types of entities, *e.g.*, Elementals (Earth, Air, Fire, Water), animals, humans, supernatural entities and extraplanar entities. Most of the entities summoned do not appreciate being manipulated to answer the caster's call. Being compelled to do some menial task can anger them even more. Most veteran casters use these spells sparingly and take various precautions to ensure their safety.

Most casters rely on a hybrid *Magical Ritual*, they use summoning circles/pentagrams to protect themselves and contain the entity being summoned. Some casters use multiple circles to achieve a multi-layered defense, even adding runes and symbols to increase their defense or strength. This involves successfully using some or all of the following skills, *Magic Ritual*, *Circle Lore*, *Symbol Lore*, *Planar Lore*, *Fauna Lore*, *Supernatural Creature Lore* and *Extraplanar Creature Lore*. Summing an entity can be the end goal or just the first step of their plan.

Once summoned the entity needs to be compelled, coerced or controlled otherwise they may just leave, or they may run amok and vent their anger on whoever is nearby. This control can be accomplished with skills and spells. Some of the applicable skills have already been mentioned, others include:

*Bribery*, *Diplomacy*, *Duping*, *Handling*, *Herding*, a common *Language*, *Leadership*, and *Psychology* just to name a few. Magic is usually the preferred method in obtaining control of a summoned entity. Many spells within the Codex can be used but some of the most frequently used are *Calm*, *Charm*, *Control Undead*, *Domination*, and *Suggestion*.

### 3.10 Damage & Healing

*ORSTM* models damage by location, type of damage and severity. The actual categories are dependent on the physiology of the entity. For means of illustration examples will be given for a humanoid type entity. The type of body damage for a humanoid entity has been grouped by skeletal, tendon and joints, circulatory, organ, nerve and bruises / contusions. The severity of a wound has been grouped as light, medium, serious and critical (life threatening). Examples of light *Body* damage are bruises and contusions, where light *Mind* damage would be stun. Examples of medium body damage include minor burns and frost bite, minor sprains and strains and minor fractures. Examples of serious damage include major ligament, tendon and muscle damage, minor organ damage and major fractures. Examples of life-threatening damage include heavy uncontrolled bleeding, major organ damage, critical fractures and major nerve damage.

The actual groupings are determined within *ORSTM* at a higher level of fidelity but to speed game play the user's options have been grouped in a smaller number of categories.

The character can mitigate non-permanent damage due to injuries using mundane and magical means. Given time, a living body has an amazing ability to heal itself. Often an adventuring character does not have the luxury of time. In those situations, various skills can be utilized to speed the body's natural ability to heal. Finally, when mundane skills prove inadequate, magic may be employed. The goal of higher-level magical *Healing* is to reduce the wound to a state whereby the body can naturally heal itself, and when required total and absolute healing. For example, magic can align and mend bones, it can draw severed muscles and tissue together it can also lessen or eliminate damage to organs and nerves. It should be noted that magical healing can be assisted by mundane healing, *e.g.*, if a fractured bone has been set using *Medical Aid*, the required power for magical *Healing* will be decreased.

### 3.11 Modify Abilities and Skills

The *ORS CodexTM* will not duplicate any ability or skill found in the *ORS Standard RulesTM*. Instead, it will use the existing framework, *i.e.*, magic isn't a means to circumvent skill usage. For example, if the player wants to speed his character's movement rate, he will do that by modifying the character's body ability *Speed* using the *Change Ability Spell*. Similarly, if the player wishes to have his character speak to the centaur, he will use a *Change Skill Spell* to enhance his character's speak centaur language skill. **Effectively these two spell templates, (*Change Ability Spell* and *Change Skill Spell*) add hundreds of spells to the Codex without needless duplication.** If you notice a spell that appears to duplicate a skill it should be substantially different, if it isn't let us know. Finally, if a character is the recipient of two identical modifications, *e.g.*, two positive speed modifications the two spells will interact and the one with the best outcome will be active.

### 3.12 Modification of Traits

Like ability and skill modification, the *ORS CodexTM* allows modification of an entity's traits using the *Change Trait* spell. Complete descriptions of the traits can be found in the *ORS Standard RulesTM* and will not be repeated here. Remember traits are flaws and talents that do not improve with use. Traits can be temporarily modified but only a *Wish* or Divine intervention can permanently change a trait. For example, if an entity has a low resistance to disease, he might catch a particular disease many times. Another example would be an entity that is allergic to horses, magic might inoculate them for a season, but they will still be allergic to horses.

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In addition to 'continuous' talents and flaws many personal descriptors can be modified using the Polymorph spell, *e.g.*, height and weight. For the imaginative player even some of the 'discrete' traits can be changed/modified, *e.g.*, the *Age* spell could obviously affect an entity's age span, gestation period, reproductive rate and even sleep required.

### 3.13 Death Curse

All entities that have any skill with the Codex are able to cast a *Death Curse* upon another entity. It is so named because in almost all cases it will be the last spell the entity will ever cast. The spell cast can be from any *Noun* and *Verb* combination known to the spell weaver. The spell will be cast as if the entity were at 0% Exhaustion and %100 Health in Mind and Soul categories. After the spell has been cast, the casting entity will be at 100% Exhaustion and 0% Health in Body, Mind and Soul categories. The amount of energy released during a *Death Curse* can be immense, and most knowledgeable entities will seek to avoid being a recipient.

### 3.14 Planes of Existence

It is said that there are an infinite number of planes of existence. Mortals in their attempts to comprehend the nature of the Cosmos have categorized them in the Upper planes, the Inner planes and the Lower planes. The Inner planes consist of the five classical elements (Earth, Air, Fire, Water and Ether), which are surrounded by the Astral plane. The planets, *e.g.*, *Terra*, are an intersection of all the five classical elemental planes and are sometimes erroneously referred to as the Physical Plane, Material Plane or the Prime Material Plane. The Upper and Lower planes are frequently referred to as Heaven and Hell. Additional information about planes can be found in the *ORS GM's Guide*<sup>TM</sup>.

### 3.15 Verbs

Verbs are the manner in which those manipulating chaos, shape magic.

#### 3.15.1 Create

This category allows you to bring something into existence, *a.k.a.*, conjuration and evocation. It is a product of imagination and the manipulation of chaos.

#### 3.15.2 Divine

This category allows the spell weaver to discover information by divination. Divination can be accomplished using various material methods, *e.g.*, crystal balls, tarot cards, sticks, tea leaves, gleefully rooting around in the steaming entrails of freshly dead animals, dice, palms, etc.

#### 3.15.3 Change

This category brings about changes in living and non-living things, *a.k.a.*, transformation, transmutation, and enchantment. It can affect the body, mind or soul.

#### 3.15.4 Destroy

This category is the opposite of Create. The ultimate goal of those using this type of magic is to render something ineffective or useless, *e.g.*, damage, injure, extinguish and kill. An old adage states that it is easier to destroy than to create.

#### 3.15.5 Move

This category involves manipulating objects, entities, emotions, etc. from one place or position to another.

## 3.16 Nouns

The nouns are the elements and entities against which the magic is acting.

### 3.16.1 Earth

Earth is one of the classical elements and is considered both cold and dry. The Earth noun as defined in the *ORS Codex*<sup>TM</sup> includes raw components and refined components. Examples of raw components include: rocks, sand, dirt, gems and minerals. The refined components include: statues, swords, armor and jewelry.

### 3.16.2 Air

Air is one of the classical elements and is considered both hot and wet. The Air noun as defined in the *ORS Codex*<sup>TM</sup> includes air, wind and to a certain extent weather. Precipitation requires that correct atmospheric conditions. Air also includes various naturally and created gases, *e.g.*, sulfur gas spewing from a volcano and chlorine gas manufactured in an alchemist's laboratory, etc. Spell weavers can manipulate existing storms as well as create new storms.

### 3.16.3 Fire

Fire is one of the classical elements and is considered both hot and dry. The Fire noun as defined in the *ORS Codex*<sup>TM</sup> includes fire, heat and light.

### 3.16.4 Water

Water is one of the classical elements and is considered both by wet and cold. The Water noun as defined in the *ORS Codex*<sup>TM</sup> includes all manner of liquids. Furthermore, water also includes the solid forms of water, *i.e.*, ice, snow and hail. Precipitation falls under this noun. This noun does not work on entities regardless the amount of water they contain.

### 3.16.5 Ether

Ether is the last of the classical elements. Aristotle added it on the principle that nature abhorred a vacuum. Ether is a substance that fills all space. Ether is the element most closely related to primeval chaos.

### 3.16.6 Plant

The Plant noun actually incorporates the current kingdoms of Monera, Protistia, Plantae and Fungi. It is equally applicable whether the plant is alive or dead.

### 3.16.7 Animal

This category affects animals of all kinds. Animal actually encompasses three categories:

- ◆ Animal-Body category allows spell weavers to heal, enhance or harm an animal's body.
- ◆ Animal-Mind category allows spell weavers to manipulate, memories, thoughts and emotions of animals.
- ◆ Animal-Soul category affects the souls, mettle, courage, vigor, will, etc., of animals in various ways.

### 3.16.8 Human

This category affects humans and humanoids. Human actually encompasses three categories:

- ◆ Human-Body category allows spell weavers to heal, enhance or harm the human body.
- ◆ Human-Mind category allows spell weavers to manipulate, memories, thoughts and emotions of humans and humanoids.

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- ◆ Human-Soul category affects the souls, mettle, courage, vigor, will, etc., of humans and humanoids in various ways.

### 3.16.9 Supernatural

Supernatural encompasses creatures and monsters, *e.g.*, dragons, giants, undead and werewolves. Supernatural actually encompasses three categories:

- ◆ Supernatural -Body category allows spell weavers to heal, enhance or harm the physical body of a supernatural creature or monster.
- ◆ Supernatural -Mind category allows spell weavers to manipulate, memories, thoughts and emotions of supernatural creatures and monsters.
- ◆ Supernatural -Soul category affects the souls, mettle, courage, vigor, will, etc., of supernatural creatures and monsters in various ways.

### 3.16.10 Extraplanar

Extraplanar encompasses creatures and monsters, *e.g.*, elementals, devils, demons and others from different planes of existence. For elementals there is some overlap with the nouns of Earth, Air, Fire and Water. Extraplanar actually encompasses three categories:

- ◆ Extraplanar -Body category allows spell weavers to heal, enhance or harm the physical bodies of extraplanar creatures and monsters.
- ◆ Extraplanar -Mind category allows spell weavers to manipulate, memories, thoughts and emotions of extraplanar creatures and monsters.
- ◆ Extraplanar -Soul category affects the souls, mettle, courage, vigor, will, etc., of extraplanar creatures and monsters in various ways.

### 3.16.11 Illusions

This category covers the magical art of illusions and phantasms. Illusion actually encompasses five categories, one for each of the senses. The illusion group is one of the nouns that can be combined, *e.g.*, spell weavers can create illusions which include aspects of all five senses which creates a form of virtual reality.

- ◆ Illusion-Hearing category includes all audible aspects of illusions and phantasms.
- ◆ Illusion-Sight category includes all visual aspects of illusions and phantasms.
- ◆ Illusion-Smell category includes all olfactory aspects of illusions and phantasms.
- ◆ Illusion-Taste category includes all palatable aspects of illusions and phantasms.
- ◆ Illusion-Touch category includes all tactile aspects of illusions and phantasms including the sense of gravity.

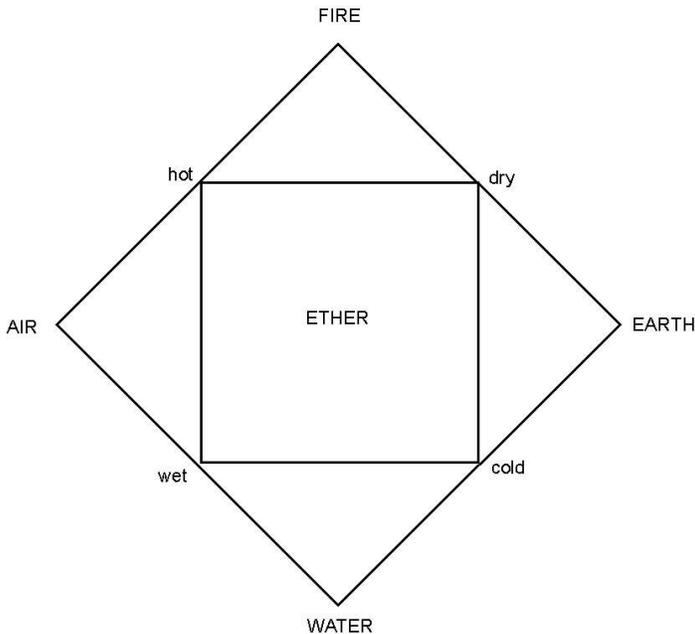
## 3.17 Limits of Magic

Spells cannot change the past, but they can be used to alter or negate the result of some prior happening. If, for example, someone has been disintegrated, nothing short of divine intervention can change that fact: he has been disintegrated. The result of this occurrence, however, can be nullified by a *Wish*, which causes the body of the victim to be reintegrated.

Spells cannot directly affect the future, except in the sense that everything that will happen is a direct result of what is and has been happening. A Spell has no power to affect anything except at the precise moment it is uttered. Finally, magic is bound by the physical laws of the universe in which it is used.

# Section II: Elemental

The Elemental section of the Codex contains the classical categories of Earth, Air, Fire, Water and Ether. Many ancient philosophies used a set of classical elements to explain patterns in nature. The *ORSTM* categories help explain patterns in magic as discovered by the ancients. The *ORSTM* categories are basically the classical Greek elements plus the Aristotle quintessence addition of Aether, hereafter referred to as ether.



## 4 Earth Magic

Earth is one of the classical elements and is considered both cold and dry. The Earth noun as defined in the *ORS Codex™* includes raw components and refined components. Examples of raw components include: rocks, sand, dirt, gems and minerals. The refined components include: statues, swords, armor and jewelry. In addition to Codex Lore this category can be enhanced with the Planar Lore (Earth) skill. The entire *Plane of Earth* (inner plane) is considered a *Place of Power* (source) and a *Gate* spell can temporarily create *Ley Line* to the plane. Other places of power associated with active or dormant earth magic include mountain ranges, and the edges of the continental and oceanic plates.

### 4.1 Create Earth Spells

#### Attunement

**Power Level:** 2                      **Scope:** 1 item  
**Range:** touch                      **Duration:** P

**Description:** The caster is able to create a bond to a magical item primarily derived from the earth, *e.g.*, metal, stone, gem. Once the attunement has succeeded, he may transfer the attunement to a third party to which he has previously successfully cast an *Imprint Mind* spell with an additional 2X *PMod*. Attunement is usually only required for magical items that require some form of control or activation to use, *i.e.*, this would not be required for a magical armor.

#### Earth

**Power Level:** 1                      **Scope:** 1 ft<sup>3</sup>  
**Range:** 10 ft                      **Duration:** P

**Description:** The caster is able to create fertile earth up to the VOE. The earth cannot be created inside any entities. If the earth is not contained it will slump into a pile. The fertility is based on the caster's entity type, *e.g.*, humanoid. A *PMod* of 2X is required for earth compositions different than those required by the caster and has a stressor of the appropriate Lore skill.

#### Element Resistance

**Power Level:** 1                      **Scope:** 5 ft radius sphere  
**Range:** 0 feet                      **Duration:** 10 min

**Description:** The caster creates a sphere around himself that is able to resist damaging effects (weight, composition, temperature) of naturally occurring earth and stone. All entities within the VOE are likewise protected. The surface area is permeable to oxygen and impermeable to earth and stone. Any earth within the VOE can be removed via a *Displace* spell. Magically enhanced earths require an additional 2X *PMod*. Temperature resistance is ambient  $\pm 70^\circ$  Fahrenheit, additional temperature resistance can be obtained with increase in power, *e.g.*, a *PMod* of 2X and 3X would allow resistance up to 140° and 210° respectively.

#### Engraving

**Power Level:** 1                      **Scope:** 1 ft<sup>2</sup>  
**Range:** touch                      **Duration:** P

**Description:** With this spell the caster can engrave metal, stone, glass, ceramics with writing and/or images. This spell is sometimes used in conjunction with the *Symbol* spell. The skill of the engraving is based on the caster's *Scribing* and/or *Drawing* skills. If successful the spell does not damage the object but a failure can damage an object or in extreme cases ruin it.

#### Spell Defense

**Power Level:** 1                      **Scope:** 5 ft radius sphere  
**Range:** 0 feet                      **Duration:** 10 mins

**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Earth Magic. The *PMod* of the spell is directly related to the quality of the defense. This spell and the incoming Earth spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Wall

**Power Level:** 1                      **Scope:** 300 ft<sup>3</sup>  
**Range:** 50 ft                      **Duration:** 10 mins

**Description:** The caster is able to create a linear triangular shaped wall of loose earth with the dimensions specified by the caster up to the VOE where the height of the wall can never exceed the base of the wall, *e.g.*, a 6' tall wall would be 16.7' long. Care must be taken to ensure stability. The wall can be curved, or circular with an associated *PMod* modification of 2X and 4X respectively. The wall can be created of stone or iron using a 2X or 4X *PMod* allowing the base requirement to shrink by 33% and 66% respectively. Earth, clay, stone or iron walls can be scaled with a 25%, 50%, and 75% decrease in movement rate and can be breached by applying more than 75, 150, 200, 250 points of physical damage per foot of thickness.

### 4.2 Divine Earth Spells

#### Connections (Reversible)

**Power Level:** 2                      **Scope:** caster  
**Range:** 1000 ft                      **Duration:** 1 min

**Description:** This spell will reveal associations (connections) between an object/target (primarily made of earth, stone or metal) known or touched by the caster and the world. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the

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object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities that want the object/target.
2X	Last entity to have touched the object.
4X	Owner of the object.
7X	Creator of the object.

## Environmental Conditions

Power Level: 1

Scope: 800 ft<sup>3</sup>

Range: 100 ft

Duration: C + 1 second

Description: The caster is able to detect mundane environmental conditions having to do with Earth within the VOE. Examples include: weight, size, pressure, temperature, porosity, composition, moisture content, etc. The caster may determine two conditions every second.

## Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Earth magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

## Path (Reversible)

Power Level: 2

Scope: isosceles triangle, base of 5.2 ft

Range: 100 feet

Duration: C + 2 min

Description: Caster detects the location(s) and course of any "path(s)" within AOE, which is an isosceles triangle with a height equal to the range. The caster can rotate 5° every second. The spell does not reveal the destination of a path unless it is within AOE. A path is defined as either: a mundane path, track, way, or road. The reverse of the spell attempts to mask/hide a path within the AOE from magical detection.

## Poison (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of poison in earth within the VOE. The definition of poison is based on the caster's entity type, *e.g.*, humanoid. A human detecting Poison in the Earth for Supernatural or Extraplanar entities has an associated *PMod* modification of 2X and a stressor of the appropriate Lore skill. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The reverse spell attempts to mask/hide the poison from magical detection.

## Story

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The classical elements cannot talk, but they have awareness of a sort, and very long memories. By means of this spell the caster is able to experience what has recently transpired (1 day window) around the target point. The experience is one of weight, displacement and disturbance on all earth, stone, dirt, etc. within the VOE. The events are experienced from the current date/time backwards to the specified duration at their normal rate which may be sped up or slowed down by increasing the *PMod* linearly. For example, a 2X, or 3X *PMod* would speed up the story 2X and 3X, or slow it down 0.5X or 0.33X. Additional days in the story can also be increased with a linear increase in the *PMod*, *e.g.*, 2X or 3X increase would give the caster a 2 day or 3 day window respectively.

## Traps (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of mechanical traps having components made of the element of Earth within the VOE. The trap glows to the caster's sight. The type, and general operation can be determined by an

associated required *PMod* of 2X, and 3X respectively. Magical traps having components made of the element of earth can be detected with an additional 2X *PMod*. The reverse spell attempts to mask/hide traps from magical detection.

## 4.3 Change Earth Spells

### Configuration

Power Level: 1

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster can change an object based on the element of earth into a different form chosen by the caster. For example, a small marble statue could be morphed into a marble flower vase. Only the form is changed not the composition. The duration is permanent until *Dispelled*.

### Composition

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 50 ft

Duration: 10 min

Description: The caster is able to change the composition of the earth within the VOE. Soil composition includes weathered rock combined with minerals, dead and living organic matter and air. The percentage of each constituent may be changed relative to the others. The composition may be changed in steps of 3%, for example a rock with a trace of iron or gold could be increased to have 30% iron or gold with a *PMod* of 11X. At the end of the duration the target will return to its original state.

### Damage (Reversible)

Power Level: 2

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster is able to repair damage done to objects from the element of earth. This includes engravings, cracks and flaws. This includes but is not limited to metal armor, metal shields, stone and glass. The reverse causes generic damage.

### Density (Reversible)

Power Level: 2

Scope: 1000 ft<sup>3</sup>

Range: 100 ft

Duration: P

Description: The caster can compact earth eliminating many of the void spaces. The earth can be changed to stone with a 2X *PMod*. The thickness of the earth is compressed by 25% and if compacted to stone by 50%. The damage required to break a compacted earth wall is 100 points per foot and a stone wall is 200 points per 6" thickness. The type of stone is dependent on the type of earth, *i.e.*, sand would become sandstone, mud would become mudstone. The reverse of the spell loosens earth.

### Gravity

Power Level: 2

Scope: 8000 ft<sup>3</sup>

Range: 100 ft

Duration: 1 min

Description: The caster is able to temporarily reverse the gravity vector 180° within the VOE. All entities and objects that are not attached to the earth will fall upwards for the duration of the spell ( $d=1/2at^2$ ). At the end of the spell duration all objects will fall back as normal gravity reasserts itself. For a duration of 1 sec the targets would fall 16 feet, but for a duration of 2 sec they would fall 64 feet, ouch!

### Magnetism (Reversible)

Power Level: 1

Scope: 6 ft radius circle

Range: 100 ft

Duration: 2 min

Description: The caster can temporarily increase the magnetic force on an object made of earth containing at least 10% iron. The average iron content of the earth's crust is about 5%. The default magnetic force can hold 2 pounds. The force will increase geometrically with a linear *PMod*, *e.g.*, 2X, 3X, 4X, 5X, 6X, 7X, 8X would be (4, 8, 16, 32, 64, 128, 256) pounds respectively. The reverse of the spell temporarily weakens the magnetic attraction.

### Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Earth spell to have a permanent duration (until *Dispelled*). If the following spell is not

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successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, e.g., *Earthquake*, but a jar containing a delayed earthquake might shake things up when broken. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Size

**Power Level:** 1 **Scope:** 27 ft<sup>3</sup>  
**Range:** touch **Duration:** 10 min  
**Description:** The caster can increase or decrease an earth-based target's size (height or weight) by 10%. Additional modifications are possible, for example a 2X *PMod* would change them 20%, and a 10X *PMod* would double their original height or shrink them to the size of an ant. Height and weight must be modified separately.

## Sterilize

**Power Level:** 1 **Scope:** 1000 ft<sup>3</sup>  
**Range:** 10 ft **Duration:** P  
**Description:** The caster is able to sterilize earth and stone, as well as items from this element, up to the VOE. Sterilization kills all diseases, bacteria, viruses as well as potentially removing beneficial qualities as well.

## Stone Shape

**Power Level:** 3 **Scope:** 100 ft<sup>3</sup>  
**Range:** touch **Duration:** 30 mins  
**Description:** The caster can mold/shape stone as if it was soft clay. At the end of the duration the stone returns to its original malleability. Applications could be spikes on a stone floor or even a statue. The caster's ceramic-crafts skill will determine the final appearance.

## Transform

**Power Level:** 2 **Scope:** 100 ft<sup>3</sup>  
**Range:** 10 ft **Duration:** 10 min  
**Description:** The caster is able to transform lava ↔ stone ↔ sand ↔ earth. An additional 3X *PMod* is required for additional transformations, e.g., changing lava to earth would have a 6X *PMod*. Transformation into lava is not instantaneous because rocks do not melt homogeneously, nor at the same time or rate. Lava can take 10-15 minutes to cool.

## Transmute

**Power Level:** 5 **Scope:** 1 ft<sup>3</sup>  
**Range:** touch **Duration:** 50 min  
**Description:** The caster can transmute an object based on the element of earth into a different type chosen by the caster. There is a cumulative 1X *PMod* for every change in atomic number. For example, a bar of lead could be changed into gold with a 3X *PMod*.

## 4.4 Destroy Earth Spells

### Ball

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 70 ft **Duration:** 0  
**Description:** The caster is able to create a 1 ft diameter metal ball that shoots (70 fps) straight from his hands up to the maximum range, and explodes, into hundreds of shrapnel-like pieces, uniformly within the VOE. The explosion can be delayed in steps of 1 minute with a linear increase in the *PMod*, e.g., 2X will delay it 1 minute and 3X will delay it 2 minutes. The velocity of the ball may be increased in steps of 10 fps, i.e.,  $PMod=0.25n$ , where  $n$  is the number of steps, e.g., a velocity of 100 fps would have a *PMod* of 1.75X. The path of the ball(s) may be curved with a 3X *PMod* up to 90°.

### Bolt

**Power Level:** 2 **Scope:** 1bolt  
**Range:** 100 ft **Duration:** -  
**Description:** The caster is able to shoot a flechette bolt (metal spike) from his hands in a straight path at 100 fps up to the maximum range in the desired direction. The velocity of the bolt and may be increased in a manner similar to range. Additional bolts may be achieved using the Combining/Chaining rule provided the targets are all within the caster's FOV simultaneously at the end of the casting time.

### Disintegration

**Power Level:** 3 **Scope:** 1 ft<sup>3</sup>  
**Range:** touch **Duration:** P  
**Description:** The caster can disintegrate dust up to the VOE. Disintegrating earth, gravel, stone, metal and gemstones require *PMods* of 2X, 3X, 4X, 6X and 8X respectively. This spell will only work on normal items, magical or animated objects require a successful *Dispel Earth Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

### Dispel

**Power Level:** varies **Scope:** 1 spell  
**Range:** touch **Duration:** P  
**Description:** With this spell the caster attempts to dispel (remove) an active Earth spell including spells like *Petrify*, *Elemental Merge Earth* and even an earth-based *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Possession

**Power Level:** 7 **Scope:** 1 object or place  
**Range:** touch **Duration:** 1 hour  
**Description:** The caster can possess an earth-based object or place. The caster's body is totally helpless for the duration of the spell. One application of this spell is to assign a task to a golem. Should the caster's body die his mind and soul will take up permanent residence. A successful *Exorcism* can force the caster to depart.

## 4.5 Move Earth Spells

### Animate

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** C  
**Description:** The caster is able to grant objects made from the element of earth, within the VOE mobility, giving it the illusion of life. The caster must concentrate on the objects to enable them to perform actions otherwise they will remain motionless. The objects will move/attack as the caster desires at a rate of 3 ft/sec. The number of objects is limited by the VOE and cannot exceed an object for every 216 ft<sup>3</sup>. The object will attack using the *Striking/Blocking* skill with a 0.0z rating. The animated object's speed can be increased in steps of 3 ft/sec, e.g., 2X and 7X *PMods* would increase the objects speed to 6 ft/sec and 21 ft/sec.

### Deflections (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 0 feet **Duration:** 1 min  
**Description:** Any one attack from an object made from the element of earth can be deflected/avoided with a positive interaction outcome. This includes but is not limited to attacks from swords, arrows (with metal or stone tip), and stones. The attack must be seen and must be within the VOE. The outcome can be modified and the number of attacks increased by a linear *PMod* for each. The reverse spell, a.k.a., Aiming, allows the caster the direct the direction of the attack.

### Displace

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Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 50 ft

Duration: 1 min

Description: Earth up to the VOE can be moved in any horizontal direction (perpendicular to the gravity vector) up to the maximum range. A 2X or 3X *PMod* will create a pit or a portal. This spell could be hazardous to entities within the VOE that live in the earth. If successfully cast on entities from the plane of Earth, the outcome will be serious. With a *PMod* of 40X a crevasse 10 ft wide by 100 ft long and 40 feet deep would open up in the ground. This spell can also be used to create mud, earth and rock slides.

## Earthquake

Power Level: 5

Scope: 15,625 ft<sup>3</sup>

Range: 300 ft

Duration: 3 mins

Description: The caster can cause a very minor earthquake. Increasing the *PMod* and associated effects are illustrated below.

Richter Scale	<i>PMod</i>	Effect
2	0X	Barely noticeable tremors
3	1X	Tremors, dishes and doors disturbed
4	2X	People awakened. Cracked walls, trees disturbed
5	4X	Poorly built buildings suffer severe damage. Slight damage everywhere else.
6	8X	Moderate to major damage. Minor damage to specially designed buildings. Chimneys and walls collapse
7	14X	Major damage. Structures destroyed. Ground is badly cracked. Landslides occur.
8	20X	Total destruction. Ground surface waves seen. Objects thrown into the air. All construction destroyed.

## Exorcism

Power Level: 2

Scope: 1 object or place

Range: touch

Duration: P

Description: The caster attempts to evict an entity that has possessed an earthen object, or place. This spell assumes both *Imprint Mind* and *Link Mind* have been successfully cast. After casting this spell, the caster and the possessing entity will enter into a *Duel*. The greatest danger to the exorcist is becoming possessed by the entity himself.

## Lock (Reversible)

Power Level: 2

Scope: 1 lock

Range: 10 ft

Duration: P

Description: The caster can magically lock a door, gate or other physical portal. Magically locked doors cannot be opened by normal means except for physically destroying the door. The reverse spell allows the caster unlock mundane and magically locked doors, gates and portals. Removing a magical lock involves an interaction between the two spells. Additional power can be used to improve the quality of the lock.

## Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Earth spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on *PMod*, casters, abilities, traits, noun and verb skills.

## Return

Power Level: 5

Scope: 1 earth object

Range: 0 feet

Duration: 50 mins

Description: An earth-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

## Summon (Reversible)

Power Level: 5

Scope: 50 ft radius circle

Range: 0 feet

Duration: C + 30 mins

Description: The caster magically summons an *Earth Elemental*, a type of extraplanar entity, to the surrounding AOE. Use of a *Gate* spell is not required, as long as the caster is adjacent to a significant source of earth. A specific elemental can be summoned if its true name is known. The size of the elemental is dependent on the outcome *PMod* of the spell, and the outcome of the interaction of the character versus the elemental. The summoned elemental will remain next to the caster for the duration of the spell. Additional spells must be cast or skills used to control/command the elemental. At the end of the duration if the elemental is not controlled it will attack the caster. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless of who cast it.

## Telekinesis

Power Level: 1

Scope: 50 lbs

Range: 50 ft

Duration: C + 1 min

Description: Caster can move one or more earth-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where *W* is the *Scope* and  $W_D$  is the desired weight. The velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*.

## 5 Air Magic

Air is one of the classical elements and is considered both hot and wet. The Air noun as defined in the *ORS Codex™* includes air, wind and to a certain extent weather. Precipitation requires that correct atmospheric conditions exist. Air also includes various naturally and created gases, e.g., sulfur gas spewing from a volcano, and chlorine gas manufactured in an alchemist's laboratory. Spell weavers can manipulate existing storms as well as create new storms. In addition to Codex Lore this category can be enhanced with the Planar Lore (Air) skill. The entire *Plane of Air* (inner plane) is considered a *Place of Power* (source) and a *Gate* spell can temporarily create *Ley Line* to the plane. Other places of power associated with active or dormant air magic include the troposphere and ionosphere.

### 5.1 Create Air Spells

#### Air

Power Level: 1 Scope: 8 ft<sup>3</sup>  
Range: 10 ft Duration: P

Description: The caster is able to create a breathable gas up to the VOE. The gas cannot be created inside any entities. If the air is not contained it will diffuse into the environment normally. The gas is based on the caster's entity type, e.g., humanoid. A *PMod* of 2X is required for gas compositions different than those required by the caster and has a stressor of the appropriate Lore skill.

#### Element Resistance

Power Level: 1 Scope: 5 ft radius  
Range: 0 feet Duration: 10 min

Description: The caster creates a sphere around himself that is able to resist damaging effects (temperature, pressure, composition) of naturally occurring air and gasses. All entities within the VOE are likewise protected. The surface area is permeable to oxygen and impermeable to harmful gasses. Any harmful gasses within the VOE can be removed via a *Displace* spell. Magically enhanced gasses require an additional 2X *PMod*. Temperature resistance is ambient ±70° Fahrenheit, additional temperature resistance can be obtained with increase in power, e.g., a *PMod* of 2X and 3X would allow resistance up to 140° and 210° respectively.

#### Spell Defense

Power Level: 1 Scope: 5 ft radius  
Range: 0 feet Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Air Magic. The *PMod* of the spell is directly related to the quality of the defense. This spell and the incoming Air spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Wall

Power Level: 1 Scope: 300 ft<sup>3</sup>  
Range: 50 Duration: 10 mins

Description: The caster is able to create a linear wall of dense rapidly moving air (gale force) with the dimensions specified by the caster up to the VOE. The thickness must be a minimum of 3 feet. This wall affects hearing, speech and movement of entities and objects passing through it. Air walls can be crossed by any determined entity (greater than 100 pounds) at a rate of six inches per second suffering damage from loose debris. In addition, the methods described in the introductory section on *Wall, Bolt and Ball spells* the wall can be circumvented with a successful interaction with a cast *Displace Air* spell. The wall can be curved, or circular with an associated *PMod* of 2X and 4X respectively. The wall can be electrified (+1.0z attack) with a 2X *PMod* which can be circumvented using insulated conductive devices that direct electricity around an entity and arc to the ground.

## 5.2 Divine Air Spells

#### Connections (Reversible)

Power Level: 2 Scope: caster  
Range: 1000 ft Duration: 1 min

Description: This spell will reveal associations (connections) between an object/target (primarily made of gas) known or touched by the caster and the world. If the target has been marked with a *Tagent a +1z* stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

#### Environmental Conditions

Power Level: 1 Scope: 800 ft<sup>3</sup>  
Range: 100 ft Duration: C + 1 second

Description: The caster is able to detect mundane environmental conditions having to do with Air. Examples include pressure, temperature, composition, humidity, wind speed, wind direction, etc. The caster may determine two conditions every second.

#### Magic (Reversible)

Power Level: 1 Scope: 5 ft radius sphere  
Range: 10 ft Duration: C + 1 min

Description: The caster is able to detect active or passive Air magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level, Verb, Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

#### Poison (Reversible)

Power Level: 1 Scope: 5 ft radius sphere  
Range: 20 ft Duration: C + 2 min

Description: The caster is able to detect the presence of poison within the Air within the VOE. The definition of poison is based on the caster's entity type, e.g., humanoid. A human detecting Poison in the Air for Supernatural or Extraplanar entities has an associated *PMod* modification of 2X and a stressor of the appropriate Lore skill. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The reverse spell attempts to mask/hide the poison from magical detection.

#### Predict Weather

Power Level: 2 Scope: 13 ft radius circle  
Range: 0 feet Duration: 1 min

Description: The caster is able to predict the time, type and severity of weather over the next day in his immediate area. The length of the forecast can be increased in steps of 1 day with an associated required *PMod*, e.g., 10X would predict the weather for the next 10 days.

#### Story

Power Level: 1 Scope: 5 ft radius sphere  
Range: 10 ft Duration: C + 1 min

Description: The classical elements cannot talk, but they have awareness of a sort, and very long memories. By means of this spell the caster is able to experience what has recently transpired (1 day window) around the target point. The experience is one of volume, displacement and disturbance on all air, gases, etc. within the VOE. Note: Air tends to circulate and move, i.e., the air in one geographic location (unless contained) may have been in a totally different place an hour ago. The events are experienced from the current date/time backwards to the specified duration at their normal rate which may be sped up or slowed down by increasing the *PMod* linearly. For example a 2X, or 3X *PMod* would speed up the story 2X and 3X, or slow it down 0.5X or 0.33X. Additional

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days in the story can also be increased with a linear increase in the *PMod*, e.g., 2X or 3X increase would give the caster a 2 day or 3 day window respectively.

### 5.3 Change Air Spells

#### Composition

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 50 ft

Duration: 10 min

Description: The caster is able to change the composition of the gases within the VOE. The percentage of each constituent may be changed relative to the others, e.g., Air is about 21% oxygen, 78% nitrogen with trace elements of argon, carbon dioxide, neon, helium, krypton, sulfur dioxide, methane, etc. Increasing the oxygen content would have potentially explosive results. The composition may be changed in steps of 3%, for example air with a trace of helium could be increased to have 30% helium with a *PMod* of 11X. At the end of the duration the target will return to its original state.

#### Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Air spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, e.g., *Lightning*, but a jar containing a delayed lightning bolt might be shocking when broken. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

#### Precipitation (Reversible)

Power Level: 3

Scope: 27' tall cylinder

Range: 100 ft

Duration: 8 min

Description: The caster is able to move the air and modify the temperature and pressure to cause precipitation within the VOE, where the radius is sqrt(Range). The moisture comes from the nearby air. The precipitation will potentially impact vision, all thrown or fired projectiles, and movement rate. A positive outcome will manifest in 1 minute and will initially be fog. Light rain, (rain or snow) or (hail, or heavy rain or snow) is also possible with an associated required *PMod* of 2X, 4X and 8X. The intensity of the precipitation event can be change to medium, heavy, and serious, with an additional associated *PMod* of 2X, 4X, and 8X. The *PMod* will also be modified by the current environmental stressors, i.e., it requires more power to make it snow in the desert in summer than on a 10,000-foot tall mountain in winter. The reverse of the spell will reduce or eliminate precipitation within the VOE.

#### Pressure

Power Level: 1

Scope: 64 ft<sup>3</sup>

Range: 50 ft

Duration: 10 min

Description: The caster is able to increase or decrease the air pressure within the VOE. The pressure may be changed in steps of 10 psi with an associated increased *PMod*, e.g., 10X would increase or decrease the current air pressure 100 psi.

#### Size

Power Level: 1

Scope: 27 ft<sup>3</sup>

Range: touch

Duration: 10 min

Description: The caster can increase or decrease an air-based target's size (height or weight) by 10%. Additional modifications are possible, for example a 2X *PMod* would change them 20%, and a 10X *PMod* would double their original height or shrink them to the size of an ant. Height and weight must be modified separately.

#### Sterilize

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 10 ft

Duration: P

Description: The caster is able sterilize air and gasses, as well as items from this element, up to the VOE. Sterilization kills all diseases, bacteria, viruses as well as potentially removing beneficial qualities as well.

#### Temperature

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 100 ft

Duration: 10 min

Description: The caster is able to increase or decrease the air temperature within the VOE. The temperature may be changed in steps of 5° Fahrenheit with an increased *PMod*, e.g., 10X would increase or decrease the air temperature 50°. The temperature to liquefy and freeze air would require -317.83 and -355° Fahrenheit respectively at 1 atmosphere of pressure. At 76 psi and temperatures of -70 to +87° Fahrenheit CO<sub>2</sub> can exist at as a liquid.

#### Transform

Power Level: 4

Scope: 0.5 ft radius sphere

Range: 10 ft

Duration: C+ 1 sec

Description: The caster is able to transform a contained noble gas into a plasma up to the VOE. The noble gases affected by this spell are helium, argon, neon, krypton and xenon. These gases will glow orange, red-orange, purple, blue, and pale blue and their abundance in normal environment decreases significantly as their atomic number increases, see *Composition*. After the duration is exceeded, the plasma reverts to a normal gas. It is extremely difficult to weaponize, but when done properly is a+2 attack. To liquefy or solidify gases refer to *Change Temperature and Pressure*.

### 5.4 Destroy Air Spells

#### Ball

Power Level: 3

Scope: 10 ft radius sphere

Range: 70 ft

Duration: -

Description: The caster is able to create a 1 ft diameter ball of lightning that shoots (70 fps) straight from his hands up to the maximum range, and explodes uniformly within the VOE. The explosion can be delayed in steps of 1 minute with a linear increase in *PMod*, e.g., 2X will delay it 1 minute and 3X will delay it 2minutes. The velocity of the ball may be increased in steps of 10 fps, i.e.,  $PMod=0.25n$ , where  $n$  is the number of steps, e.g., a velocity of 100 fps would have a *PMod* of 1.75X. The path of the ball(s) may be curved with a 3X *PMod* up to 90°. Depending on lighting conditions the bolt may temporarily blind entities within 50 feet.

#### Bolt

Power Level: 2

Scope: 1bolt

Range: 100 ft

Duration: -

Description: A lightning bolt will spring from the casters hand and travel an irregular path (lightning channel) through the air in the direction indicated up to the range chosen. The actual lightning bolt is only 1 inch wide but the channel is 5 feet wide and will strike (+0.0z) the first conductor (or entity) along its path traveling at 290,000 feet per second. All those connected to the conductor will suffer a (-0.5z) attack, and those within 20' radius of the direct strike will be subject to a (-1.0z) attack due to the ground current, if applicable. Additional bolts may be achieved using the Combining/Chaining rule provided the targets are all within the caster's FOV simultaneously at the end of the casting time.

#### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Air spell including spells like *Elemental Merge Air*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

#### Erode

Power Level: 1

Scope: 1 ft<sup>3</sup>

Range: 10 ft

Duration: 10 mins

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**Description:** The caster is able to remove a breathable gas, *e.g.*, air for humans, up to the **VOE**. Supernatural and extraplanar entities require a **2X PMod** and the associated Lore skill stressor. Once cast the **VOE** is fixed and does not move. At the end of the duration the **VOE** will mix with the surrounding air.

## 5.5 Move Air Spells

### Animate

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** C

**Description:** The caster is able to grant objects, *e.g.*, dust devil, made from the element of air, within the **VOE** mobility, giving it the illusion of life. The caster must concentrate on the objects to enable them to perform actions otherwise they will remain motionless. The objects will move/attack as the caster desires at a rate of 3 ft/sec. The number of objects is limited by the **VOE** and cannot exceed an object for every 216 ft<sup>3</sup>. The object will attack using the *Striking/Blocking* skill with a 0.0z rating. The animated object's speed can be increased in steps of 3 ft/sec, *e.g.*, **2X** and **7X PMods** would increase the objects speed to 6 ft/sec and 21 ft/sec.

### Call Lightning

**Power Level:** 10 **Scope:** 5000 ft high inverted cone  
**Range:** 100 ft **Duration:** 10 sec

**Description:** During an existing outdoor lightning storm, the caster may redirect a lightning bolt within the 'range' of his spell. The redirected bolt must be within the conic section defined by the apex **VOE** on the target and having a height and base radius of  $\sqrt{\text{Range}}$ . The redirected strike will have a +3z modifier on the outcome. In addition to the direct strike, all those connected to the target will suffer a +2z attack. Those entities within 20' will suffer a +1z attack from the ground current, and finally a 0.0z attack due to the pressure blast wave (overpressure). If randomly determining the weather it should be noted that the distribution of lightning on the planet is not uniform: 70% ( $\pm 24^\circ$  latitude), 21% from  $24^\circ$ - $60^\circ$  latitude, and the remaining 9% above  $60^\circ$ . The chance of a severe lightning storm in the tropical zone would only be 1/7 or 14% usually during the late afternoon or evening. The rate of strikes varies but should be no more than once every 10 seconds. Finally, the average height of the clouds in a lightning storm is 2-3 miles.

### Deflections (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 0 feet **Duration:** 1 min

**Description:** Any one attack from an object made from the element of air can be deflected/avoided with a positive interaction outcome. The attack must be sensed and must be within the **VOE**. The outcome can be modified, and the number of attacks increased by a linear **PMod** for each. The reverse spell, *a.k.a.*, Aiming, allows the caster the direct the direction of the attack.

### Displace

**Power Level:** 1 **Scope:** 1000 ft<sup>3</sup>  
**Range:** 50 ft **Duration:** 1 min

**Description:** Air and other gases up to the **VOE** can be moved in any horizontal direction (perpendicular to the gravity vector) up to the maximum range. This effectively creates a temporary vacuum. This spell could be hazardous to entities within the **VOE** that breath air, and rely on air pressure. If successfully cast on entities from the plane of air, the outcome will be serious.

### Reflection

**Power Level:** 2 **Scope:** caster  
**Range:** 0 feet **Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Air spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on **PMod**, casters, abilities, traits, noun and verb skills.

### Return

**Power Level:** 5 **Scope:** 1 air object  
**Range:** 0 feet **Duration:** 50 mins

**Description:** An air-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end of the duration. The caster may, at time of

casting, specify that the object will return when it is put down or when a particular goal has been met with an associated **PMod** of **2X** and **4X** respectively.

### Summon (Reversible)

**Power Level:** 5 **Scope:** 50 ft radius sphere  
**Range:** 0 feet **Duration:** C + 30 mins

**Description:** The caster magically summons an *Air Elemental*, a type of extraplanar entity, to the surrounding **AOE**. Use of a *Gate* spell is not required, as long as the caster is adjacent to a significant source of air. A specific elemental can be summoned if its true name is known. The size of the elemental is dependent on the outcome **PMod** of the spell, and the outcome of the interaction of the character versus the elemental. The summoned elemental will remain next to the caster for the duration of the spell. Additional spells must be cast or skills used to control/command the elemental. At the end of the duration if the elemental is not controlled it will attack the caster. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless of who cast it.

### Wind

**Power Level:** 2 **Scope:** 8000 ft<sup>3</sup>  
**Range:** 100 ft **Duration:** 1 min

**Description:** The caster is able to control the speed and direction of the wind (and other gases). The caster can increase or decrease the wind speed in steps of 10 mph, with an associated required **PMod**. This spell will impact all thrown or fired projectiles, and potentially movement rate. When the wind speed exceeds 40 mph it is classified as a tornado, hurricane or typhoon.

Fujita Scale	Mph	PMod	Potential Damage
0	40-72	3-6	Light
1	73-112	7-11	Moderate
2	113-157	12-15	Considerable
3	158-206	16-20	Severe
4	207-260	21-26	Devastating
5	261-318	26-32	Incredible

The potential damage can be increased if the wind can pick small objects, *e.g.*, sandstorm.

## 6 Fire Magic

Fire is one of the classical elements and is considered both hot and dry. The Fire noun as defined in the *ORS Codex™* includes fire, heat and light. In addition to Codex Lore this category can be enhanced with the Planar Lore (Fire) skill. The entire *Plane of Fire* (inner plane) is considered a *Place of Power* (source) and a *Gate* spell can temporarily create *Ley Line* to the plane. Other places of power associated with active or dormant fire magic include volcanoes, and the edges of the continental and oceanic plates.

Magic can temporarily satisfy the requirements of a fire tetrahedron. A fire tetrahedron consists of a flammable and/or a combustible material with an adequate supply of oxygen or another oxidizer subjected to enough heat and is able to sustain a chain reaction. At the end of the spell duration the fire will be extinguished if any parts of the fire tetrahedron are missing. If the fire can sustain its own heat by the further release of energy via combustion it may propagate, provided there is a continuous supply of oxygen and fuel.

A flame is an exothermic, self-sustaining, oxidizing chemical reaction producing energy and glowing hot matter, of which a very small portion is plasma. It consists of reacting gases and solids emitting visible and infrared light, the frequency spectrum of which depends on the chemical composition of the burning elements and intermediate reaction products.

In many cases, such as the burning of organic matter, for example wood, or the incomplete combustion of gas, incandescent solid particles called soot produce the familiar red-orange glow of 'fire'. This light has a continuous spectrum. Complete combustion of gas has a dim blue color due to the emission of single-wavelength radiation from various electron transitions in the excited molecules formed in the flame. The flame produced by exposure of zinc to air is a bright green, and produces plumes of zinc oxide. Usually oxygen is involved, but hydrogen burning in chlorine also produces a flame, producing hydrogen chloride (HCl). Many other possible combinations also produce flames including: fluorine and hydrogen, and hydrazine and nitrogen tetroxide

For *ORS™* there are four types of fire, based on fuel source: A=wood, paper, textiles; B=oils, C=gases, D=Metals.

### 6.1 Create Fire Spells

#### Element Resistance

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 min  
**Description:** The caster creates a sphere around himself that is able to resist damaging effects (temperature, pressure, composition) of naturally occurring fire within the VOE. All entities within the VOE are likewise protected. The surface area is permeable to oxygen and impermeable to fire. Any fire within the VOE can be removed via a *Displace* spell. Magically enhanced fires require an additional 2X *PMod*. Temperature resistance is ambient  $\pm 70^\circ$  Fahrenheit, additional temperature resistance can be obtained with increase in power, e.g., a *PMod* of 2X and 3X would allow resistance up to  $140^\circ$  and  $210^\circ$  respectively.

#### Fire

**Power Level:** 1 **Scope:** 1 ft<sup>3</sup>  
**Range:** 20 ft **Duration:** 15 sec\*  
**Description:** The caster is able to create normal, non-magical fire up to the VOE. The fire cannot be created inside any entities. This fire can be used to ignite combustible materials, including the caster. Damp or wet material requires a 2X *PMod*. \*Provided that requirements of a fire tetrahedron are met the fire will continue to burn, i.e., it can be extinguished normally. The VOE can be divided amongst multiple targets provided they are within range at a #targets *PMod* increase, e.g., a candelabrum with 7 candles could be lighted with a 7X *PMod*. Metal can be ignited with a 15X *PMod* increase.

#### Light (Reversible)

**Power Level:** 1 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 10 mins

**Description:** The caster is able to create a flickering light (fire like) source with the radius indicated on a point, object or entity up to the maximum range. The light source will move with the object or entity. It is often easier to attack an entity that is illuminated with a light spell. The outcome may be delayed up to the duration with an additional associated *PMod* of 2X. The reverse of the spell creates a volume of darkness.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Fire Magic. The *PMod* of the spell is directly related to the quality of the defense. This spell and the incoming Fire spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Wall

**Power Level:** 1 **Scope:** 100 ft<sup>3</sup>  
**Range:** 50 **Duration:** 10 mins  
**Description:** The caster is able to create a linear wall of magical fire with the dimensions specified by the caster up to the VOE. The thickness must be a minimum of 1 foot. An entity can willingly cross a wall of fire provided they are willing to take fire damage equal to an **outcome result** (93+1d10) per foot of thickness. The wall can be curved, or circular with an associated *PMod* of 2X and 4X respectively.

## 6.2 Divine Fire Spells

#### Connections (Reversible)

**Power Level:** 2 **Scope:** caster  
**Range:** 1000 ft **Duration:** 1 min  
**Description:** This spell will reveal associations (connections) between an object/target (primarily made of fire) known or touched by the caster and the world. If the target has been marked with a *Tagent a +1z* stressor is applied. The caster can slowly rotate  $10^\circ$ /second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

#### Environmental Conditions

**Power Level:** 1 **Scope:** 800 ft<sup>3</sup>  
**Range:** 100 ft **Duration:** C + 1 second  
**Description:** The caster is able to detect mundane environmental conditions having to do with Fire. Examples include fuel type, size, pressure, temperature, composition, etc. The caster may determine two conditions every second.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect active or passive Fire magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

#### Poison (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 20 ft **Duration:** C + 2 min

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**Description:** The caster is able to detect the presence of poison within the Fire within the VOE. The definition of poison is based on the caster's entity type, e.g., humanoid. A human detecting Poison in the Fire for Supernatural or Extraplanar entities has an associated *PMod* modification of 2X and a stressor of the appropriate Lore skill. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The reverse spell attempts to mask/hide the poison from magical detection.

## Story

**Power Level:** 1 **Scope:** 5 ft radius sphere

**Range:** 10 ft **Duration:** C + 1 min

**Description:** The classical elements cannot talk, but they have awareness of a sort, and very long memories. By means of this spell the caster is able to experience what has recently transpired (1 day window) around the target point. The experience is one of temperature, combustion properties and disturbance on all fire, embers, ashes, etc. within the VOE. Note: Fire and its story may have a finite life depending on the fuel supply. The events are experienced from the current date/time backwards to the specified duration at their normal rate which may be sped up or slowed down by increasing the *PMod* linearly. For example, a 2X, or 3X *PMod* would speed up the story 2X and 3X, or slow it down 0.5X or 0.33X. Additional days in the story can also be increased with a linear increase in the *PMod*, e.g., 2X or 3X increase would give the caster a 2 day or 3 day window respectively.

## 6.3 Change Fire Spells

### Brightness (Reversible)

**Power Level:** 2 **Scope:** 5 ft radius

**Range:** 50 ft **Duration:** 10 mins

**Description:** The caster is able to change the intensity of a fire-like light source  $\pm 25\%$  within the radius indicated on an object or entity up to the maximum range. The intensity may be further modified in 25% steps with an additional linear modification to the required *PMod*, e.g., 4X would double the intensity or virtually extinguish it. The light source may move with the object or entity.

### Configuration

**Power Level:** 1 **Scope:** 1 ft<sup>3</sup>

**Range:** touch **Duration:** Special

**Description:** The caster can change an object based on the element of fire into a different form chosen by the caster. For example, a class A fire could be morphed into a class C fire. The duration is limited to the fuel source, within the VOE.

### Heat (Reversible)

**Power Level:** 2 **Scope:** 8 ft<sup>3</sup>

**Range:** 50 ft **Duration:** 10 mins

**Description:** The caster is able to heat up mundane objects, air, metal or water in steps of 15° Fahrenheit, with an associated linear *PMod*, e.g., 2X and 7X would increase it 30 and 105° respectively. The rate of change is 1° per second. The reverse of the spell cools things off.

### Permanence

**Power Level:** varies **Scope:** 1 spell

**Range:** touch **Duration:** C+P

**Description:** A successful outcome result will allow the following Fire spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, e.g., *Fireball*, but a jar containing a delayed ball of fire might be heat things up a bit when broken. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Size

**Power Level:** 1

**Scope:** 27 ft<sup>3</sup>

**Range:** touch

**Duration:** 10 min

**Description:** The caster can increase or decrease a fire-based target's size (height or weight) by 10%. Additional modifications are possible, for example a 2X *PMod* would change them 20%, and a 10X *PMod* would double their original height or shrink them to the size of an ant. Height and weight must be modified separately.

### Sterilize

**Power Level:** 1

**Scope:** 1000 ft<sup>3</sup>

**Range:** 10 ft

**Duration:** P

**Description:** The caster is able sterilize fire, as well as items from this element, up to the VOE. Sterilization kills all diseases, bacteria, viruses as well as potentially removing beneficial qualities as well.

### Transform

**Power Level:** 4

**Scope:** 1 ft diameter sphere

**Range:** 10 ft

**Duration:** C + 1 sec

**Description:** The caster is able to transform fire into a plasma up to the VOE. For example, the flame from a candle burns at a maximum temperature of 2732° Fahrenheit. If the temperature was more than doubled a plasma would occur. If weaponized, plasma is a +2 attack. At the completion of this spell surrounding fires within 20°VOE are extinguished due to the instantaneous depletion of heat and gases.

## 6.4 Destroy Fire Spells

### Ball

**Power Level:** 3

**Scope:** 10 ft radius sphere

**Range:** 70 ft

**Duration:** -

**Description:** The caster is able to create a 1 ft diameter ball of fire that shoots (70 fps) straight from his hands up to the maximum range, and explodes uniformly within the VOE. The explosion can be delayed in steps of 1 minute with a linear increase in *PMod*, e.g., 2X will delay it 1 minute and 3X will delay it 2minutes. The velocity of the ball may be increased in steps of 10 fps, i.e.,  $PMod=0.25n$ , where  $n$  is the number of steps, e.g., a velocity of 100 fps would have a *PMod* of 1.75X. The path of the ball(s) may be curved with a 3X *PMod* up to 90°.

### Bolt

**Power Level:** 2

**Scope:** 1bolt

**Range:** 100 ft

**Duration:** -

**Description:** The caster is able create a fire bolt from his hands in a straight path at 100 fps up to the maximum range in the desired direction. Additional bolts may be achieved using the Combining/Chaining rule provided the targets are all within the caster's FOV simultaneously at the end of the casting time.

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Fire spell including spells *Elemental Merge Fire*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Extinguish

**Power Level:** 1

**Scope:** 8 ft<sup>3</sup>

**Range:** 20 ft

**Duration:** P

**Description:** The caster is able to extinguish normal fires, i.e., reduce to cold embers, up to the VOE.

## 6.5 Move Fire Spells

### Animate

Power Level: 3

Scope: 10 ft radius sphere

Range: 50 ft

Duration: C

Description: The caster is able to grant objects (fuel) used by the element of fire, within the VOE mobility, giving it the illusion of life. The caster must concentrate on the objects to enable them to perform actions otherwise they will remain motionless. The objects will move/attack as the caster desires at a rate of 3 ft/sec. The number of objects is limited by the VOE and cannot exceed an object for every 216 ft<sup>3</sup>. The object will attack using the *Striking/Blocking* skill with a 0.0z rating. The animated object's speed can be increased in steps of 3 ft/sec, e.g., 2X and 7X *PMods* would increase the objects speed to 6 ft/sec and 21 ft/sec.

### Deflections (Reversible)

Power Level: 2

Scope: 10 ft radius sphere

Range: 0 feet

Duration: 1 min

Description: Any one attack from an object made from the element of fire can be deflected/avoided with a positive interaction outcome. The attack must be sensed and must be within the VOE. The outcome can be modified, and the number of attacks increased by a linear *PMod* for each. The reverse spell, *a.k.a.*, Aiming, allows the caster the direct the direction of the attack.

### Displace

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 50 ft

Duration: 1 min

Description: Fire and heat up to the VOE can be moved in any horizontal direction (perpendicular to the gravity vector) up to the maximum range. At 10X the caster could walk through a raging inferno. If successfully cast on entities from the plane of fire, the outcome will be serious.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Fire spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, caster's abilities, traits, noun and verb skills.

### Return

Power Level: 5

Scope: 1 fire object

Range: 0 feet

Duration: 50 mins

Description: The fire-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

### Summon (Reversible)

Power Level: 5

Scope: 50 ft radius sphere

Range: 0 feet

Duration: C + 30 mins

Description: The caster magically summons a *Fire Elemental*, a type of extraplanar entity, to the surrounding AOE. Use of a *Gate* spell is not required, as long as the caster is adjacent to a significant source of fire. A specific elemental can be summoned if its true name is known. The size of the elemental is dependent on the outcome *PMod* of the spell, and the outcome of the interaction of the character versus the elemental. The summoned elemental will remain next to the caster for the duration of the spell. Additional spells must be cast or skills used to control/command the elemental. At the end of the duration if the elemental is not controlled it will attack the caster. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless of who cast it.

## 7 Water Magic

Water is one of the classical elements and is considered both by wet and cold. The Water noun as defined in the *ORS Codex™* includes all manner of liquids. Furthermore, water also includes the solid forms of water, *i.e.*, ice, snow, and hail. This noun does not work on entities regardless the amount of water they contain. In addition to Codex Lore this category can be enhanced with the Planar Lore (Water) skill. The entire *Plane* of *Water* (inner plane) is considered a *Place of Power* (source) and a *Gate* spell can temporarily create *Ley Line* to the plane. Other places of power associated with active or dormant water magic include springs, geysers, and deep oceanic trenches.

### 7.1 Create Water Spells

#### Element Resistance

Power Level: 1 Scope: 5 ft radius sphere  
Range: 0 feet Duration: 10 min

Description: The caster creates a sphere around himself that is able to resist damaging effects (temperature, pressure, pH) of naturally occurring water and liquids within the VOE. All entities within the VOE are likewise protected. The surface area is permeable to oxygen and impermeable to liquids. Any liquids within the VOE can be removed via a *Displace* spell. Magically enhanced liquids require an additional 2X *PMod*. Temperature resistance is ambient  $\pm 70^\circ$  Fahrenheit, additional temperature resistance can be obtained with increase in power, *e.g.*, a *PMod* of 2X and 3X would allow resistance up to  $140^\circ$  and  $210^\circ$  respectively.

#### Spell Defense

Power Level: 1 Scope: 5 ft radius sphere  
Range: 0 feet Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Water Magic. The *PMod* of the spell is directly related to the quality of the defense. This spell and the incoming Water spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Wall

Power Level: 1 Scope: 100 ft<sup>3</sup>  
Range: 50 Duration: 10 mins

Description: The caster is able to create a linear wall of swirling water with the dimensions specified by the caster up to the VOE. The thickness must be a minimum of 1 foot. This wall affects movement of entities and objects passing through it. Water walls can be crossed by any determined entity (greater than 100 pounds) at a rate of six inches per second. The wall can be curved, or circular with an associated *PMod* of 2X and 4X respectively. The water can be changed to ice with a 2X *PMod*, which can be breached by applying more than 100 points of physical damage per eight inches of thickness.

#### Water

Power Level: 1 Scope: 1 ft<sup>3</sup>  
Range: 10 ft Duration: P

Description: The caster is able to create potable water up to the VOE. The water cannot be created inside any entities. If the water is not contained it will flow downhill. The water/fluid is based on the caster's entity type, *e.g.*, humanoid. A *PMod* of 2X is required for water compositions different than those required by the caster and has a stressor of the appropriate Lore skill.

### 7.2 Divine Water Spells

#### Connections (Reversible)

Power Level: 2 Scope: caster  
Range: 1000 ft Duration: 1 min

Description: This spell will reveal associations (connections) between an object/target (primarily made of water or other liquids) known or touched by the

caster and the world. If the target has been marked with a *Taget* a +1z stressor is applied. The caster can slowly rotate  $10^\circ$ /second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

#### Environmental Conditions

Power Level: 1 Scope: 800 ft<sup>3</sup>  
Range: 100 ft Duration: C + 1 second  
Description: The caster is able to detect mundane environmental conditions having to do with Water. Examples include, weight, size, pressure, temperature, composition, speed, direction, etc. The caster may determine two conditions every second.

#### Magic (Reversible)

Power Level: 1 Scope: 5 ft radius sphere  
Range: 10 ft Duration: C + 1 min  
Description: The caster is able to detect active or passive Water magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Poison (Reversible)

Power Level: 1 Scope: 5 ft radius sphere  
Range: 20 ft Duration: C + 2 min  
Description: The caster is able to detect the presence of poison within the water/fluid within the VOE. The definition of poison is based on the caster's entity type, *e.g.*, humanoid. A human detecting Poison in the Fluid for Supernatural or Extraplanar entities has an associated *PMod* modification of 2X and a stressor of the appropriate Lore skill. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The reverse spell attempts to mask/hide the poison from magical detection.

#### Story

Power Level: 1 Scope: 5 ft radius sphere  
Range: 10 ft Duration: C + 1 min  
Description: The classical elements cannot talk, but they have awareness of a sort, and very long memories. By means of this spell the caster is able to experience what has recently transpired (1 day window) around the target point. The experience is one of density (fluid/volume), viscosity, and disturbance on all water, fluids, etc. within the VOE. Note: Water tends to circulate and flow (unless contained), *i.e.*, the water in one geographic location a may have been in a totally different place an hour ago. The events are experienced from the current date/time backwards to the specified duration at their normal rate which may be sped up or slowed down by increasing the *PMod* linearly. For example a 2X, or 3X *PMod* would speed up the story 2X and 3X, or slow it down 0.5X or 0.33X. Additional days in the story can also be increased with a linear increase in the *PMod*, *e.g.*, 2X or 3X increase would give the caster a 2 day or 3 day window respectively.

### 7.3 Change Water Spells

#### Airy Water

Power Level: 2 Scope: 4 ft radius sphere  
Range: 50 ft Duration: C + 10 min  
Description: The caster is able to increase the oxygen water content within the VOE, such that air breather can breathe water. The caster must concentrate to move the VOE.

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## Composition

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 50 ft

Duration: 10 min

Description: The caster is able to change the composition of the fluids within the VOE. The percentage of each constituent may be changed relative to the others. For example, seawater is 96% H<sub>2</sub>O, with trace elements of chloride, sodium, magnesium, sulfate, calcium, and potassium. The composition may be changed in steps of 3%, for example saltwater with 3.5% salt could be changed to drinkable water with a *PMod* of 2.17X. At the end of the duration the target will return to its original state.

## Humidify (Reversible)

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: 10 min

Description: The caster can increase the current humidity within the VOE by 5% for every *PMod*, e.g., 5X would increase the humidity 25%. The Sahara Desert is around 10% and the coast is around 70%. Above 90% humidity wood will swell, and an entity's natural cooling system is severely stressed. This causes no damage but may be a future stressor. At 100% humidity currently dried liquids can be restored to their liquid state, e.g., dried ink becomes wet, dried blood appears fresh, and an old dried up potion is now liquid again. Their viability is situationally dependent.

## Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Water spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, e.g., *Iceball*, but a jar containing a delayed ball of ice might be cool things down a bit when broken. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Precipitation (Reversible)

Power Level: 3

Scope: 27' tall cylinder

Range: 100 ft

Duration: 8 min

Description: The caster is able to drastically change the amount of moisture within VOE. Where the radius of the cylinder is sqrt(Range). The amount of change is based upon the current moisture state. The moisture state is (dry->clear->Fog->Light->Heavy->Very Heavy) and has a 2X, 4X, 8X, 16X, and 32X *PMod* to change its current state. The precipitation will potentially impact vision, all thrown or fired projectiles, and movement rate. NOTE: the air temperature is not affected by this spell. To change from rain to snow or vice-a-versa requires an additional 2X *PMod*. The reverse of the spell will reduce or eliminate precipitation within the VOE.

## Pressure (Reversible)

Power Level: 2

Scope: 5 ft radius sphere

Range: 50 ft

Duration: 10 min

Description: The caster is able to increase or decrease the water pressure within the VOE. The pressure may be changed in steps of 14.7 psi an associated required *PMod*, e.g., 10X would increase or decrease the pressure 147 psi. Note: 14.7 psi is atmospheric pressure at sea level. If the lungs are full decreasing the psi by 1/3 of the original can cause pulmonary barotrauma.

## Size

Power Level: 1

Scope: 3 ft radius sphere

Range: touch

Duration: 10 min

Description: The caster can increase or decrease a water-based target's size (height or weight) by 10%. Additional modifications are possible, for example a 2X *PMod* would change them 20%, and a 10X *PMod* would double their original height or shrink them to the size of an ant. Height and weight must be modified separately.

## Sterilize

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 10 ft

Duration: P

Description: The caster is able sterilize water and liquids, as well as items from this element, up to the VOE. Sterilization kills all diseases, bacteria, viruses as well as potentially removing beneficial qualities as well.

## Transform

Power Level: 1

Scope: 50 ft<sup>3</sup>

Range: 10 ft

Duration: C +1 sec

Description: The caster is able to transform fluids up from one adjacent state to another up to the VOE. For purposes of this spell water exists in solid, liquid and gaseous states. To transform a fluid two states, e.g., solid to gas requires a *PMod* of 2X. After the duration is exceeded the ice/water can take several minutes to hours to melt/refreeze. This spell can be used to dehydrate or even desiccate non-living objects and materials.

## 7.4 Destroy Water Spells

### Ball

Power Level: 3

Scope: 10 ft radius sphere

Range: 70 ft

Duration: -

Description: The caster is able to create a 1 ft diameter ball of ice that shoots (70 fps) straight from his hands up to the maximum range and explodes uniformly within the VOE. The explosion can be delayed in steps of 1 minute with a linear increase in *PMod*, e.g., 2X will delay it 1 minute and 3X will delay it 2 minutes. The velocity of the ball may be increased in steps of 10 fps, i.e.,  $PMod=0.25n$ , where  $n$  is the number of steps, e.g., a velocity of 100 fps would have a *PMod* of 1.75X. The path of the ball(s) may be curved with a 3X *PMod* up to 90°.

### Bolt

Power Level: 2

Scope: 1bolt

Range: 100 ft

Duration: -

Description: The caster is able to create a water bolt from his hands in a straight path at 100 fps up to the maximum range in the desired direction. Additional bolts may be achieved using the Combining/Chaining rule provided the targets are all within the caster's FOV simultaneously at the end of the casting time.

### Disintegration

Power Level: 3

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster can disintegrate water up to the VOE. Disintegrating ice, water-based liquids (juices, milk, beer, etc), Oils, (Acids/Bases) and elemental liquids require *PMods* of 2X, 3X, 4X, 6X and 8X respectively. This spell will only work on normal liquids, magical or animated liquids require a successful *Dispel Water Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Water spell including spells like *Elemental Merge Water*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 7.5 Move Water Spells

### Animate

Power Level: 3

Scope: 10 ft radius sphere

Range: 50 ft

Duration: C

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**Description:** The caster is able to grant objects made from the element of water, e.g., snowman, within the VOE mobility, giving it the illusion of life. The caster must concentrate on the objects to enable them to perform actions otherwise they will remain motionless. The objects will move/attack as the caster desires at a rate of 3 ft/sec. The number of objects is limited by the VOE and cannot exceed an object for every 216 ft<sup>3</sup>. The object will attack using the *Striking/Blocking* skill with a 0.0z rating. The animated object's speed can be increased in steps of 3 ft/sec, e.g., 2X and 7X *PMods* would increase the objects speed to 6 ft/sec and 21 ft/sec.

## Currents (Reversible)

**Power Level:** 3

**Scope:** 10648 ft<sup>3</sup>

**Range:** 20 ft

**Duration:** C + 1 min

**Description:** The currents/turbulence (waves, rapids, etc.) associated with a water body (stream, river, lake, ocean) may be increased or decreased with the use of this spell, within the VOE. The current rate may be modified in steps of 20% of the original, with a linear modification to the power, e.g., 5X could effectively calm the seas or effectively dam a small stream, at the end of the duration the water would flood down the streambed. A *PMod* of 20X would cause a normal wave to be a minor tidal wave or a whirlpool could be created that might sink boats and ships.

## Deflections (Reversible)

**Power Level:** 2

**Scope:** 10 ft radius sphere

**Range:** 0 feet

**Duration:** 1 min

**Description:** Any one attack from an object made from the element of water can be deflected/avoided with a positive interaction outcome. This includes but is not limited to attacks from hail, and ice. The attack must be sensed and must be within the VOE. The outcome can be modified and the number of attacks increased by a linear *PMod* for each. The reverse spell, *a.k.a.*, *Aiming*, allows the caster the direct the direction of the attack.

## Displace

**Power Level:** 1

**Scope:** 1000 ft<sup>3</sup>

**Range:** 50 ft

**Duration:** 1 min

**Description:** Water, ice and freestanding fluids up to the VOE can be moved in any horizontal direction (perpendicular to the gravity vector) up to the maximum range. A 2X *PMod* can create an umbrella around the caster that moves with him up to a fast walk. At 10X the caster could part water on a small pond. This spell could be hazardous to entities within the VOE that breath water. If successfully cast on entities from the plane of water, the outcome will be serious. With a *PMod* of 40X a crevasse 10 ft wide by 100 ft long and 40 feet deep would open up in the ice of a glacier.

## Reflection

**Power Level:** 2

**Scope:** caster

**Range:** 0 feet

**Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Water spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on *PMods*, caster's, abilities, traits, noun and verb skills.

## Return

**Power Level:** 5

**Scope:** 1 water object

**Range:** 0 feet

**Duration:** 50 mins

**Description:** The water-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

## Summon (Reversible)

**Power Level:** 5

**Scope:** 50 ft radius circle

**Range:** 0 feet

**Duration:** C + 30 mins

**Description:** The caster magically summons a *Water Elemental*, a type of extraplanar entity, to the surrounding AOE. Use of a *Gate* spell is not required, as long as the caster is adjacent to a significant source of water. A specific elemental can be summoned if its true name is known. The size of the elemental is dependent on the outcome *PMod* of the spell, and the outcome of the interaction of the character versus the elemental. The summoned elemental will remain next to the caster for the duration of the spell. Additional spells must be

cast or skills used to control/command the elemental. At the end of the duration if the elemental is not controlled it will attack the caster. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless of who cast it.

## Telekinesis

**Power Level:** 1

**Scope:** 50 lbs

**Range:** 50 ft

**Duration:** C + 1 min

**Description:** Caster can move one or more water-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where  $W$  is the *Scope* and  $W_D$  is the desired weight. The velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*.

## 8 Ether Magic

Ether is the last of the classical elements. Aristotle added it on the principle that nature abhorred a vacuum. Ether is a substance that fills all space. Ether is the element most closely related to primeval chaos. In addition to Codex Lore this category can be enhanced with the Planar Lore (Ether) skill. The entire *Ethereal Plane* is considered a *Place of Power* (source) and a *Gate* spell can temporarily create *Ley Line* to the plane. Other Places of Power associated with active or dormant ether magic include intersections of the *Ethereal Plane* with the Prime Material and the inner planes, (earth, air, fire, and water).

### 8.1 Create Ether Spells

#### Element Resistance

**Power Level:** 1                      **Scope:** 5 ft radius sphere  
**Range:** 0 feet                      **Duration:** 10 min  
**Description:** The caster creates a sphere around himself that is able to resist damaging effects (temperature, pressure, composition, pH, weight) of naturally occurring ether within the VOE. All entities within the VOE are likewise protected. The surface area is permeable to oxygen and impermeable to harmful ether. Any harmful ether within the VOE can be removed via a *Displace* spell. Magically enhanced ether requires an additional 2X *PMod*. Temperature resistance is ambient  $\pm 70^\circ$  Fahrenheit, additional temperature resistance can be obtained with increase in power, e.g., a *PMod* of 2X and 3X would allow resistance up to  $140^\circ$  and  $210^\circ$  respectively. A cumulative 2X *PMod* can be used to add additional Nouns besides Ether.

#### Gate

**Power Level:** 5                      **Scope:** 3 ft radius circle  
**Range:** 10 ft                      **Duration:** C + 10 min  
**Description:** The caster creates a gate (portal) between his world and another plane. The caster must choose which plane before creating the gate. Once the gate has been created travel is possible if one can pass through the AOE. Creatures may be *Summoned* from the other world or plane as long as the Gate remains open.

#### Shield

**Power Level:** 1                      **Scope:** caster  
**Range:** 1 ft                      **Duration:** C + 1 min  
**Description:** This spell creates an invisible shield that is always pointed in the direction the caster is looking. This functions as a normal small shield. A medium or large shield can be created for an additional power cost of 2X and 3X respectively. The shield may be enlarged further, curved and made to encircle the caster with an associated additional power modification of 2X, 4X, and 8X.

#### Spell Defense

**Power Level:** 1                      **Scope:** 5 ft radius sphere  
**Range:** 0 feet                      **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Ether Magic. The *PMod* of the spell is directly related to the quality of the defense. This spell and the incoming Ether spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection. A cumulative 2X *PMod* can be used to add additional Nouns besides Ether.

#### Symbol

**Power Level:** 3                      **Scope:** 1 ft<sup>2</sup>  
**Range:** 10 ft                      **Duration:** varies  
**Description:** A *Symbol* is a two-dimensional ideogram on a two-dimensional object that holds a spell. Additional spells may be held with 2X *PMod*, see *Combining Spells* above. The object is a substantially immobile flat surface, e.g., wall, floor or ceiling. A 2X *PMod* is required if the container can move and requires superior quality vellum, wood, stone or metal. An additional 2X *PMod* is required if using paper or papyrus. After successfully casting the *Symbol* spell the caster must immediately cast the spell(s) to be contained within the *Symbol*. A *Symbol* can be triggered by one of the following (decided by the caster): time

period, specified movements, specified sounds, touch, reading, violent actions in the area, etc. The **triggering** range is the range of the *Symbol* spell. In general, the *Symbol* is easily visible. When a *Symbol* is combined with *Engraving* or *Branding* a +1 stressor is applied to the *Symbol* spell. This is obviously how magical scrolls are made but it can also be used to trap a box, door, hallway or chest, etc.

#### Wall

**Power Level:** 1                      **Scope:** 100 ft<sup>3</sup>  
**Range:** 50                      **Duration:** 10 mins  
**Description:** The caster is able to create a linear wall of force with the dimensions specified by the caster up to the VOE. The thickness must be a minimum of 1 inch. This wall prevents movement of entities and objects passing through it. The wall can be curved, or circular with an associated *PMod* of 2X, and 4X respectively.

#### Wish

**Power Level:** varies                      **Scope:** varies  
**Range:** varies                      **Duration:** varies  
**Description:** The *wish* spell is potentially the most potent spell known. If it is used to alter reality with respect to damage sustained by a party, to bring a dead character to life, or to escape from a difficult situation by transporting the caster (and his party) from one place to another, it will not cause the caster any disability other than normal exhaustion. Other forms of wishes, however, will cause the spell caster to be totally exhausted and require bed rest due to the stresses the *wish* places upon time, space, and his body. Wishes are frequently used as the final step in magical item manufacture, i.e., a *Wish* will ensure that all the *Permanence* spells on an object will never be dispelled. Regardless of what is wished for, the *Wish* will abide by the following principles:

- I Wishes are limited in power according to the power level and *PMods*. A *Wish* is simply a magic spell of a specific power which can be used in a general manner to achieve some desired result and is not omnipotent (see below). In addition to these general limitations, there are specific instances (GMs discretion) where the use of a *Wish* is impossible or ineffective. By contrast, Divine or Demonic Intervention is an action of a deity, devil or demon and can be considered virtually unlimited. An act of Intervention can actually change the past or directly and definitively alter the course of the future, things that a *Wish* cannot accomplish. The General Principles of Wishes are not designed to apply to Acts of Intervention.
- II Wishes cannot change the past, but they can be used to alter or negate the result of some prior happening. If, for example, someone has been disintegrated, nothing short of divine intervention can change that fact: he has been disintegrated. The result of this occurrence, however, can be nullified by a *Wish*, which causes the body of the victim to be reintegrated (see Principle VIII).
- III Wishes cannot directly affect the future, except in the sense that everything that will happen is a direct result of what is and has been happening. A *Wish* has no power to affect anything except at the precise moment it is uttered (see Principle II). Therefore, a *Wish* for a specific occurrence or situation to come about in the future would have the effect of placing the wisher in circumstances at the present time that would most possibly bring about the desired end after the passage of the intervening time, but would not and could not constitute a guarantee that the desired event will happen.
- IV Wishes are bound by the physical laws of the universe in which they are used. In most universes, this will mean that a *Wish* cannot make something out of nothing or vice versa, (i.e., conservation of mass, see any physics text for additional physical laws). For the creation of food, water, soft goods and other such items, raw materials (carbon, oxygen, hydrogen, nitrogen) are usually available in abundance. However, the creation of a certain amount of iron, copper, gold, platinum, or other valuable materials is much more difficult because of the relative scarcity of such items. In most cases the creation of a quantity of material which is greater in mass than the wisher will be considered much more complex and energy-draining than the alternative of teleporting the wisher to the desired substance (see Principle VI). For purposes of this determination, all magical items, relics and artifacts are considered of infinite mass.
- V Wishes have no Authority and no power over the abstract, the insubstantial, or the non-concrete. In particular, a *Wish* cannot grant ownership, titles, or other stations which require an authority to confer them upon someone else or vice versa. If a *Wish* deals wholly or primarily with abstract, intangible considerations, there can be no certainty that the *Wish* will achieve the desired end; at best, the *Wish* will put the wisher into

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circumstances which have the greatest possibility of achieving that end (see Principle III).

- VI** Wishes will always act in the simplest manner possible while abiding by the wording of the *Wish* itself. If a desired end may be accomplished with a lower level spell than the wisher had in mind, for instance, and the means to achieve that end was not fully specified in the *Wish*, then the lower power level spell will be used. This principle will keep the increase of entropy to a minimum (see Principle IV). In general, the more mass or energy involved in the fulfillment of a *Wish*, the more complex the undertaking will be. Creation of a substance or material is more difficult than molecular rearrangement, molecular rearrangement is more difficult than destruction, destruction is more difficult than teleportation, and teleportation is more difficult than simple enlightenment or knowledge given to the wisher.
- VII** Wishes are general-purpose spells, and as such may be used voluntarily in a number of ways, with varying chances for success. To employ this principle properly, it is necessary to determine at what level of power the magic operates to cause the fulfillment of a particular *Wish*. If the method involves the magic of a known spell the level of the magic is easily determined from the rules; new spells or other types of magic will have to be compared to existing spells and magic by the GM before determining the level of magic involved. Chances for success (complete fulfillment of the *Wish*) depend upon the difference in power levels between the wish and the other spell. In general, a *Wish* will successfully duplicate any spell lower in power. Often, but not always, when a lower level spell is used to achieve the desired end of a *Wish* the manifestation of the magic will be similar to the spell in question but in an improved form. For example, range, area and volume may increase, see specific spell for details.
- VIII** Wishes rarely will achieve more than one end, and never more than two. In most cases the GM will have to weigh the *Wish* in terms of how many ends it is designed to achieve. For example, a *Wish* could reintegrate a character and restore life to his body even though these are two distinctly separate acts; they both contribute to the fulfillment of a specific purpose.
- IX** Wishes will fulfill, to the limits of their power, not only the desired end but the means by which that end is brought about. The *Wish* will be fulfilled in such a way that the end result is achieved as desired, and in the manner, which it could reasonably be expected to be achieved by the caster. Note: Jinn and other entities with the power to grant wishes are considered to be the caster, and as such they may tweak the intent of a wish for the own purposes.
- X** Wishes are impartial, objective and consistent. If a *Wish* works in a certain way in a certain situation, it should always work in the same manner in identical situations in the future, as long as the set of circumstances directly involved in the *Wish* are the same.

## 8.2 Divine Ether Spells

### Alarm

Power Level: 2

Scope: 10 ft radius sphere

Range: 0 feet

Duration: 1 hr

Description: The caster is able to create a magical alarm system. The caster is aware (even when asleep) when and where an entity crosses the VOE boundary. The caster is able to move at any movement rate and the spell will continue to function with the caster always being the center of the VOE with a 2X power modification. The spell can be limited to hostile entities, or enemies with an associated *PMod* of 2X and 4X respectively. An enemy is an entity that is actively opposed to the caster's person, nation, or religion.

### Allergy (Reversible)

Power Level: 2

Scope: 1 entity

Range: 20 ft

Duration: C + 1 min

Description: The caster is able to confirm if the targeted entity has an allergy. The type (mundane or magical), origin, and associated allergen can also be determined by an associated *PMod* of 2X, 3X, 4X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide an allergy from magical detection.

### Connections (Reversible)

Power Level: 2

Scope: caster

Range: 1000 ft

Duration: 1 min

Description: This spell will reveal associations (connections) between an object/target (primarily made of ether) known or touched by the caster and the world. Generically this spell can also be used to find water, food, the nearest town, etc., because the caster is familiar with towns, food, and water. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). A plant, animal, humanoid, supernatural or extraplanar entity can also be the target with an additional 2X *PMod* provided, hair, blood, nail-clippings, etc. are available. The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

### Curse (Reversible)

Power Level: 3

Scope: 1 entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of a *Curse* on the targeted entity. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected curse can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a curse from magical detection.

### Death's Tale (Reversible)

Power Level: 3

Scope: 1 entity

Range: 10 ft

Duration: 3 min

Description: The caster is able to view the events that led up to the death of the entity. The duration of the spell indicates how many minutes before the death the viewing starts. The caster may define the angle or perspective to view the events, up to the maximum range. The caster views the events through his eyes and evaluates them with his abilities. The base spell is only viable if the entity has died within the last year, additional power must be expended to go further back in time. This modification can be done in steps of 3 years with a linear adjustment in required power, e.g., *PMod* of 2X or 4X would extend the time to 7 years and 13years respectively. The reverse spell attempts to mask/hide the events surrounding the death.

### Demon/Devil (Reversible)

Power Level: 2

Scope: 1 entity

Range: 30 ft

Duration: C + 2 min

Description: The caster is able to confirm if the targeted entity is a demon or devil. The type/race, age, and general characteristics can be determined by an associated required *PMod* of 2X, 3X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell detects Angel and Archangels.

### Disease (Reversible)

Power Level: 3

Scope: 1 entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to confirm if the targeted entity has a disease. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disease can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide a disease from magical detection.

### Environmental Conditions

Power Level: 1

Scope: 800 ft<sup>3</sup>

Range: 100 ft

Duration: C+ 1 second

Description: The caster is able to detect mundane environmental conditions having to do with Ether. A cumulative 2X *PMod* can be used to add additional Nouns besides Ether. Examples include weight, size, pressure, temperature, porosity, composition, humidity, speed, direction, feet relative to the surface, attitude, position, etc. The caster may determine two conditions every second.

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## Evil (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect if persistent evil is in the VOE. This can be objects, places, or entities. An entity's current ethical rating determines the spell's applicability. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The reverse of this spell detects good (holy).

## Future

Power Level: 4

Scope: caster

Range: 0 feet

Duration: 10 min +

Description: The future is impossible to predict with absolute certainty. This spell allows the caster to have a feeling, intuition or even a brief glimpse into a likely future based on environmental surroundings the exact moment the spell is cast. The uncertainty of the prediction increases with the time. The spell looks into the future in steps of 1 minute, with an associated exponential *PMod* increase, e.g., a *PMod* of 2X, 4X, 8X, would look ahead 2, 3 and 4 minutes respectively.

## Invisible

Power Level: 1

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 1 min

Description: The caster is able to detect if invisible objects or entities are within the VOE. If multiple objects or entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. To determine the associated Power Level of the magic requires doubling the *PMod* to cast the spell.

## Lie (Reversible)

Power Level: 3

Scope: 1 entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect if an entity thinks they are lying (speaking untruths). The motivation for lying can be determined with an additional 2X *PMod*. The caster can change targets no more than once every two minutes provided they are within range. If the entity is *Linked* the *PMod* is decreased by half. The reverse spell detects truth.

## Life

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any life within the VOE. The life glows to the caster's sight. Note: undead are not alive. The type/race, age, and general health can be determined by an associated required *PMod* of 2X, 3X and 4X respectively.

## Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Ether magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. An 8X *PMod* will reveal all the above for a non-Ether spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

## Mental Disorder (Reversible)

Power Level: 2

Scope: 1 entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to confirm if the targeted entity has a mental disorder, a.k.a., mental illness or psychiatric disorder. If the entity is not the caster's type an additional 2X *PMod* is required, e.g., a human detecting mental disorder on an animal, supernatural, or extraplanar entity Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disorder can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a mental disorder from magical detection.

## Poison (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of poison within the VOE. The definition of poison is based on the caster's entity type, e.g., a humanoid detecting poison for animal, plant, supernatural or extraplanar entities has an associated *PMod* modification of 2X and a stressor of the appropriate Lore skill. The poison glows to the caster's sight. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The reverse spell attempts to mask/hide the poison from magical detection.

## Story

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The classical elements cannot talk, but they have awareness of a sort, and very long memories. By means of this spell the caster is able to experience what has recently transpired (1 day window) around the target point. The experience is one of light, coronal discharges, e.g., Kirlian auras within the VOE. Kirlian imagery can be confusing, outlines of entities and objects auras in a rainbow of colors. 'Places of Power' tend to degrade the outcome reducing it to a chaotic random jumble of images. The events are experienced from the current date/time backwards to the specified duration at their normal rate which may be sped up or slowed down by increasing the *PMod* linearly. For example, a 2X, or 3X *PMod* would speed up the story 2X and 3X, or slow it down 0.5X or 0.33X. Additional days in the story can also be increased with a linear increase in the *PMod*, e.g., 2X or 3X increase would give the caster a 2 day or 3 day window respectively.

## Traps (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any non-magical traps within the VOE. The trap glows to the caster's sight. The type, and general operation can be determined by an associated required *PMod* of 2X, and 3X respectively. Magical traps can be detected with an additional 2X *PMod*. The reverse spell attempts to mask/hide the traps from magical detection.

## Undead

Power Level: 2

Scope: 5 ft radius sphere

Range: 30 ft

Duration: C + 2 min

Description: The caster is able to detect if any undead are within the VOE. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. Any substance other than clothing that obstructs LOS will defeat this spell, e.g., coffin or crypt. The type/race, age, and general characteristics can be determined by an associated required *PMod* of 2X, 3X and 5X respectively.

## Winter (Reversible)

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect the presence of Winter in objects, places and entities within VOE. An entity must have sworn fealty to a Winter Queen for this to apply. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The caster can determine the nature and capabilities of the winter influence with an additional *PMod* increase of 2X and 4X respectively. The reverse of this spell detects Summer.

## Text (Reversible)

Power Level: 2

Scope: 1 item

Range: touch

Duration: 20 mins

Description: The caster is able to comprehend text in an unknown language. It does not allow the caster to read the text; just understand what it is about at some level. The level of comprehension is based on the outcome. The level of comprehension is not sufficient for the *Reveal Spell*. To actually, read the text would require the use of *Change Skill* spell. The reverse spell temporarily makes the text unreadable to any entity attempting to read it. The duration for the reverse spell only begins when someone other than the caster attempts to read it. The duration can be increased with a linear power modification.

## 8.3 Change Ether Spells

### Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Ether spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, e.g., *Forceball*, but a jar containing a delayed ball of force might be explosive when broken. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Preservation (Reversible)

Power Level: 2

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: 1 day

Description: The spell perfectly preserves non-living, organic perishable items up to the VOE for the duration listed. At the end of the duration the material will decay/spoil normally. Example applications include but are not limited to food, water, severed limbs, plants, and animals. The reverse of the spell increases the rate of decay.

### Sterilize

Power Level: 2

Scope: 1000 ft<sup>3</sup>

Range: 10 ft

Duration: P

Description: The caster is able sterilize a volume of ether or items primarily consisting of ether up to the VOE. Sterilization kills all diseases, bacteria, viruses as well as potentially removing beneficial qualities as well.

### Tagent (Reversible)

Power Level: 2

Scope: 1 target

Range: touch

Duration: P

Description: The caster magically 'tags' a target (object, entity, or place) for use with other spells, e.g., *Connections* and *Retreat* spells. The permanence of the spell is dependent on the caster's Memory. The reverse spell attempts to remove an existing *Tagent*.

## 8.4 Destroy Ether Spells

### Ball

Power Level: 4

Scope: 10 ft radius sphere

Range: 70 ft

Duration: -

Description: The caster is able to create a 1 ft diameter ball of force that shoots (70 fps) straight from his hands up to the maximum range and explodes uniformly within the VOE. The explosion can be delayed in steps of 1 minute with a linear increase in *PMod*, e.g., 2X will delay it 1 minute and 3X will delay it 2minutes. The velocity of the ball may be increased in steps of 10 fps, i.e.,  $PMod=0.25n$ , where  $n$  is the number of steps, e.g., a velocity of 100 fps would have a *PMod* of 1.75X. The path of the ball(s) may be curved with a 3X *PMod* up to 90°.

### Bolt

Power Level: 3

Scope: 1bolt

Range: 100 ft

Duration: -

Description: The caster is able to create a force bolt from his hands in a straight path at 100 fps up to the maximum range in the desired direction. Additional bolts may be achieved using the Combining/Chaining rule provided the targets are all within the caster's FOV simultaneously at the end of the casting time.

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active spell including spells like *Elemental Merge Ether* or *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. For nouns other than Ether there is a 2X *PMod*. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. Caster will always be successful dispelling his own magic.

### Gate

Power Level: 5

Scope: 1 gate

Range: 10 ft

Duration: varies

Description: The caster attempts to close an existing *Gate* (portal) between his world and another plane. This spell will interact with the existing spell. A minor success may shorten the duration of the existing *Gate* whereas a major success would destroy the *Gate*.

## 8.5 Move Ether Spells

### Anti-Magic Siege

Power Level: 2

Scope: special

Range: touch

Duration: 1 day

Description: This focused spell is primarily used to defend a city or a castle. It requires multiple castings and multiple spells. Once cast, with the appropriate network prepared, this spell will prevent all magical transportation spells from penetrating the barrier. In other words, no one can Teleport, Fly, Plane Travel, or use any other spell to enter or exit the city. The Anti-Magic Siege spell has one flaw and very few know this weakness. One may successfully *Gate* through the Anti-Magic Siege spell, but gated beings of great power will probably attack. Although one cannot enter or exit using spells, lobbing a fireball or other non-transportation spell will still be effective! Also, transportation spells will work beneath the barrier as long as they don't try to penetrate it. To prepare the network, the spell caster must enchant numerous small (8"x8" by 0.25" thick) sheets platinum with *Symbol*, Anti-Magic Siege and a permanency spell. These sheets must then be placed along the perimeter of the city or building to be protected. They are usually placed in the stonework of the walls and towers. Then to activate the network the magic user must again cast the Ether-Anti-Magic Siege spell from somewhere within the perimeter. The spell can be refreshed, using the Ether noun, provided it is done before the duration expires. A *Destroy Earth Spell* or *Destroy Ether Spell* cast on one of the enchanted sheets has a chance to dispel it.

### Deflections (Reversible)

Power Level: 2

Scope: 10 ft radius sphere

Range: 0 feet

Duration: 1 min

Description: Any one attack from an object made primarily from the ether be deflected/avoided with a positive interaction outcome. The attack must be sensed and must be within the VOE. The reverse spell, *a.k.a.*, *Aiming*, allows the caster the direct the direction of the attack. A cumulative 2X *PMod* can be used to add additional Nouns besides Ether.

### Displace

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 50 ft

Duration: 1 min

Description: Ether up to the VOE can be moved in any horizontal direction (perpendicular to the gravity vector) up to the maximum range. This effectively creates a temporary vacuum. This spell could be hazardous to entities within the VOE that need ether to survive. If successfully cast on entities from the ethereal plane, the outcome will be serious.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Ether spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. A cumulative 2X *PMod* can be used to add additional Nouns besides Ether.

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### **Return**

Power Level: 5

Scope: 1 ether object

Range: 0 feet

Duration: 50 mins

Description: The ether-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end of the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a

particular goal has been met with an associated *PMod* of 2X and 4X respectively. For objects based on other nouns, other than Ether, there is a 2X *PMod*.

## Section III: Plants

### 9 Plant Magic

The plant section actually incorporates the current kingdoms Monera, Protistia, Plantae, and Fungi. It is equally applicable whether the plant is alive or dead. The Monera kingdom includes bacteria, and blue-green algae. The Protistia kingdom includes the plantlike protist and the animal-like protist. The plant-like protists include: euglenoids, dinoflagellates, diatoms, yellow-green algae, and golden-brown algae. The animal-like protists include protozoans. The Plant kingdom includes brown, red and green algae, mosses, liverworts, and vascular plants. The vascular plants include ferns, the conifers (gymnosperms) and the flowering plants (angiosperms). The Fungi kingdom includes yeast, molds, mushrooms, toadstools and fungi. In addition to Codex Lore this category can be enhanced with the Flora Lore and Herbology skills. Only locations on the plant target's home plane can be a significant place of power for plant spells. Places of Power associated with active or dormant plant magic include old growth forests and jungles.

By definition plants have **no Soul** and just marginally more *Mind* than the classical elements. Therefore, any plant-like entity that does have a *Soul* or significant *Mind* abilities is a Supernatural Entity, *e.g.*, Ents (Tolkien, 1965). Plants have the *Body* abilities of *Speed*, *Vitality*, *Strength*, and *Endurance*, and the *Mind* abilities of *Stability* and *Memory*, with all others being virtually non-existent. If a spell primarily works on a particular ability the plant does not have the spell is ineffective, *i.e.*, you cannot *Curse* a plant as they have no *Soul*.

#### 9.1 Create Plant Spells

##### Attunement

**Power Level:** 2 **Scope:** 1 item  
**Range:** touch **Duration:** P  
**Description:** The caster is able to create a bond to a magical item primarily derived from plants, *e.g.*, wood, cloth, etc. Once the attunement has succeeded, he may transfer the attunement to a third party to which he has previously successfully cast an *Imprint Mind* spell with an additional 2X *PMOD*. Attunement is usually only required for magical items that require some form of control or activation to use, *i.e.*, this would not be required for a magical club.

##### Clone

**Power Level:** 10 **Scope:** 1 cell  
**Range:** touch **Duration:** P  
**Description:** The caster creates a perfect genetic duplicate of donor plant. The age of the clone will be 1 second old, and *Growth* spells will be needed to age the clone. Unless the clone is kept in suspended animation memories and experiences will immediately begin to diverge from the donor.

##### Engraving

**Power Level:** 1 **Scope:** 1 ft<sup>2</sup>  
**Range:** touch **Duration:** P  
**Description:** With this spell the caster can engrave living or dead plants with writing and/or images. This spell is sometimes used in conjunction with the *Symbol* spell. The skill of the engraving is based on the caster's *Scribing* and/or *Drawing* skills. If successful the spell does not damage the object but a failure can damage an object or in extreme cases ruin it.

##### Food

**Power Level:** 1 **Scope:** 1 ft<sup>3</sup>  
**Range:** 10 ft **Duration:** P  
**Description:** The caster is able to create vegetables (roots, tubers, fruit, grains, etc.) suitable for consumption up to the VOE. The suitability is based on the caster to create food for another entity category a 2X *PMOD* is required.

##### Plant

**Power Level:** 2 **Scope:** 1 plant  
**Range:** 10 ft **Duration:** P

**Description:** The caster is able to create a single viable mundane plant native to the region he is currently in. The size of the plant is initially limited to 1ft<sup>3</sup> which can be increased using *PMODs* or *Growth*.

##### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Plant Magic. The *PMOD* of the Spell is directly related to the quality of the defense. This spell and the incoming Plant spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

##### Wall

**Power Level:** 2 **Scope:** 100 ft<sup>3</sup>  
**Range:** 50 **Duration:** 20 mins  
**Description:** The caster is able to create a linear wall of wood, bushes, thorns (what is ever native to the region) with the dimensions specified by the caster up to the VOE. Care must be taken to ensure stability. The thickness must be a minimum of 6 inches. Care must be taken to ensure stability. Plant walls can be breached by applying more than 60 points of physical damage per 6 inches of thickness. The wall can be curved, or circular with an associated *PMOD* of 2X, and 4X respectively. The wood has the density of pine. The density (hardness) of the wood can be double or halved with an associated *PMOD* of 2X and 0.5X respectively.

#### 9.2 Divine Plant Spells

##### Connections (Reversible)

**Power Level:** 2 **Scope:** caster  
**Range:** 1000 ft **Duration:** 1 min  
**Description:** This spell will reveal associations (connections) between an object/target (primarily made of plant material) known or touched by the caster and the world. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMOD*. The following table can be used as a guide.

<i>PMOD</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

##### Death's Tale (Reversible)

**Power Level:** 2 **Scope:** 1 plant  
**Range:** 10 ft **Duration:** 3 min  
**Description:** The caster is able to view the events that led up to the death of the plant. The duration of the spell indicates how many minutes before the death the viewing starts. The events will be from the perspective of the dead plant, *i.e.*, their senses. If they didn't sense anything, the caster won't view anything. The base spell is only viable if the plant has died within the last year, additional power must be expended to go further back in time. This modification can be done in steps of 3 years with a linear adjustment in required power, *e.g.*, *PMOD* of 2X or 4X would extend the time to 7 years and 13years respectively. The reverse spell attempts to mask/hide the events surrounding the death.

##### Disease (Reversible)

**Power Level:** 2 **Scope:** 1 plant  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The caster is able to confirm if the targeted plant has a disease. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disease can be determined by an

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associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide a disease from magical detection.

## Form

Power Level: 2

Scope: 1 plant

Range: 60 ft

Duration: P

Description: The caster is able analyze and memorize the physical form of the observed plant, this includes how they look, move, smell, feel, etc. This spell allows the caster to identify the plant based on sight. *Divine Form* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

## Imprint

Power Level: 2

Scope: 1 plant

Range: 10 ft

Duration: P

Description: The caster is able to imprint a plant's mind, what little there exists and as long as the target's mind subcategories are within 3z of the caster's. Target minds beyond 3z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify a plant based on their thought patterns. Mind patterns include impressions on the plant's intuition, memory, quickness, reasoning, eloquence and mental stability. Imprinting is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

## Life

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any plant life within the VOE. The life glows to the caster's sight. The race, age, and general health can be determined by an associated required *PMod* of 2X, 3X and 4X respectively.

## Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Plant magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

## Poison (Reversible)

Power Level: 2

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of poison within the plants within the VOE. The definition of poison is relative to the targeted plant. Detecting if the plant is poisonous to animal, human, supernatural or an extraplanar entity has an associated *PMod* modification of 2X and a stressor of the appropriate Lore skill. The poison glows to the caster's sight. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The reverse spell attempts to mask/hide the poison from magical detection.

## Story

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: Plants have a very limited awareness and associated communication, but memories last for their entire life. Communicating with plants can be very slow and laborious. This spell provides an alternate means of communication that is better suited to higher life forms. By means of this spell the caster is able to experience what has recently transpired (1 day window) around the target point. The experience is one of disturbance in: light, wind, noise, weather, and contact of the plant(s) within the VOE. The events are experienced from the current date/time backwards to the specified duration at their normal rate which may be sped up or slowed down by increasing the *PMod* linearly. For example, a 2X, or 3X *PMod* would speed up the story 2X and 3X, or slow it down 0.5X or 0.33X. Additional days in the story can also be increased with a linear increase in the *PMod*, *e.g.*, 2X or 3X increase would give the caster a 2 day or 3 day window respectively.

## Traps (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of mechanical traps primarily made of plant material within the VOE. The trap glows to the caster's sight. The type, and general operation can be determined by an associated required *PMod* of 2X, and 3X respectively. Magical traps having components made of plants can be detected with an additional 2X *PMod*. The reverse spell attempts to mask/hide the traps from magical detection.

## 9.3 Change Plant Spells

### Age (Reversible)

Power Level: 6

Scope: 1 plant

Range: touch

Duration: P

Description: The caster is able to positively or negatively age a mature living plant. This spell does not affect memories or experiences. The aging is performed in steps of 1 year, with an associated required increase in *PMod*, *i.e.*, a *PMod* of 5X would age the plant 5 years. The minimum age is the plant's age at maturity. The spell will act to minimize the impact on size of the plant, *i.e.*, the smallest growth rings will be added or eliminated first.

### Breath Control

Power Level: 1

Scope: 1 plant

Range: 10 ft

Duration: 1 min

Description: The caster is able to increase the amount of time a plant can hold its breath, by the duration of the spell. The plant can breathe water and non-normal gasses with an associated *PMod* of 2X and 4X respectively.

### Configuration

Power Level: 1

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster can change a plant-based object into a different form chosen by the caster. For example, a dozen wooden cedar arrows could be morphed into a wooden cedar bowl. The duration is permanent until *Dispelled*.

### Damage (Reversible)

Power Level: 2

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster is able to repair damage done to objects (non-living) made from plants. This includes but is not limited to wooden armor, wooden shields, bowls, and boxes. The reverse causes generic damage.

### Disease (Reversible)

Power Level: 2

Scope: 1 plant

Range: touch

Duration: P

Description: The caster causes the targeted (living or non-living) plant to become infected with a disease. The reverse can stop the spread of a disease in the target, *i.e.*, no further degradation in body abilities or damage will result due to the disease. *ORS*<sup>TM</sup> models a cause/cure disease by degrading/improving the target's body abilities from/to their original state using *PMods*. Magical *Healing* can restore body damage caused by a disease, but it cannot cure a disease. Positive stressors to cause disease include a viable tissue sample containing the disease while negative stressors to cure would include a failed diagnosis with the *Medical Aid* skill or *Detect Disease*. Finally, this spell does not grant any immunity to this disease and the entity can be infected again in the future.

Diseases of Plants are deviations from the normal growth and development of plants incited by microorganisms, parasitic flowering plants, nematode, and viruses. Bacteria diseases are marked by various symptoms, including soft rot, leaf spot, wilt of leaves and stems, canker, leaf and twig blight, and gall formation. The majority of plant diseases are incited by fungi (*e.g.*, blight, mildew, potato blight, parasitic coffee root fungus). Viral infections also affect plants and manifest as mosaic patterns, yellowing of foliage, vein clearing, ring spots, stunting and premature death, malformation, and overgrowth. Nematodes are also an important cause of disease in plants (*e.g.*, root-knot nematodes). Among the flowering parasitic plants that cause injury or death to their hosts are mistletoes, dodders and broomrape.

**Generic** noninfectious diseases cause a reduction, -0.1z, to one of the plant's abilities, *i.e.*, speed, vitality, strength, endurance, stability and memory.

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The total stressors can be increased in steps of -0.1z with an associated *PMod* increase, e.g., a 10X or 20X *PMod* would cause a total of -1.0z or -2.0z reduction some of the target's abilities. For infectious diseases add an additional 5X *PMod* to the equivalent noninfectious diseases. If the target is to be an infectious carrier (has and can transmit the disease but has no symptoms) add another 10X *PMod* to the infectious disease. The caster may divide these negative stressors over one or more abilities as he sees fit, and describe the associated symptoms. Every disease has certain characteristic effects on the plant, e.g., appearance, growth, fertility, life span and edibility.

To increase realism, the player and GM can attempt to duplicate actual diseases. The following is an example on how this would be done: **Potato Blight**, *a.k.a.*, late blight is an disease caused by a fungus that rots leaves, stems, and tubers totally destroying the crop, *PMod*=20X (infectious, -1.5z Vitality). The early blight, caused by a different fungus, is not so destructive but causes lesions that permit entry of the various forms of bacterial rot. It has a 10X *PMod*. Early Blight tends to destroy up to 60% of the crop, *PMod*=15X (infectious, -1.0z Vitality).

## Exhaustion

Power Level: 1

Scope: 1 plant

Range: touch

Duration: 1 hour

Description: With a successful skill action the caster is able to temporarily nullify body exhaustion within the targeted plant. The severity of the exhaustion above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

## Growth (Reversible)

Power Level: 2

Scope: 1 plant

Range: touch

Duration: P

Description: The caster is able to accelerate the growth of a plant by 1 month. The amount of growth may be increased with an associated required increase in *PMod*, e.g., a *PMod* of 13X accelerate the growth by 13 months. The growth happens at a rate of 1 month per 10 seconds. The reverse spell attempts to slow the growth, e.g., 2X *PMod* would mean the target would only grow at 10/12 its normal rate.

## Healing (Reversible)

Power Level: 1

Scope: 1 plant

Range: touch

Duration: P

Description: The caster is able to heal injuries within the targeted plant based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Plant spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, e.g., *Create Food*, but a jar containing a delayed spell might be a great snack when broken. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Petrify

Power Level: 7

Scope: 1 plant

Range: 10 ft

Duration: 1 hour

Description: The caster is able to change a plant to stone. The base stone is claystone but a 2X modifier will turn it to granite. The plant will return to normal at the end of the duration or if *Dispelled*.

## Polymorph

Power Level: 4

Scope: 1 plant

Range: touch

Duration: 10 mins

Description: The caster can change a living plant into the form of any one plant, animal, human, supernatural or extraplanar being that the caster has studied using the appropriate *Divine Form* spell. This does not alter the plant's mind and they have no soul. A classic example would be to morph a bunch of saplings into snakes. The results of this spell are variable, dependent on the *PMods* and the final form of the polymorph. A subtle failure might be a minor error in the final, e.g., wrong smell, wrong texture, or wrong color. The base power cost corresponds to a polymorph into the same type of entity (plant). If the change is relatively minor, e.g., only leaf color, complexion, or 5%/10% for height/weight then a +1 stressor should be used. If the caster wants to dramatically modify the size, then *Change Trait (Gigantism)* spell should be used. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant ↔ Animal ↔ Human ↔ Supernatural ↔ Extraplanar. The weight will be appropriate to the new form. Despite the success of the polymorph, this spell conveys no knowledge, e.g., a plant polymorphed into a bird won't know how to fly.

## Quality

Power Level: 2

Scope: 1 plant

Range: touch

Duration: P

Description: The caster is able to positively or negatively modify the plants natural qualities, e.g., potency, nutritional value, flowers, etc. The modification may be performed in steps of 50% from the original quality, with an additional associated *PMod* increase, e.g., a 4X *PMod* would triple the potency of the plant.

## Reattach Severed Limb

Power Level: 7

Scope: 1 limb

Range: touch

Duration: P

Description: The caster is able to reattach a plant's severed limb, i.e., branch, root, or trunk. The process takes 10 minutes and the limb must be in a pristine or preserved state for this spell to succeed. After re-attachment the plant will have four serious wounds, (e.g., skeletal, tendon, circulatory, nerve), which can be healed further with *Healing*. Depending on the state of preservation, secondary diseases or infections may also need to be dealt with.

## Regeneration

Power Level: 16

Scope: 1 plant

Range: touch

Duration: P

Description: The caster is able to regenerate a lost limb, root or organ of a plant. After a successful outcome the process normally takes 24 hours to complete. If the limb was lost to lightning, fire or acid damage it takes twice as long to heal.

## Scent

Power Level: 2

Scope: 1 plant

Range: 10 ft

Duration: 10 mins

Description: The caster is able to positively or negatively modify the plant's natural scent, e.g., potency by 50%. Additional modification can be made with a *PMod* increase, e.g., a 4X *PMod* would increase the potency of the scent by 200%. At 0% the plant is odorless.

## Sterilize

Power Level: 1

Scope: 1000 ft<sup>3</sup>

Range: 10 ft

Duration: P

Description: The caster is able sterilize plants, as well as plant items, up to the VOE. Sterilization kills all diseases, bacteria, viruses as well as potentially removing beneficial qualities as well.

## Toxicity

Power Level: 2

Scope: 1 plant

Range: touch

Duration: P

Description: The caster is able to neutralize one poison that is within a plant (living or non-living). The *PMod* required to remove the poison is 2X the

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toxicity of the poison. A minor success would only slow the effects of the poison. After a successful removal, associated physical damage may be *Healed*.

## Trait (Reversible)

Power Level: 1

Scope: 1 plant

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the plant's traits that has a tertiary maximum of body abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 7.14X, 21.43X, 50X PMods would change a plant with a *Poison Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 9.4 Destroy Plant Spells

### Disintegration

Power Level: 3

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster can disintegrate saw-dust, wood pulp and wood chips up to the VOE. Disintegrating non-living plants, non-living trees, living plants, living trees, and fabricated objects require PMods of 2X, 3X, 4X, 6X and 8X respectively. This spell will only work on normal plants, magical or animated plants require a successful *Dispel Plant Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Plant spell including spells including plant-based *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. PMods may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Possession

Power Level: 7

Scope: 1 object or place

Range: touch

Duration: 1 hour

Description: The caster can possess a plant, object or place made primarily of plant material. The caster's body is totally helpless for the duration of the spell. Should the caster's body die his mind and soul will take up permanent residence. A successful *Exorcism* can force the caster to depart.

### Warp

Power Level: 1

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster is able to warp, twist, bend, and deform objects made from plants. This effectively weakens the object, e.g., a door could be jammed into its frame or a dozen arrows could be warped. This includes but is not limited to wooden armor, wooden shields, bowls, and boxes. For crafted items there is a 2X PMod.

## 9.5 Move Plant Spells

### Animate

Power Level: 3

Scope: 10 ft radius hemisphere

Range: 50 ft

Duration: C

Description: The caster is able to force living or dead plants within the VOE to move and attack once every 3 seconds. The caster must concentrate on the plants to enable them to perform actions otherwise they will remain motionless. Their actions are limited to movement, striking and entanglement using the

*Sticking/Blocking* or the *Grappling* skill at a no higher than 0.0z proficiency. Their *Movement* is no faster than 3 feet per second. The number of attacks is limited by the plants within the VOE and cannot exceed an attack for every 216 ft<sup>3</sup>. This movement may be hazardous to the plant's overall health.

### Deflections (Reversible)

Power Level: 2

Scope: 10 ft radius sphere

Range: 0 feet

Duration: 1 min

Description: Any one attack from an object made from plants can be deflected/avoided with a positive interaction outcome. This includes but is not limited to attacks from arrows and spears. The attack must be seen and must be within the VOE. The outcome can be modified and the number of attacks increased by a linear PMod for each. The reverse spell, *a.k.a.*, *Aiming*, allows the caster the direct the direction of the attack.

### Domination

Power Level: 4

Scope: 1 plant

Range: 30 ft

Duration: C + 30 mins

Description: The caster attempts to dominate (totally control) the targeted plant. Multiple plants can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. If dominated, the plants will perform any action the caster desires, within normal limits. The duration is while the caster concentrates plus 30 minutes.

### Exorcism

Power Level: 2

Scope: 1 object or place

Range: touch

Duration: P

Description: The caster attempts to evict an entity that has possessed a plant, object, or place constructed of plant material. This spell assumes both *Imprint Mind* and *Link Mind* have been successfully cast. After casting this spell the caster and the possessing entity will enter into a *Duel*. The greatest danger to the exorcist is becoming possessed by the entity himself.

### Hold (Reversible)

Power Level: 1

Scope: 1 plant

Range: 10 ft

Duration: 1 min

Description: The targeted plant is unable to move for the duration of the spell. Multiple plants can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The plant's mind, such as it is, is unaffected, *i.e.*, they are still fully aware, and able to breathe. The reverse of the spell attempts to cancel an existing *Hold*. This spell is useful to negate wild *Growth*, *Animate* or *Entangle* spell to name a few.

### Portal (Reversible)

Power Level: 1

Scope: 3000 ft<sup>3</sup>

Range: 50

Duration: 10 mins

Description: The caster is able to force an opening in the vegetation that allows unhindered movement within the VOE. The reverse of the spell temporarily closes and existing opening in through vegetation.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Plant spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, PMods, casters, abilities, traits, noun and verb skills.

### Return

Power Level: 5

Scope: 1 plant

Range: 0 feet

Duration: 50 mins

Description: The plant-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated PMod of 2X and 4X respectively.

### Telekinesis

Power Level: 1

Scope: 50 lbs

Range: 50 ft

Duration: C + 1 min

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Description: Caster can move one or more plant-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where  $W$  is the *Scope* and  $W_D$  is the desired weight. The velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*. A rope could be made to tie itself off (or bindings untied) with a *PMod* of  $2X$ .

# Section IV: Animals

Animals include the higher life forms we are all familiar with, but it also includes some which GMs and player alike might wonder where they belong. Specifically, animals include: coelenterates flatworms, mollusks, annelids, arthropods, echinoderms, and chordates. Coelenterates are primitive aquatic animals, e.g., jellyfish, sea anemones, and coral. Flatworms have bilateral symmetry and include flukes, tapeworms, and planarians. Mollusks tend to have a shell and include: snails, clams, oysters, scallops, octopus, and squids. Annelids are segmented worms and include: earthworms, and various marine worms. Arthropods have jointed legs and hard exoskeletons, e.g., Spiders, scorpions, crabs, lobsters, crayfish, centipedes, millipedes, and insects. Echinoderms are strictly marine and include: sea stars, sand dollars, sea urchins, sea cucumbers and a variety of other forms. Chordates are vertebrates, animals that have a skeleton, particularly a backbone. This includes most of the animals people think of, e.g., fish, frogs, salamander, snakes, lizards, turtle, alligator, bards, and mammals. ORS™ specifically excludes humans from this group for playability reasons.

This section actually encompasses three categories of magic: Animal-Body, Animal -Mind, and Animal -Soul magic. Yes ORS™ is stating all animals have a soul. In addition to Codex Lore this category can be enhanced with the Fauna Lore skill. Similarly, the knowledge and use of an animal's true name is an extremely powerful enhancement. Only locations on the animal entity target's home plane can be a significant place of power for animal spells. Places of power associated with active or dormant animal magic include places where animals traditionally congregate. For spiritual purposes it will be *Soul* magic, for intellectual purposes it will be *Mind* magic and all other congregations it will be *Body* magic. These locations can and frequently are collocated.

## 10 Animal Body Magic

Animal-Body category affects the agility, comeliness, vitality, endurance, speed, and strength of Animals creatures in various ways.

### 10.1 Create Animal Body Spells

#### Attunement

**Power Level:** 2 **Scope:** 1 item  
**Range:** touch **Duration:** P

**Description:** The caster is able to create a bond to a magical item primarily derived from animals, e.g., leather, ivory, etc. Once the attunement has succeeded, he may transfer the attunement to a third party to which he has previously successfully cast an *Imprint Mind* spell with an additional 2X *PMod*. Attunement is usually only required for magical items that require some form of control or activation to use, i.e., this would not be required for a cloak of protection.

#### Clone

**Power Level:** 10 **Scope:** 1 cell  
**Range:** touch **Duration:** P

**Description:** The caster creates a perfect genetic duplicate of the animal donor. The mind and soul will be a blank slate, i.e., it can be a perfect receptacle for a *Memory* and *Spirit Bind*. The age of the clone will be 1 second old, and *Growth* spells will be needed to age the clone. Unless the clone is kept in suspended animation memories and experiences will immediately begin to diverge from the donor.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins

**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Animal Body Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Animal Body spell will interact to determine the outcome. Outcomes include failure,

lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Web

**Power Level:** 1 **Scope:** 100 ft<sup>2</sup>  
**Range:** 50 **Duration:** 2 mins  
**Description:** The caster creates an intricate web of strong, sticky fibers up to the AOE. The web must be anchored to the ceiling and floor or two walls or ceiling and wall. The outcome result indicates the negative stressors to an entity's physical actions that encounters it. A minor, normal, good, impressive, extraordinary or epic success results in a -1,-2,-3,-4,-5,-6z to all physical actions. Increasing the *PMod* can increase the web's strength. The web can be easily burned using normal fire.

### 10.2 Divine Animal Body Spells

#### Allergy (Reversible)

**Power Level:** 1 **Scope:** 1 animal  
**Range:** 20 ft **Duration:** C + 1 min  
**Description:** The caster is able to confirm if the targeted animal has an allergy. The type (mundane or magical), origin, and associated allergen can also be determined by an associated *PMod* of 2X, 3X, 4X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide an allergy from magical detection.

#### Connections (Reversible)

**Power Level:** 2 **Scope:** caster  
**Range:** 1000 ft **Duration:** 1 min  
**Description:** This spell will reveal associations (connections) between an animal target and the world. For example, a caster could use the target's hair, blood, nail-clippings, etc. to find the target. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

#### Disease (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The caster is able to confirm if the targeted animal has a disease. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disease can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide a disease from magical detection.

#### Form

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 60 ft **Duration:** P  
**Description:** The caster is able analyze and memorize the physical form of the observed animal, this includes how they talk, move, smell, feel, etc. This spell allows the caster to identify the animal based on sight. *Divine Form* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere

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Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Animal Body magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

### Poison (Reversible)

Power Level: 1

Scope: 1 animal

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of poison within the targeted animal. The definition of poison is based on the target. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide the poison from magical detection.

## 10.3 Change Animal Body Spells

### Ability (Reversible)

Power Level: 1

Scope: 1 animal

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the animal's body abilities, *i.e.*, agility, comeliness, vitality, endurance, speed, or strength. The modification is performed in steps, where 1 *PMod*=14 steps, *e.g.*, a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Vitality* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Addiction (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: The caster is able help the animal withdraw from a light (bodily) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated psychological (mind) addiction is healed the animal will relapse and once again become addicted. *Fauna Lore* skill and *Medical Aid* skill can be positive stressors.

### Age (Reversible)

Power Level: 6

Scope: 1 animal

Range: touch

Duration: P

Description: The caster is able to positively or negatively age a mature living animal. This spell does not affect memories or experiences. The aging is performed in steps of 1 year, with an associated required increase in *PMod*, *e.g.*, a *PMod* of 5X would age the animal 5 years. The minimum age is the entity's age at maturity.

### Allergy (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: 1 season

Description: The caster can inoculate the animal against a particular allergen, *i.e.*, for the remainder of the season the allergen will not affect them. The allergen stressors may be removed in steps of 0.25z, *e.g.*, a 4X *PMod* will decrease the Allergy stressors by 1z. The allergy is not cured only a *Wish* or Divine intervention can change a trait. The reverse lowers an entity's resistance to a specific allergen. A -3.0z indicates a life-threatening allergy to a particular allergen, *e.g.*, getting stung by a bee might end up being fatal.

### Breath Control

Power Level: 1

Scope: 1 animal

Range: 10 ft

Duration: 1 min

Description: The caster is able to increase the amount of time an animal can hold its breath, by the duration of the spell. The animal can breathe water, non-normal gasses, and dynamically switch with an associated *PMod* of 2X, 4X, and 7X respectively.

### Damage (Reversible)

Power Level: 2

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster is able to repair damage done to objects (non-living) made from animals. This includes but is not limited to leather armor, leather shields, clothing, tack and harness. The reverse causes generic damage.

### Disease (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: The caster causes the targeted (living or non-living) animal to become infected with a disease. Diseases are abnormal conditions that influence an animal's health and ability to function. Diseases have diverse causes, which can be classified into two broad groups: infectious and noninfectious. Infectious diseases can spread from one target to another and are caused by microscopic organisms (pathogens) that invade the body. These pathogens include: bacteria (*e.g.*, salmonellosis, anthrax, leptospirosis, tuberculosis), viruses (*e.g.*, leukemia, foot & mouth, rabies, distemper, parvoviruses, zombie, and some cancers), fungi (histoplasmosis, ringworm, otitis external), and parasites (*e.g.*, roundworm, tapeworm, fluke, heartworm.). An infectious disease can be conjured with an additional *PMod* of 10X. Noninfectious diseases are not communicated from target to target and do not have infectious agents. Examples of noninfectious diseases are: heart disease, most cancers, joint dysplasia, mange, pemphigus foliaceus, arthritis, and anemia.

Diseases are destructive in two ways; the target takes *Body* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Body* abilities will be permanently reduced proportionally to reflect the current *Body* damage pool total. Diseases are stealthy and are usually not detectable until serious damage has occurred. The severity of the disease is dependent on the outcome result. *Minor*, *Normal*, *Good*, *Impressive*, *Extraordinary*, and *Epic Successes* cause 1 point of *Body* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore body damage caused by a disease within the last 24 hours, but it cannot cure a disease. The reverse can cure a disease in the target, *i.e.*, no further degradation in body abilities or damage will result from the disease. After a successful *Remove Disease*, outcome greater than or equal to the existing disease, is performed all *Body* damage taken from the disease can be restored using Magical *Healing*. Negative stressors to cure would include a failed diagnosis with the *Medical Aid* skill or *Detect Disease*. Note: some diseases mutate the entities DNA, *e.g.*, vampirism; they can only be healed during the early stages of the disease. Finally, this spell does not grant any immunity to this disease and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity, using real-world diseases is recommended. Two examples of an *Extraordinary Success* (Serious Severity) are:

*Rabies* is an infectious disease of the central nervous system that is transmitted through the bite of a rabid creature. After an incubation period of three weeks without symptoms the infected creature usually becomes depressed, anxious, and irritable; has difficulty breathing and swallowing; and is extremely thirsty but cannot drink. Terror, vomiting, and fever follow, as thick mucus collects in the mouth and throat. This stage lasts three to five days and usually results in death.

*FeLV* is an infectious disease of the immune system that is passed through casual contact, licking and grooming. Felines infected with FeLV may appear healthy for a few weeks after infection, but the following warning signs begin to appear, loss of appetite, weight loss, chronic fever, infections or breathing difficulties, poor coat condition, yellow tinge in the eyes and mouth, lethargy and general poor condition, sores in the mouth and gums, persistent diarrhea, swelling near the belly, chin, shoulders or knees, pale color of gums. This disease tends to be fatal in almost all cases, and those felines surviving go on to become carriers.

### Elemental Merge

Power Level: 3

Scope: 1 animal

Range: touch

Duration: 10 min

Description: The caster is able to modify the animal's body such that they may merge with one of the five classical elements or plants. While merged they are unable to sense the world and their movement rate/action rate relative to their

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host is reduced to 10% of their original rate. To be able to sense the world around them requires a power modification of 2X. To increase their movement rate/action rate relative to their host may be done in 10% steps with an associated linear modification to the required *PMod*, e.g., a 10X *PMod* would allow them to move normally. If attacked and unable to move the target will take 10% of all the damage. After sustaining 75% damage to any pool the merge will be dispelled and the animal will translocate to an adjacent position this has a density approximately equal to their starting atmosphere.

## Exhaustion

**Power Level:** 1 **Scope:** 1 animal  
**Range:** touch **Duration:** 1 hour  
**Description:** With a successful skill action the caster is able to temporarily nullify body exhaustion within the targeted animal. The severity of the exhaustion above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

## Growth (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** touch **Duration:** P  
**Description:** The caster is able to accelerate the growth of an animal by 1 month. Obviously if the target is mature it will do nothing. The amount of growth may be increased with an associated required increase in *PMod*, e.g., a *PMod* of 13X accelerate the growth by 13 months. The growth happens at a rate of 1 month per 10 seconds. The reverse spell attempts to slow the growth, e.g., 2X *PMod* would mean the target would only grow at 10/12 its normal rate.

## Healing (Reversible)

**Power Level:** 1 **Scope:** 1 animal  
**Range:** touch **Duration:** P  
**Description:** The caster is able to heal body injuries within the targeted animal based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Metabolic Rate (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** touch **Duration:** 1 day  
**Description:** The caster is able to positively or negatively modify an animal's metabolic rate, i.e., the need for food and water. A *PMod* of 2X, 3X, 4X would increase the entity's metabolic rate by double, triple or quadruple or decrease it by 50%, 33%, 25%. The impact is variable based on environmental stressors, activity level, age, health, weight, etc., but under normal conditions an entity cannot survive without water for 7 days and without food for 21 days. A *PMod* of 50X used to positively modify an entity would require it to continuously eat and drink to survive or if used to negatively modify an entity it would place it in a state of suspended animation, i.e., the animal's heart stops, it requires no food or water or air to breath. The animal's life force is frozen in its current state until the duration expires, at which point it returns to normal.

## Permanence

**Power Level:** varies **Scope:** 1 spell  
**Range:** touch **Duration:** C+P  
**Description:** A successful outcome result will allow the following Animal Body spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are

not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Petrify

**Power Level:** 7 **Scope:** 1 animal  
**Range:** 10 ft **Duration:** 1 hour  
**Description:** The caster is able to change an animal to stone. The base stone is claystone but a 2X modifier will turn it to granite. The animal's clothing and possessions are unaffected. The animal will return to normal at the end of the duration or if *Dispelled*.

## Polymorph

**Power Level:** 4 **Scope:** 1 animal  
**Range:** touch **Duration:** 30 mins  
**Description:** The caster can change an animal's body into the form of any one plant, animal, human, supernatural or extraplanar being that the caster has studied using the appropriate *Divine Form* spell. This does not alter the animal's mind or soul. The results of this spell are variable, dependent on the *PMods* and the final form of the polymorph. A subtle failure might be a minor error in the final, e.g., wrong smell, wrong texture, or wrong color. The base power cost corresponds to a polymorph into the same type of entity (animal). If the change is relatively minor, e.g., only hair color, complexion, or 5%/10% for height/weight then a +1 stressor should be used. If the caster wants to dramatically modify the size, then *Change Trait (Gigantism)* spell should be used. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant ↔ Animal ↔ Human ↔ Supernatural ↔ Extraplanar. The weight will be appropriate to the new form. Despite the success of the polymorph, this spell conveys no knowledge, e.g., an entity polymorphed into a bird might not know how to fly.

## Reattach Severed Limb

**Power Level:** 7 **Scope:** 1 limb  
**Range:** touch **Duration:** P  
**Description:** The caster is able to reattach an animal's severed limb, i.e., finger, toe, hand, foot, arm, leg, nose or ear. The process takes 10 minutes and the limb must be in a pristine or preserved state for this spell to succeed. After re-attachment the animal will have four serious wounds, (e.g., skeletal, tendon, circulatory, nerve), which can be healed further with *Healing*. Depending on the state of preservation, secondary diseases or infections may also need to be dealt with.

## Regeneration

**Power Level:** 16 **Scope:** 1 animal  
**Range:** touch **Duration:** P  
**Description:** The caster is able to regenerate an animal's lost limb or organ. After a successful outcome the process normally takes 24 hours to complete. If the limb was lost to lightning, fire or acid damage it takes twice as long to heal.

## Restore Life

**Power Level:** 20 **Scope:** 1 animal  
**Range:** touch **Duration:** P or 30 mins  
**Description:** The caster restores life to a preserved dead animal that has *Memory Bind* and *Spirit Bind* currently active. A successful outcome places the animal at death's door. All wounds that caused the death must be reduced to serious condition (using *Healing*) within 30 minutes or the animal body will again die. Activity level of the animal at this point depends on his remaining wounds, abilities, traits and skills.

## Scent

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 10 ft **Duration:** 10 min  
**Description:** The caster is able to positively or negatively modify the animal's natural scent, e.g., potency by 50%. Additional modification can be made with a *PMod* increase, e.g., a 4X *PMod* would increase the potency of the scent by 200%. At 0% the animal is odorless.

## Skill (Reversible)

**Power Level:** 1 **Scope:** 1 animal  
**Range:** touch **Duration:** 10 min

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**Description:** The caster can temporarily increase or decrease the weeks of experience in one of the animal's skills that has a tertiary maximum of body abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), e.g., a 1.86X, 4.29X, 7.07X PMods would change an entity with a *Claw Attack* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

### Toxicity

**Power Level:** 2

**Scope:** 1 animal

**Range:** touch

**Duration:** P

**Description:** The caster is able to neutralize one poison that is within an animal (living or non-living). The PMod required to remove the poison is 2X the toxicity of the poison. A minor success would only slow the effects of the poison. After a successful removal, associated physical damage may be *Healed*.

### Trait (Reversible)

**Power Level:** 1

**Scope:** 1 animal

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the animal's traits that has a tertiary maximum of body abilities. This can be used on any of the *continuous* traits listed in the *ORS Standard Rules™*. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X PMods would change an entity with a *Disease Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

### True Sight

**Power Level:** 3

**Scope:** 1 animal

**Range:** touch

**Duration:** 1 min

**Description:** The caster grants true sight, *a.k.a.*, spirit vision, inner-sight, or the third eye, to the targeted animal on the plane in which it is cast. True sight shows things as they truly are. Invisible objects and entities become visible, secret and hidden doors become obvious, and illusions and the forces of magic are revealed. The sight can show you beauty that can make angels weep and evil so terrible that demons are taken aback. The downside is the sight needs to be used sparingly as there is no filter and it has the potential to cause serious mental issues. If used more than once per week it has a 1% cumulative chance of addiction and pain and eventually insanity. Spell failure results in mental damage and extreme pain.

## 10.4 Destroy Animal Body Spells

### Branding

**Power Level:** 1

**Scope:** 0.5 ft<sup>2</sup>

**Range:** touch

**Duration:** P

**Description:** With this spell the caster can brand an animal with writing and/or images. This spell is sometimes used in conjunction with the *Symbol* spell. The brand is not painful but does cause 4 points/AOE of body damage. The skill of the brand is based on the average of the caster's *Scribing* skill and/or *Drawing* skill.

### Disintegration

**Power Level:** 3

**Scope:** 1 in<sup>3</sup>

**Range:** touch

**Duration:** P

**Description:** The caster can disintegrate a nonliving animal up to the VOE. Disintegrating living animals requires a PMod of 2X. This spell will only work on normal animals, magical or animated animals require a successful *Dispel Animal Body Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Animal Body spell including spells including animal body-based *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. PMods may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 10.5 Move Animal Body Spells

### Animate

**Power Level:** 3

**Scope:** 10 ft radius hemisphere

**Range:** 50 ft

**Duration:** C

**Description:** The caster can cause recently dead animals within the VOE to move and attack once every 4 seconds. The number of dead, **not undead**, is limited by the original number in the VOE at the time of casting. The caster must concentrate on the bodies to enable them to perform actions otherwise they will remain motionless. Their attacks are limited to using the *Sticking/Blocking* or the *Grappling* Skill at a 0.0z proficiency. Their shambling *Movement* is no faster than 5 feet per second. Bodies dead longer than a month may be animated with an additional linear power modification, *i.e.*, PMod=*t*, where *t* is the number of months the entity has been dead.

### Enhance Movement

**Power Level:** 1

**Scope:** 1 animal

**Range:** touch

**Duration:** 2 mins

**Description:** The caster is able enhance an animal's ability to move on various surfaces and or terrain as if they were on smooth level ground. The animal's actual movement rate would be his normal rate for smooth flat ground. The terrain/surface type along with the PMod is presented in the following table. Jogging and running have an additional PMod of 2X, and 4X respectively.

Terrain/Surface	PMod
Narrow ledge/edge	2X
Tree limb	2X
Inclined surfaces <60°	2.5X
Slippery/Ice	3X
Tightrope	3X
Inclined surfaces ≥60°	3.5X
Ceilings or Water	4X
Underwater	5X
Air	6X

### Flicker

**Power Level:** 3

**Scope:** 1 animal

**Range:** 20 ft

**Duration:** 4 min

**Description:** The caster grants an animal the ability to randomly flicker back and forth between Terra and one of the adjacent planes of existence. The amount of time spent on the other planes is [0-1] seconds. The adjacent planes are Earth, Air, Fire, Water, Ether and Astral. The caster can choose the plane prior to casting the spell with a 2X PMod. Attacks made on the animal have same probability of succeeding as his time spent on *Terra* or the plane in question. The animal is unable to do anything while Flickering other than move and observe.

### Fly

**Power Level:** 3

**Scope:** 1 animal

**Range:** 20 ft

**Duration:** 15 min

**Description:** The caster grants the power of flight to the target animal for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  PMod, where W is the 165 pounds and  $W_D$  is the desired weight. The target may fly at a rate of 50 fps. The velocity rate may be increased in steps of 50 fps with an associated linear PMod, *e.g.*, a 4X PMod would allow the entity to fly at 200 fps.

### Hold (Reversible)

**Power Level:** 1

**Scope:** 1 animal

**Range:** 10 ft

**Duration:** 1 min

**Description:** The animal target is unable to move for the duration of the spell. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target's mind and soul are unaffected, *i.e.*,

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they are still fully aware, and able to breathe. The reverse of the spell attempts to cancel an existing *Hold*.

## Levitation

Power Level: 2

Scope: 1 animal

Range: 20 ft

Duration: 10 min

Description: The caster grants the power of levitation to the targeted animal for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  *PMod*, where  $W$  is the 165 pounds and  $W_D$  is the desired weight. The animal may move vertically (up or down) at a rate of 3 fps. The velocity rate may be increased in steps of 3 fps with an associated linear *PMod*, e.g., a 5X *PMod* would allow the target to 15 fps up or down.

## Paralysis (Reversible)

Power Level: 8

Scope: 1 animal

Range: touch

Duration: P

Description: A specific area (e.g., arm, leg, hand, foot, face) touched by the caster on an animal is paralyzed. The reverse of the spell attempts to remove paralysis (magical or natural) from an area of the animal.

## Pass without Trace

Power Level: 1

Scope: 1 animal

Range: touch

Duration: 1 min

Description: The affected animal can slowly walk without leaving tracks or other visible signs of his passing. The pace can be increased to a normal walk, jog, or run with an associated *PMod* of 2X, 4X, and 8X respectively.

## Plane Travel

Power Level: 7

Scope: 1 animal

Range: touch

Duration: 60 minutes

Description: By means of this spell the caster sends an animal to a known plane of existence. Some of the planes are quite hazardous and may not support normal life. The *PMod* is directly related to the distance from the caster current plane. *Terra* is adjacent to the planes of Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 5, e.g., traveling from Terra to the second plane of hell would have a *PMod* of 10X.

## Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Animal Body spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

## Return

Power Level: 5

Scope: 1 animal

Range: 0 feet

Duration: 50 mins

Description: The animal-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end of the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

## Telekinesis

Power Level: 1

Scope: 50 lbs

Range: 50 ft

Duration: C + 1 min

Description: Caster can move one or more animal-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where  $W$  is the *Scope* and  $W_D$  is the desired weight. The velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*.

## 11 Animal Mind Magic

Animal-Mind category affects the intuition, memory, quickness, reasoning, eloquence and stability of Animals in various ways.

### 11.1 Create Animal Mind Spells

#### Link (Reversible)

**Power Level:** 1 **Scope:** 1 animal  
**Range:** 10 ft **Duration:** 10 min  
**Description:** The caster can link his mind to an animal's mind with which he has previously successfully *Imprinted*. While linked, entities can choose to voluntarily share/merge sensory information. Multiple simultaneously links are possible in a variety of topologies, e.g., ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of minds that can be in a network is limited by the topology and *Stability* of the individual links, i.e., the Mind sub-category of stability is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Animal Mind Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Animal Mind spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 11.2 Divine Animal Mind Spells

#### Animal

**Power Level:** 1 **Scope:** 10 ft radius circle  
**Range:** 0 feet **Duration:** 60 min  
**Description:** The caster is able to detect when and where any animal crosses the boundary of the AOE. The spell may be focused on a specific animal provided the caster has previously successfully *Imprinted* that animal. The caster is able to move at any movement rate and the spell will continue to function with the caster always being the center of the VOE. The spell can be limited to hostile animals, or enemies with an associated *PMod* of 2X and 4X respectively. An enemy is an animal that is actively opposed to the caster's person, nation, or religion.

#### Empathy (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The caster is able detect an animal's strong emotions, e.g., joy, sorrow, fear, hatred, love, etc. The motivation/understanding for the emotions can be determined by an associated required *PMod* of 2X. If the animal is *Linked* the *PMod* is decreased by half. The reverse of the spell attempts to mask/hide the emotions of the animal.

#### Imprint

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 10 ft **Duration:** P  
**Description:** The caster is able to imprint an animal's mind, as long as the target's mind subcategories are within 3z of the caster's. Animal minds beyond 3z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify an animal based on their thought patterns. Mind patterns include impressions on the animal's intuition, memory, quickness, reasoning, eloquence and mental stability. Imprinting is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Lie (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 20 ft **Duration:** C + 2 min

**Description:** The caster is able to detect if an animal thinks they are lying (speaking untruths). The motivation for lying can be determined with an additional 2X *PMod*. The caster can change targets no more than once every two minutes provided they are within range. If the target is *Linked* the *PMod* is decreased by half. The reverse spell detects truth.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect active or passive Animal Mind magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

#### Mental Disorder (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The caster is able to confirm if the targeted animal has a mental disorder, a.k.a., mental illness or psychiatric disorder. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disorder can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a mental disorder from magical detection.

#### Read Thoughts

**Power Level:** 3 **Scope:** 1 animal  
**Range:** 40 ft **Duration:** C + 4 min  
**Description:** Caster can read the mind (surface thoughts) of the targeted animal. Deeper thoughts can be read with a *PMod* of 2X. The caster must be able to see the target **or** the caster must know the exact location of the target. If the animal is *Linked* then the *PMod* is decreased by half.

#### Telepathy

**Power Level:** 3 **Scope:** 1 animal  
**Range:** 40 ft **Duration:** C + 4 min  
**Description:** Caster and the targeted animal can communicate mentally (2-way). They must be able to see each other, **or** the caster must know the exact location of the target. If the animal is *Linked* then the *PMod* is decreased by half.

### 11.3 Change Animal Mind Spells

#### Ability (Reversible)

**Power Level:** 1 **Scope:** 1 animal  
**Range:** touch **Duration:** 10 min  
**Description:** The caster can temporarily increase or decrease one of the animal's mind abilities, i.e., intuition, memory, quickness, reasoning, eloquence, or stability. The modification is performed in steps, where 1 *PMod*=14 steps, e.g., a 7.14X, 21.43X, 50X *PMods* would change an entity with an *Intuition* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

#### Addiction (Reversible)

**Power Level:** 2 **Scope:** 1 animal  
**Range:** touch **Duration:** P  
**Description:** The caster is able help the animal withdraw from a light (psychological) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, e.g., medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated body addiction is healed the animal will relapse and once again become addicted. The *Psychology* skill as well as *Fauna Lore* skill and the *Medical Aid* skill can be positive stressors for this spell.

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## Amnesia (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: 1 day

Description: The caster is able to cause the *Linked* targeted animal to develop amnesia. The caster can choose anterograde amnesia or retrograde amnesia. Retrograde amnesia requires an additional 2X *PMod* increase. In anterograde amnesia, new events are not transferred to long-term memory, so the sufferer will not be able to remember anything that occurs after the onset of this type of amnesia for more than a few moments. The complement of this is retrograde amnesia, where someone will be unable to recall events that occurred before the onset of amnesia. This will not impact the entities abilities, traits or existing skill usage. The reverse of this spell attempts to remove amnesia caused by a spell, trauma or drugs.

## Confusion (Reversible)

Power Level: 1

Scope: 1 animal

Range: 20 ft

Duration: 1 min

Description: With this spell the caster confuses the mind of the animal target. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Entities experiencing a successful outcome are incapable of starting a new action for the duration of the spell, but they may continue with their existing action. Furthermore, if attacked they will defend themselves. The reverse of the spell attempts to remove *Confusion* from the targeted animal.

## Disguise

Power Level: 2

Scope: 1 animal

Range: 10 ft

Duration: 10 mins

Description: The caster can disguise a mind of the targeted animal to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Mind* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, *i.e.*, how far the change is from the original. The scale is Plant ↔ Animal ↔ Human ↔ Supernatural ↔ Extraplanar.

## Domination

Power Level: 4

Scope: 1 animal

Range: 30 ft

Duration: C + 30 mins

Description: The caster attempts to dominate (totally control) the targeted animal. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. If dominated, the animals will perform any action the caster desires. This includes but is not limited to lying, cheating, stealing, assault, arson, homicide and even suicide. Additional power is required based upon the difference between the character's personality/ethics and the action required. The duration is while the caster concentrates plus 30 minutes.

## Erase Memories (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: The caster is able to permanently erase a memory, less than 1 hour old, from the *Linked* targeted animal. Erasing a single memory usually does not mean the entire hour is erased only the event or meeting, etc. Older memories can be erased as well in steps of 1 hour, *e.g.*, a 12X *PMod* will erase memories up to 12 hours ago. The reverse restores memories to a *Linked* animal that were erased less than 1 hour ago.

## Exhaustion

Power Level: 1

Scope: 1 animal

Range: touch

Duration: 1 hour

Description: With a successful skill action the caster is able to temporarily nullify mind exhaustion within the targeted animal. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

## Healing (Reversible)

Power Level: 1

Scope: 1 animal

Range: touch

Duration: P

Description: The caster is able to heal mind injuries within the targeted animal based upon a successful skill action. The severity of the damage above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Mask

Power Level: 2

Scope: 1 animal

Range: 10 ft

Duration: C + 10 min

Description: The caster can hide an animal's mind which will prevent *Link*, *Imprint* and *Meld Mind* spells from working, including minds that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, *e.g.*, *Divine Lie*, *Empathy*, *Read Thoughts* and *Send Sensations*.

## Mental Disorder (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: The caster causes the targeted (living or non-living) animal to become infected with a mental disorder. A mental disorder, mental illness or psychiatric disorder is any harmful change that interferes with the normal appearance, structure, or function of the mind or any of its parts. Since time immemorial, mental illness has played a grim role in history. Mental illness has diverse causes and is almost always noninfectious. An infectious mental disorder can be conjured with an additional *PMod* of 10X. Mental disorders are destructive in two ways; the target takes *Mind* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Mind* abilities will be permanently reduced proportionally to reflect the current *Mind* damage pool total. Mental disorders are stealthy and are usually not detectable until serious damage has occurred. The severity of the mental disorder is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Mind* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore mind damage caused by a mental disorder within the last 24 hours, but it cannot cure a mental disorder. The reverse can remove a mental disorder in the target, *i.e.*, no further degradation in mind abilities or damage will result from the mental disorder. After a successful *Remove Mental Disorder*, outcome greater than or equal to the existing Mental Disorder, is performed all *Mind* damage taken from the curse can be restored using *Magical Healing*. Negative stressors to cure would include a failed diagnosis with the *Psychology* skill or *Divine Mental Disorder*. Finally, this spell does not grant any immunity to this disorder and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity. Some of these effects, called symptoms and signs, include uncontrollable urges, personality changes, dementia, melancholy, delusions, catatonia, phobias, etc. and may or may not be readily apparent to the target. To increase realism the player and GM can attempt to create real-world mental disorders.

## Pain (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: 20 min

Description: The caster is able cause a sensation of bodily pain within the mind of the targeted animal. Presupposing a positive outcome the pain may be localized at the caster's whim. The severity of the pain can be increased as well. The *PMod* to cause light, medium, serious and debilitating pain are 0X, 1X, 3X and 7X respectively. The reverse of the spell lessens or blocks a sensation of mild bodily pain, real or magical.

## Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Animal Mind spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a

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maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Skill (Reversible)

Power Level: 1

Scope: 1 animal

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease the weeks of experience in one of the animal's skills that has a tertiary maximum of mind abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), *e.g.*, a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Tracking* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

### Sleep (Reversible)

Power Level: 1

Scope: 1 animal

Range: 50 ft

Duration: 1 min

Description: Caster causes the targeted animal within the spell's range to fall into a naturally appearing sleep. The sleep is actually magical (the target cannot be awakened through normal means) until the end of the duration. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Assuming a character doesn't fumble, a slept entity can be easily slain. The reverse of the spell attempts to awake animals from a magically, or drug induced sleep.

### Stun (Reversible)

Power Level: 1

Scope: 1 animal

Range: 100 ft

Duration: 1 minute

Description: With this spell the caster attempts to attack the mind of the targeted animal. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell will remove some or all the effects of an existing stun, real or magical. If magically induced, the outcome is determined by interacting the two spells.

### Suggestion (Reversible)

Power Level: 2

Scope: 1 animal

Range: 20 ft

Duration: varies

Description: A successful skill action outcome will force the targeted animal to perform any reasonable suggested action. Performing suicidal or self-mutilating actions is not reasonable. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell attempts to remove *Suggestion* from the targeted animal.

### Trait (Reversible)

Power Level: 1

Scope: 1 animal

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the animal's traits that has a tertiary maximum of mind abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules™*. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Disorder Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 11.4 Destroy Animal Mind Spells

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Animal Mind spell including spells like *Sleep*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Nightmare

Power Level: 10

Scope: 1 animal

Range: 90 ft

Duration: 90 minutes

Description: This spell enables the caster to enter a *Linked* animal's dream and converse, attack and even cast spells upon the animal. As the caster completes the spell he will fall into a deep trance-like sleep, and instantaneously project his mind to the recipient. The caster will enter the recipient's dream in any manner he wishes. The recipient shall appear as he did when he fell asleep, this includes active spells and equipment. If the recipient is awake, the caster can choose to remain in the trance-like sleep until the recipient falls asleep, up to the duration of the spell. If the caster is disturbed during this time, the spell is immediately canceled and the caster comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell. The caster is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless both physically and mentally. Once the recipient's dream has been entered, the caster and recipient may talk and act in any manner they so choose, imagination is the only limit (*e.g.*, "Dreamscape, 1984", and "A Nightmare on Elm Street, 1984"). The environment upon which the dream takes place is the caster's choosing and may change as he desires. NOTE: the caster and recipient are limited to actions that they can normally do. The recipient may be unaware that he is dreaming depending upon the environment chosen. Should combat take place all damage taken will be subtracted off the Mind damage pool. The recipient may actually die as a result of this dream but the caster due to the nature of the spell will wake up with at least 1% of his Mind pool remaining. If at any point the recipient is awakened from this Dream/Nightmare the sending shall stop. The caster may choose to remain in his trance-like state for the duration of the spell.

## 11.5 Move Animal Mind Spells

### Brain Freeze (Reversible)

Power Level: 1

Scope: 1 animal

Range: 10 ft

Duration: 1 min

Description: The animal target is unable to think for the duration of the spell. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The animal's body and soul are unaffected, *i.e.*, they cannot cast spells or fight but they might continue moving at the same rate and direction they were moving before the spell was cast. The reverse of the spell attempts to cancel an existing *Brain Freeze*.

### Exorcism

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: The caster attempts to evict an entity that has *Possessed* an animal. This spell assumes both *Imprint Mind* and *Link Mind* have been successfully cast. After casting this spell the caster and the possessing entity will enter into a *Duel*. The greatest danger to the exorcist is becoming possessed by the entity himself. Should the *Duel* prove successful a *Spirit Recall* must still be performed.

### Memory Bind

Power Level: 2

Scope: 1 animal

Range: 10 ft

Duration: 2 hrs

Description: The caster prevents a 'dead' animal's mind from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Memory Recall* will be necessary for recovery. This spell along with *Spirit Bind* can be used to *Restore Life* to an animal that has recently died.

### Memory Recall (Reversible)

Power Level: 2

Scope: 1 animal

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Range: touch

Duration: 1 hour

Description: The caster recalls a 'dead' animal's mind back to their body. The mind is defined here to be the six abilities: Eloquence, Quickness, Intuition, Stability, Reasoning, and Memory. Once the mind has returned to the dead body it must be bound using a *Memory Bind* before *Restore Life* can be cast. For every hour that has passed since death there is a cumulative 1X *PMod*, e.g., if they died a day ago it would be a 24X *PMod*. This spell will not replace a mind it will only recall it to its body. The reverse of the spell temporarily tears the mind from the body for the duration of the spell.

## Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Animal Mind spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

## Send Sensations

Power Level: 3

Scope: 1 animal

Range: 100 ft

Duration: C+3 min

Description: Caster may send (1-way) sensual data to an animal's mind that he has *Imprinted*. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target can hear voices, images, smells, tastes or feelings that the caster sends. Each sense added above the first adds one to the *PMod*. This sending may be friendly or hostile. A hostile sending would be a type of hallucination. The greater the *PMod* the more intense the sending will be.

## Share Memories

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: The caster is able to share 1 memory from/to a willing animal with whom he has successfully *Linked*. The target retains the memories and the process takes 10 seconds. There is no time restriction for sharing memories with a willing target. *Divine Form*, *Imprint Mind* and *Imprint Soul* memories can also be shared for an additional 2X power requirement. Recent memories can be stolen, against the target's will, with an additional 2X *PMod*. For memories older than 1 hour a cumulative 1X *PMod* is needed, e.g., a 12X *PMod* will steal memories up to 12 hours ago. NOTE: memories are not necessarily 100% accurate or consistent and entities constantly create false memories to achieve the identity they want.

## Steal Skill Knowledge

Power Level: 8

Scope: 1 animal

Range: touch

Duration: 1 hour

Description: The caster is able to transfer Skill Knowledge (from 1 skill) from the *Linked* targeted animal to himself. The difficulty of the skill, e.g., Easy, Moderate and Hard have a *PMod* of 2X, 3X, and 4X respectively. This will temporarily increase (duration) the caster's skill z-score to that of the target. After the spell expires, the caster will have received the equivalent of 10 days (2X for 20 days, 3X for 30 days to a max of 10X *PMod* for 100 days) of formal instruction. Regardless, from that point on the caster will be capable of training himself further on the use of this skill. An unwilling target requires a 2X *PMod*. An example of a willing target would be a master imparting his 'secret' skill to his favorite student. The transfer is physically painful to both the target and the caster and may cause damage to their minds, based upon the skill outcome roll. If the outcome results in damage the caster and/or the target will lose knowledge of that skill till healed. This spell can only be used once per skill.

## Trap (Reversible)

Power Level: 15

Scope: 1 animal

Range: touch

Duration: P

Description: The caster imprisons (traps) an animal's mind in a small high-quality material object, e.g., box, jar, gem etc. A successful outcome requires that the mind be free of the host body, e.g., the host recently died or a reverse *Memory Recall* has just been performed. The reverse of the spell releases the mind from the trap. A *Memory Recall* is then required to return it to the host body.

## 12 Animal Soul Magic

Animal-Soul category affects the creativity, empathy, charisma, morality, spirituality and will of Animals in various ways.

### 12.1 Create Animal Soul Spells

#### Bless (Reversible)

Power Level: 2

Scope: 1ft<sup>3</sup>

Range: touch

Duration: 10 mins

Description: The caster creates a blessing on an animal, object or place that provides a focused stressor to an animal. A 62-pound dog is approximately one cubic foot in volume. Positive stressors will aid the animal and negative stressors will hurt the animal. The focus is declared at the time of casting but will not duplicate existing skills, traits or spells, instead it will be related to defense, health, safety and protection. Examples of focusing a bless include but are not limited to: protection from demons, devils, evil, parasites, undead; or Winter. A *Bless* can also be used on armor to modify the armor's base stressor. A blessed bed could provide pleasant dreams or increase the change of pregnancy. Blessing water could provide stressors to arthritis, joint issues, and general health. At the end of the duration the animal, object or place returns to normal. The magnitude of the stressor can be increased by modifying the outcome, e.g., a  $\pm 1z$  stressor has a 1X outcome PMod.

#### Familiar

Power Level: 2

Scope: 1 animal

Range: touch

Duration: P

Description: With this spell the caster attempts to create a bond between himself and a previously *Summoned* animal. A successful outcome will result in a lifelong link between the two soul mates. No control is associated with this link. They can share each other's sensations and thoughts with unlimited range provided they are on the same plane of existence. The caster may freely perform *Remote Casting* through his familiar with no cost or restrictions other than those mentioned above. If the animal familiar is killed the caster will sustain similar damage but at half the amount.

#### Link (Reversible)

Power Level: 1

Scope: 1 animal

Range: 10 ft

Duration: 10 min

Description: The caster can link his soul to an animal's soul with which he has previously successfully *Imprinted*. Multiple simultaneously links are possible in a variety of topologies, e.g., ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of souls that can be in a network is limited by the topology and *Will* of the individual links, i.e., the Soul sub-category of will is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Animal Soul Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Animal Soul spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 12.2 Divine Animal Soul Spells

#### Curse (Reversible)

Power Level: 2

Scope: 1 animal

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of a *Curse* on the targeted animal. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected curse can be

determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every 2 minutes provided they are within range. The reverse spell attempts to mask/hide a curse from magical detection.

#### Death's Tale (Reversible)

Power Level: 2

Scope: 1 animal

Range: 10 ft

Duration: 3 min

Description: The caster is able to view the events that led up to the death of the animal. The duration of the spell indicates how many minutes before the death the viewing starts. The events will be from the perspective of the dead animal, i.e., their senses. If they didn't sense anything, the caster won't view anything. The base spell is only viable if the animal has died within the last year, additional power must be expended to go further back in time. This modification can be done in steps of 3 years with a linear adjustment in required power, e.g., *PMod* of 2X or 4X would extend the time to 7 years and 13years respectively. The reverse spell attempts to mask/hide the events surrounding the death.

#### Evil (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster attempts to detect if any persistent evil animals are within VOE. An animal's current ethical rating determines the spell's applicability. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The reverse of this spell detects good.

#### Imprint

Power Level: 2

Scope: 1 animal

Range: 10 ft

Duration: P

Description: The caster is able to imprint the animal's soul, as long as the target's soul subcategories are within 2z of caster's. Target souls beyond 2z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify an animal based on their soul patterns. Soul patterns include impressions of the target's creativity, empathy, charisma, morality, spirituality and will. Imprinting is also a prerequisite for other spells. This spell is also called a 'soul gaze' as it requires eye contact with the target, i.e., eyes are the windows to the soul. The impressions can last a lifetime or many years depending on the caster's Memory.

#### Life

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any animal life within the VOE. The life glows to the caster's sight. The race, age, and general health can be determined by an associated required *PMod* of 2X, 3X and 4X respectively.

#### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Animal Soul magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

#### Speak with Dead (Reversible)

Power Level: 3

Scope: 1 animal

Range: 10 ft

Duration: 3 min

Description: The caster is able to communicate with an animal that has passed beyond death's curtain. The animal's responses will utilize the caster's voice. It is assumed that caster is proficient in a language the animal understands or a 2X *PMod* is required. The animal is not forced to speak the truth. To force the animal to speak the truth requires a minimum 2X *PMod*, they can resist. The reverse spell attempts to shield/prevent contact with the dead animal. Every

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time this spell is cast on a dead animal the base PL cost doubles, e.g., 6, 12, 24 etc. The reverse of the spell attempts to prevent future communication.

## Winter (Reversible)

Power Level: 1                      Scope: 5 ft radius sphere  
Range: 10 ft                      Duration: C + 1 min

Description: The caster is able to detect the presence of Winter in animals and objects made primarily from animals within VOE. An animal must have sworn fealty to a Winter Queen for this to apply. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The caster can determine the nature and capabilities of the Winter influence with an additional *PMod* increase of 2X and 4X respectively. The reverse of this spell detects Summer.

## 12.3 Change Animal Soul Spells

### Ability (Reversible)

Power Level: 1                      Scope: 1 animal  
Range: touch                      Duration: 10 min

Description: The caster can temporarily increase or decrease one of the animal's soul abilities, i.e., creativity, empathy, charisma, morality, spirituality, or will. The modification is performed in steps, where 1 *PMod*=14 steps, e.g., a 7.14X, 21.43X, 50X *PMods* would change an entity with an *Empathy* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Calm

Power Level: 1                      Scope: 1 animal  
Range: 20 ft                      Duration: 2 mins

Description: The caster is able to temporarily calm and pacify the targeted animal. Multiple animals can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. This spell also mitigates fear and minor phobias. Stronger phobias can be mitigated as well with an increase in the *PMod* (2X-4X). Pacified entities will perform no aggressive actions for the duration of the spell. The entities will defend themselves if attacked.

### Charm (Reversible)

Power Level: 2                      Scope: 1 animal  
Range: 20 ft                      Duration: 20 min

Description: The animal believes the caster is a good friend. Multiple animals can be charmed using the *Combining/Chaining* rule. The charmed animal target will view requests in a positive light but the caster cannot control the target. The reverse of the spell attempts to cancel a preexisting spell.

### Curse (Reversible)

Power Level: 2                      Scope: 1 animal  
Range: touch                      Duration: P

Description: The caster causes the targeted (living or non-living) animal to become cursed. Curses are destructive in two ways; the target takes *Soul* damage at a periodic rate and if the damage is not healed every 24 hours the target's Soul abilities will be permanently reduced proportionally to reflect the current soul damage pool total. Curses are stealthy and are usually not detectable until serious damage has occurred. The severity of the curse is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Soul* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore soul damage caused by a curse within the last 24 hours, but it cannot cure a curse. An infectious curse can be conjured with an additional *PMod* of 10X. The reverse can remove a curse in the target, i.e., no further degradation in soul abilities or damage will result from the curse. After a successful *Remove Curse*, outcome greater than or equal to the existing curse, is performed all *Soul* damage taken from the curse can be restored using *Magical Healing*. Negative stressors to remove a curse include a failed *Detect Curse*.

### Disguise

Power Level: 2                      Scope: 1 animal  
Range: 10 ft                      Duration: 10 mins

Description: The caster can disguise a soul of the targeted animal to appear like another animal, human, supernatural or Extraplanar entity that the caster has

studied using the appropriate *Imprint Soul* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar.

### Exhaustion

Power Level: 1                      Scope: 1 animal  
Range: touch                      Duration: 1 hour

Description: With a successful skill action the caster is able to temporarily nullify soul exhaustion within the targeted animal. The severity of the exhaustion above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

### Geas (Reversible)

Power Level: 10                      Scope: 1 animal  
Range: touch                      Duration: P

Description: The caster is able to place a 'request' (magical obligation or prohibition) upon an animal, the breaking of which usually results in death. Each *Geas* is unique and appropriate to the animal. They frequently are in the form of a quest or the performance of some task. An animal may be under multiple geasa, e.g., two geas, which at outset seem unrelated but can end up contradicting each other, leading to the hero inevitably breaking one of them (The Destruction of Da Derga's Hostel). If the animal is currently *Charmed* or *Dominated* the minimum *PMod* is halved. The reverse of the spell attempts to remove a *Geas* and has a base 2X *PMod* increase.

### Healing (Reversible)

Power Level: 1                      Scope: 1 animal  
Range: touch                      Duration: P

Description: The caster is able to heal soul injuries within the targeted animal based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

### Mask

Power Level: 2                      Scope: 1 animal  
Range: 10 ft                      Duration: C+10 mins

Description: The caster can hide an animal's soul which will prevent *Link* and *Imprint Soul* spells from working, including souls that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, e.g., *Divine Evil* and *Divine Winter*.

### Permanence

Power Level: varies                      Scope: 1 spell  
Range: touch                      Duration: C+P

Description: A successful outcome result will allow the following Animal Soul spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Skill (Reversible)

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Power Level: 1

Scope: 1 animal

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease the weeks of experience in one of the animal's skills that has a tertiary maximum of soul abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), e.g., a 1X, 2.14X, 3.57X PMods would change an entity with a *Meditation* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

## Trait (Reversible)

Power Level: 1

Scope: 1 animal

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the animal's traits that has a tertiary maximum of soul abilities. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X PMods would change an entity with a *Curse Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 12.4 Destroy Animal Soul Spells

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Animal Soul spell including spells like *Fear*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. PMods may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Fear

Power Level: 1

Scope: 1 animal

Range: 20 ft

Duration: 2 mins

Description: The caster is able to temporarily cause an irrational state of fear to the targeted animal. Multiple animals can be feared using the *Combining/Chaining* rule. Animals suffering from a positive outcome will flee at maximum rate from the caster. In addition, they will suffer Soul damage as per the outcome.

## 12.5 Move Animal Soul Spells

### Possession

Power Level: 7

Scope: 1 animal

Range: touch

Duration: 1 hour

Description: The caster can possess the targeted animal with a successful interaction result. A successful *Imprint* and *Link* must have been previously cast on the target's soul. The caster's body is totally helpless for the duration of the spell. The target's body is under total control of the caster and the target's mind and soul are along for the ride. Should the caster's body die his mind and soul will take up permanent residence. A successful *Exorcism* can force the caster to depart.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Animal Soul spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, PMods, casters, abilities, traits, noun and verb skills.

### Spirit Bind

Power Level: 2

Scope: 1 animal

Range: 10 ft

Duration: 2 hrs

Description: The caster prevents a 'dead' animal's soul from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Spirit Recall* will be necessary for recovery. This spell along with *Memory Bind* can be used to *Restore Life* to an animal that has recently died.

### Spirit Recall (Reversible)

Power Level: 2

Scope: 1 animal

Range: touch

Duration: 1 hour

Description: The caster recalls a 'dead' animal's soul back to their body. The soul is defined here to be the six abilities: Charisma, Empathy, Creativity, Morality, Spirituality and Will. Once the soul has returned to the dead body it must be bound using a *Spirit Bind* before *Restore Life* can be cast. This spell will not replace a soul it will only recall it to its body. For every hour that has passed since death there is a cumulative 1X PMod, e.g., if they died a day ago it would be a 24X PMod. The reverse of the spell temporarily tears the soul from the body for the duration of the spell.

### Summon (Reversible)

Power Level: 5

Scope: 50 ft radius circle

Range: 0 feet

Duration: C + 30 mins

Description: The caster magically summons animals from the surrounding AOE which includes active *Gates*. Use of a *Gate* spell may be required to summon animals from dissimilar plane. A specific animal can be summoned if its true name is known. The caster can specify the type of animal, but the outcome is dependent on the interaction of the character versus the animal, taking into account PMod, abilities, traits, and skill (noun & verb). The summoned animals will remain next to the caster for the duration of the spell. Multiple lower life forms can be summoned for the same power requirements, e.g., at a PMod of 10X, a plague of locusts could be summoned. Unless *Linked* summoning a specific animal (known to the caster) that is within the AOE requires a 2X PMod. Additional spells must be cast or skills used to control/command the animals. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless who cast it.

### Trap (Reversible)

Power Level: 30

Scope: 1 animal

Range: touch

Duration: P

Description: The caster imprisons (traps) an animal's soul in a small high-quality material object, e.g., box, jar, gem etc. A successful outcome requires that the soul be free of the host body, e.g., the host recently died or a reverse *Spirit Recall* has just been performed. The reverse of the spell releases the soul from the trap. A *Spirit Recall* is then required to return it to the host body.

## Section V: Humans

This section includes human and humanoids. For *ORSTM* this means, birdmen, dwarves, elves, goblins, humans and mermen, all of which are collectively referred to as human in this section. This section actually encompasses three categories of magic: Human-Body, Human-Mind, and Human-Soul magic. In addition to Codex Lore this category can be enhanced with various skills, *e.g.*, Anatomy, Anthropology, Diagnostics, First Aid, Herbiology, Hypnosis, Medical Aid, Meditation, Midwifery skills just to name a few. Similarly, the knowledge and use of a human's true name is an extremely powerful enhancement. Only locations on the human entity target's home plane can be a significant place of power for human spells. Places of power associated with active or dormant human magic include places where humans traditionally congregate. For spiritual purposes it will be *Soul* magic, for intellectual purposes it will be *Mind* magic and all other congregations it will be *Body* magic. These locations can and frequently are collocated.

### 13 Human Body Magic

Human-Body category affects the agility, comeliness, vitality, endurance, speed, and strength of Humans in various ways.

#### 13.1 Create Human Body Spells

##### Attunement

Power Level: 2

Scope: 1 item

Range: touch

Duration: P

Description: The caster is able to create a bond to a magical item primarily derived from humanoids, *e.g.*, skin, bone, etc. Once the attunement has succeeded, he may transfer the attunement to a third party to which he has previously successfully cast an *Imprint Mind* spell with an additional 2X *PMod*. Attunement is usually only required for magical items that require some form of control or activation to use, *i.e.*, this would not be required for a cloak of protection.

##### Clone

Power Level: 10

Scope: 1 cell

Range: touch

Duration: P

Description: The caster creates a perfect genetic duplicate of the human donor. The mind and soul will be a blank slate, *i.e.*, it can be a perfect receptacle for a *Memory* and *Spirit Bind*. The age of the clone will be 1 second old, and *Growth* spells will be needed to age the clone. Unless the clone is kept in suspended animation memories and experiences will immediately begin to diverge from the donor.

##### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Human Body Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Human Body spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### 13.2 Divine Human Body Spells

##### Allergy (Reversible)

Power Level: 1

Scope: 1 human

Range: 20 ft

Duration: C + 1 min

Description: The caster is able to confirm if the targeted humanoid has an allergy. The type (mundane or magical), origin, and associated allergen can also be determined by an associated *PMod* of 2X, 3X, 4X respectively. The target

may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide an allergy from magical detection.

##### Connections (Reversible)

Power Level: 2

Scope: caster

Range: 1000 ft

Duration: 1 min

Description: This spell will reveal associations (connections) between a humanoid target and the world. For example, a caster could use the target's hair, blood, nail-clippings, etc. to find the target. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities the that wants the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

##### Disease (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to confirm if the targeted humanoid has a disease. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disease can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide a disease from magical detection.

##### Form

Power Level: 2

Scope: 1 human

Range: 60 ft

Duration: P

Description: The caster is able analyze and memorize the physical form of the observed human, this includes how they talk, move, smell, feel, etc. This spell allows the caster to identify the human based on sight. *Divine Form* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

##### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Human Body magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

##### Poison (Reversible)

Power Level: 1

Scope: 1 human

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of poison within the targeted humanoid. The definition of poison is based on the target. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide the poison from magical detection.

## 13.3 Change Human Body Spells

### Ability (Reversible)

**Power Level:** 1

**Scope:** 1 human

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the humanoid's body abilities, *i.e.*, agility, comeliness, vitality, endurance, speed, or strength. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 7.14X, 21.43X, 50X PMods would change an entity with an *Agility* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Addiction (Reversible)

**Power Level:** 2

**Scope:** 1 human

**Range:** touch

**Duration:** P

**Description:** The caster is able help the human withdraw from a light (bodily) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated psychological (mind) addiction is healed the human will relapse and once again become addicted. The *Medical Aid* skill can be a positive stressor.

### Age (Reversible)

**Power Level:** 6

**Scope:** 1 human

**Range:** touch

**Duration:** P

**Description:** The caster is able to positively or negatively age a mature living human. This spell does not affect memories or experiences. The aging is performed in steps of 1 year, with an associated required increase in PMod, *e.g.*, a PMod of 5X would age the human 5 years. The minimum age is the entity's age at maturity.

### Allergy (Reversible)

**Power Level:** 2

**Scope:** 1 human

**Range:** touch

**Duration:** 1 season

**Description:** The caster can inoculate the human against a particular allergen, *i.e.*, for the remainder of the season the allergen will not affect them. The allergen stressors may be removed in steps of 0.25z, *e.g.*, a 4X PMod will decrease the Allergy stressors by 1z. The allergy is not cured only a *Wish* or Divine intervention can change a trait. The reverse lowers an entity's resistance to a specific allergen. A -3.0z indicates a life-threatening allergy to a particular allergen, *e.g.*, getting stung by a bee might end up being fatal.

### Breath Control

**Power Level:** 1

**Scope:** 1 human

**Range:** 10 ft

**Duration:** 1 min

**Description:** The caster is able to increase the amount of time a human can hold its breath, by the duration of the spell. The human can breathe water and non-normal gasses with an associated PMod of 2X and 4X respectively.

### Damage (Reversible)

**Power Level:** 2

**Scope:** 1 ft<sup>3</sup>

**Range:** touch

**Duration:** P

**Description:** The caster is able to repair damage done to objects (non-living) made from humanoids. This includes but is not limited to leather armor, leather shields, clothing, tack and harness. The reverse causes generic damage.

### Disease (Reversible)

**Power Level:** 2

**Scope:** 1 human

**Range:** touch

**Duration:** P

**Description:** The caster causes the targeted (living or non-living) humanoid to become infected with a disease. Diseases are abnormal conditions that influence a humanoid's health and ability to function. Diseases have diverse causes, which can be classified into two broad groups: infectious and noninfectious.

**Infectious** diseases can spread from one target to another and are caused by microscopic organisms (pathogens) that invade the body. These pathogens include: bacteria (*e.g.*, leprosy, plague, pneumonia, strep throat, tetanus, tuberculosis, typhoid fever), viruses (*e.g.*, mumps, measles, influenza, rabies,

hepatitis, poliomyelitis, smallpox, AIDS, some cancer, lycanthropes and undead), fungi (ringworm, athlete's foot, jock itch, pneumonia), protozoans (*e.g.*, malaria, African sleeping sickness, Chagas, giardiasis, leishmaniasis, and toxoplasmosis), parasitic flatworms (*e.g.*, tropical diseases), and roundworms (trichinosis). An infectious disease can be conjured with an additional PMod of 10X. **Noninfectious** diseases are not communicated from target to target and do not have infectious agents. Examples of noninfectious diseases are: heart disease, most cancers, cerebrovascular disease, Alzheimer's, arthritis, Parkinson's, hemophilia, sickle-cell anemia, Huntington's, muscular dystrophy, Tay-Sacks, diabetes, allergies, lupus, and myasthenia gravis.

Diseases are destructive in two ways; the target takes *Body* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Body* abilities will be permanently reduced proportionally to reflect the current *Body* damage pool total. Diseases are stealthy and are usually not detectable until serious damage has occurred. The severity of the disease is dependent on the outcome result. *Minor, Normal, Good, Impressive, Extraordinary*, and *Epic Successes* cause 1 point of *Body* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore body damage caused by a disease within the last 24 hours, but it cannot cure a disease. The reverse can cure a disease in the target, *i.e.*, no further degradation in body abilities or damage will result from the disease. After a successful *Remove Disease*, outcome greater than or equal to the existing disease, is performed all *Body* damage taken from the disease can be restored using Magical *Healing*. Negative stressors to cure would include a failed diagnosis with the *Medical Aid* skill or *Divine Disease*. Note: some diseases mutate the entities DNA, *e.g.*, vampirism; they can only be healed during the early stages of the disease. Finally, this spell does not grant any immunity to this disease and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity, using real-world diseases is recommended. Examples of two *Extraordinary Successes* (Serious Severity), an *Impressive Success* (Heavy Severity), and a *Good Success* (Medium severity) could be as follows:

**Black Death** is an infectious disease transmitted by fleas carrying infected animal blood that attach themselves to a human host. Victims of bubonic plague usually suffer from flu-like symptoms and swellings (bubo) under the armpits or in the groin. Unless cured, usually 60 percent of the infected will die, often within the first five days.

**Rabies** is an infectious disease of the central nervous system that is transmitted through the bite of a rabid creature. After an incubation period of three weeks without symptoms the infected creature usually becomes depressed, anxious, and irritable; has difficulty breathing and swallowing; and is extremely thirsty but cannot drink. Terror, vomiting, and fever follow, as thick mucus collects in the mouth and throat. This stage lasts three to five days and usually results in death.

**Malaria** is an infectious disease transmitted by mosquitoes and is characterized by high fever, delirium, coma, and incapacitation (lasting 1-20 days). The target will be subject to random "relapses" similar to initial bout (5% chance per month). If the target receives no care during the initial bout, there is a 99% chance of death (only 1% chance if properly cared for during this time).

**Hemophilia** is a noninfectious hereditary male blood disease characterized by delayed clotting of the blood and consequent difficulty in controlling hemorrhage even after minor injuries. All bleeding wounds and concussion hits are doubled.

### Elemental Merge

**Power Level:** 3

**Scope:** 1 human

**Range:** touch

**Duration:** 10 min

**Description:** The caster is able to modify the human's body such that they may merge with one of the five classical elements or plants. While merged they are unable to sense the world and their movement rate/action rate relative to their host is reduced to 10% of their original rate. To be able to sense the world around them requires a power modification of 2X. To increase their movement rate/action rate relative to their host may be done in 10% steps with an associated linear modification to the required PMod, *e.g.*, a 10X PMod would allow them to move normally. If attacked and unable to move the target will take 10% of all the damage. After sustaining 75% damage to any pool the merge will be dispelled and the human will translocate to an adjacent position this has a density approximately equal to their starting atmosphere.

### Exhaustion

**Power Level:** 1

**Scope:** 1 human

**Range:** touch

**Duration:** 1 hour

**Description:** With a successful skill action the caster is able to temporarily nullify body exhaustion within the targeted human. The severity of the

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exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

## Growth (Reversible)

**Power Level:** 2 **Scope:** 1 human  
**Range:** touch **Duration:** P  
**Description:** The caster is able to accelerate the growth of a humanoid by 1 month. Obviously if the target is mature it will do nothing. The amount of growth may be increased with an associated required increase in *PMod*, *e.g.*, a *PMod* of 13X accelerate the growth by 13 months. The growth happens at a rate of 1 month per 10 seconds. The reverse spell attempts to slow the growth, *e.g.*, 2X *PMod* would mean the target would only grow at 10/12 its normal rate.

## Healing (Reversible)

**Power Level:** 1 **Scope:** 1 human  
**Range:** touch **Duration:** P  
**Description:** The caster is able to heal body injuries within the targeted humanoid based upon a successful skill action. The severity of the damage above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Metabolic Rate (Reversible)

**Power Level:** 2 **Scope:** 1 human  
**Range:** touch **Duration:** 1 day  
**Description:** The caster is able to positively or negatively modify a humanoid's metabolic rate, *i.e.*, the need for food and water. A *PMod* of 2X, 3X, 4X would increase the entity's metabolic rate by double, triple or quadruple or decrease it by 50%, 33%, 25%. The impact is variable based on environmental stressors, activity level, age, health, weight, etc., but under normal conditions an entity cannot survive without water for 7 days and without food for 21 days. A *PMod* of 50X used to positively modify an entity would require it to continuously eat and drink to survive or if used to negatively modify an entity it would place it in a state of suspended animation, *i.e.*, the entity's heart stops, it requires no food or water or air to breath. The entity's life force is frozen in its current state until the duration expires, at which point it returns to normal.

## Permanence

**Power Level:** varies **Scope:** 1 spell  
**Range:** touch **Duration:** C+P  
**Description:** A successful outcome result will allow the following Human Body spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Petrify

**Power Level:** 7 **Scope:** 1 human  
**Range:** 10 ft **Duration:** 1 hour  
**Description:** The caster is able to change a humanoid to stone. The base stone is claystone but a 2X modifier will turn it to granite. The entity's clothing and possessions are unaffected. The entity will return to normal at the end of the duration or if *Dispelled*.

## Polymorph

**Power Level:** 4 **Scope:** 1 human  
**Range:** touch **Duration:** 30 mins  
**Description:** The caster can change a humanoid's body into the form of any one plant, animal, human, supernatural or extraplanar being that the caster has studied using the appropriate *Divine Form* spell. This does not alter the human's mind or soul. The results of this spell are variable, dependent on the *PMods* and the final form of the polymorph. A subtle failure might be a minor error in the final, *e.g.*, wrong smell, wrong texture, or wrong color. The base power cost corresponds to a polymorph into the same type of entity (human). If the change is relatively minor, *e.g.*, only hair color, complexion, or 5%/10% for height/weight then a +1 stressor should be used. If the caster wants to dramatically modify the size, then *Change Trait (Gigantism)* spell should be used. The power cost increases linearly in steps of 4X, depending on how radical the change is, *i.e.*, how far the change is from the original. The scale is Plant ↔ Animal ↔ Human ↔ Supernatural ↔ Extraplanar. The weight will be appropriate to the new form. Despite the success of the polymorph, this spell conveys no knowledge, *e.g.*, an entity polymorphed into a bird might not know how to fly.

## Reattach Severed Limb

**Power Level:** 7 **Scope:** 1 limb  
**Range:** touch **Duration:** P  
**Description:** The caster is able to reattach a human's severed limb, *i.e.*, finger, toe, hand, foot, arm, leg, nose or ear. The process takes 10 minutes and the limb must be in a pristine or preserved state for this spell to succeed. After re-attachment the human will have four serious wounds, (*e.g.*, skeletal, tendon, circulatory, nerve), which can be healed further with *Healing*. Depending on the state of preservation, secondary diseases or infections may also need to be dealt with.

## Regeneration

**Power Level:** 16 **Scope:** 1 human  
**Range:** touch **Duration:** P  
**Description:** The caster is able to regenerate a human's lost limb or organ. After a successful outcome the process normally takes 24 hours to complete. If the limb was lost to lightning, fire or acid damage it takes twice as long to heal.

## Restore Life

**Power Level:** 20 **Scope:** 1 human  
**Range:** touch **Duration:** P or 30 mins  
**Description:** The caster restores life to a preserved dead human that has *Memory Bind* and *Spirit Bind* currently active. A successful outcome places the human at death's door. All wounds that caused the death must be reduced to serious condition (using *Healing*) within 30 minutes or the human body will again die. Activity level of the human at this point depends on his remaining wounds, abilities, traits and skills.

## Scent

**Power Level:** 2 **Scope:** 1 human  
**Range:** 10 ft **Duration:** 10 min  
**Description:** The caster is able to positively or negatively modify the human's natural scent, *e.g.*, potency by 50%. Additional modification can be made with a *PMod* increase, *e.g.*, a 4X *PMod* would increase the potency of the scent by 200%. At 0% the human is odorless.

## Skill (Reversible)

**Power Level:** 1 **Scope:** 1 human  
**Range:** touch **Duration:** 10 min  
**Description:** The caster can temporarily increase or decrease the weeks of experience in one of the humanoid's skills that has a tertiary maximum of body abilities. The modification is performed in days of training, where 1 *PMod*=14 days (fortnight), *e.g.*, a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Grappling Attack* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

## Toxicity

**Power Level:** 2 **Scope:** 1 human

Range: touch

Duration: P

Description: The caster is able to neutralize one poison that is within a humanoid (living or non-living). The *PMod* required to remove the poison is 2X the toxicity of the poison. A minor success would only slow the effects of the poison. After a successful removal, associated physical damage may be *Healed*.

**Trait (Reversible)**

Power Level: 1

Scope: 1 human

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the humanoid's traits that has a tertiary maximum of body abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 *PMod*=14 steps, e.g., a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Disease Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

**True Sight**

Power Level: 3

Scope: 1 human

Range: touch

Duration: 1 min

Description: The caster grants true sight, *a.k.a.*, spirit vision, inner-sight, or the third eye, to the targeted humanoid on the plane in which it is cast. True sight shows things as they truly are. Invisible objects and entities become visible, secret and hidden doors become obvious, and illusions and the forces of magic are revealed. The sight can show you beauty that can make angels weep and evil so terrible that demons are taken aback. The downside is the sight needs to be used sparingly as there is no filter and it has the potential to cause serious mental issues. If used more than once per week it has a 1% cumulative chance of addiction and pain and eventually insanity. Spell failure results in mental damage and extreme pain.

## 13.4 Destroy Human Body Spells

**Branding**

Power Level: 1

Scope: 0.5 ft<sup>2</sup>

Range: touch

Duration: P

Description: With this spell the caster can brand a humanoid with writing and/or images. This spell is sometimes used in conjunction with the *Symbol* spell. The brand is not painful but does cause 4 points/AOE of body damage. The skill of the brand is based on the average of the caster's *Scribing* skill and/or *Drawing* skill.

**Disintegration**

Power Level: 3

Scope: 1 in<sup>3</sup>

Range: touch

Duration: P

Description: The caster can disintegrate a nonliving human up to the VOE. Disintegrating living humans requires a *PMod* of 2X. This spell will only work on normal humans, magical or animated humans require a successful *Dispel Human Body Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

**Dispel**

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Human Body spell including spells including human body-based *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 13.5 Move Human Body Spells

**Animate**

Power Level: 3

Scope: 10 ft radius hemisphere

Range: 50 ft

Duration: C

Description: The caster can cause recently dead humanoids within the VOE to move and attack once every 4 seconds. The number of dead, **not undead**, is limited by the original number in the VOE at the time of casting. The caster must concentrate on the bodies to enable them to perform actions otherwise they will remain motionless. Their attacks are limited to using the *Sticking/Blocking* or the *Grappling* Skill at a 0.0z proficiency. Their shambling *Movement* is no faster than 5 feet per second. Bodies dead longer than a month may be animated with an additional linear power modification, *i.e.*, *PMod=t*, where *t* is the number of months the entity has been dead.

**Enhance Movement**

Power Level: 1

Scope: 1 human

Range: touch

Duration: 2 mins

Description: The caster is able enhance a human's ability to move on various surfaces and or terrain as if they were on smooth level ground. The human's actual movement rate would be his normal rate for smooth flat ground. The terrain/surface type along with the *PMod* is presented in the following table. Jogging and running have an additional *PMod* of 2X, and 4X respectively.

Terrain/Surface	PMod
Narrow ledge/edge	2X
Tree limb	2X
Inclined surfaces <60°	2.5X
Slippery/Ice	3X
Tightrope	3X
Inclined surfaces ≥60°	3.5X
Ceilings or Water	4X
Underwater	5X
Air	6X

**Flicker**

Power Level: 3

Scope: 1 human

Range: 20 ft

Duration: 4 min

Description: The caster grants a human the ability to a human to randomly flicker back and forth between Terra and one of the adjacent planes of existence. The amount of time spent on the other planes is [0-1) seconds. The adjacent planes are Earth, Air, Fire, Water, Ether and Astral. The caster can choose the plane prior to casting the spell with a 2X *PMod*. Attacks made on the human have same probability of succeeding as his time spent on *Terra* or the plane in question. The human is unable to do anything while Flickering other than move and observe.

**Fly**

Power Level: 3

Scope: 1 human

Range: 20 ft

Duration: 15 min

Description: The caster grants the power of flight to the target human for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  *PMod*, where *W* is the 165 pounds and *W<sub>D</sub>* is the desired weight. The target may fly at a rate of 50 fps. The velocity rate may be increased in steps of 50 fps with an associated linear *PMod*, e.g., a 4X *PMod* would allow the entity to fly at 200 fps.

**Hold (Reversible)**

Power Level: 1

Scope: 1 human

Range: 10 ft

Duration: 1 min

Description: The human target is unable to move for the duration of the spell. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target's mind and soul are unaffected, *i.e.*, they are still fully aware, and able to breathe. The reverse of the spell attempts to cancel an existing *Hold*.

**Levitation**

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: 10 min

Description: The caster grants the power of levitation to the targeted human for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  *PMod*, where *W* is the 165 pounds and *W<sub>D</sub>* is the desired weight. The human may move vertically (up or down) at a rate of 3 fps. The

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velocity rate may be increased in steps of 3 fps with an associated linear *PMod*, e.g., a 5X *PMod* would allow the target to 15 fps up or down.

## Paralysis (Reversible)

Power Level: 8

Scope: 1 human

Range: touch

Duration: P

Description: A specific area (e.g., arm, leg, hand, foot, face) touched by the caster on a human is paralyzed. The reverse of the spell attempts to remove paralysis (magical or natural) from an area of the human.

## Pass without Trace

Power Level: 1

Scope: 1 human

Range: touch

Duration: 1 min

Description: The affected human can slowly walk without leaving tracks or other visible signs of his passing. The pace can be increased to a normal walk, jog, or run with an associated *PMod* of 2X, 4X, and 8X respectively.

## Plane Travel

Power Level: 7

Scope: 1 human

Range: touch

Duration: 60 minutes

Description: By means of this spell the caster sends a human to a known plane of existence. Some of the planes are quite hazardous and may not support normal life. The *PMod* is directly related to the distance from the caster current plane. *Terra* is adjacent to the planes of Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 5, e.g., traveling from Terra to the second plane of hell would have a *PMod* of 10X.

## Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Human Body spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

## Retreat

Power Level: 4

Scope: caster

Range: 1 mi

Duration: instantaneous

Description: The human caster can instantly transport himself to a place of safety (Retreat) on which he has successfully placed a *Tagent*. The base spell is limited to 175 pounds, which can be increased with a  $W_D/W$  *PMod*, where W is the 175 pounds and  $W_D$  is the desired weight.

## Return

Power Level: 5

Scope: 1 human

Range: 0 feet

Duration: 50 mins

Description: The human-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

## Telekinesis

Power Level: 1

Scope: 50 lbs

Range: 50 ft

Duration: C + 1 min

Description: Caster can move one or more humanoid-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where W is the *Scope* and  $W_D$  is the desired weight. The velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*.

## Teleport

Power Level: 5

Scope: caster

Range: 0 feet

Duration: instantaneous

Description: The caster can instantly transport himself from one place to another on the current plane of existence. This spell does not require the use of a *Tagent*, but using one gives a positive 1z stressor. If the destination point can be seen at the moment of casting or is only 100 feet away the *PMod* is 0.5X. In any case the outcome depends on the caster's familiarity with the destination point. A terrible failure could place the caster inside solid rock. The base spell is limited to 175 pounds, which can be increased with a  $W_D/W$  *PMod*, where W is the 175 pounds and  $W_D$  is the desired weight.

## 14 Human Mind Magic

Human-Mind category affects the intuition, memory, quickness, reasoning, eloquence and stability of Humans in various ways.

### 14.1 Create Human Mind Spells

#### Link (Reversible)

Power Level: 1

Scope: 1 human

Range: 10 ft

Duration: 10 min

Description: The caster can link his mind to another human mind with which he has previously successfully *Imprinted*. While linked, entities can choose to voluntarily share/merge sensory information. Multiple simultaneously links are possible in a variety of topologies, *e.g.*, ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of minds that can be in a network is limited by the topology and *Stability* of the individual links, *i.e.*, the Mind sub-category of stability is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Human Mind Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Human Mind spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 14.2 Divine Human Mind Spells

#### Clairaudience

Power Level: 2

Scope: 10 ft radius sphere

Range: 1000 ft

Duration: C+10 min

Description: The humanoid caster can hear activity at a known distant location limited only by the spell's range. The caster's normal hearing is replaced by the spell's, *i.e.*, an average humanoid of the same race. The caster must choose the placement of the starting point, thereafter he can move the point at 10 fps. Moving through barriers requires a *PMod* relative to the density of the barrier, *e.g.*, wood, stone, metal would require a 2X, 4X, 8X *PMod* respectively for each barrier encountered during the duration of the spell. This spell requires intense concentration and any additional actions have their stressors doubled, see *Concentration* above. Note: The location of the caster's body specifies the *Plane* of operation.

#### Clairvoyance

Power Level: 3

Scope: 10 ft radius

Range: 1000 ft

Duration: C+10 min

Description: The humanoid caster can visualize activity at a known distant location limited only by the spell's range. The caster's normal vision and point of view are replaced by the spell's, *i.e.*, an average humanoid of the same race. The caster must choose the placement of the starting point (apex) and direction of the sphere slice, thereafter he can move the apex at 10 fps and change pointing direction 120° per second. Moving through barriers requires a *PMod* relative to the density of the barrier, *e.g.*, wood, stone, metal would require a 2X, 4X, 8X *PMod* respectively for each barrier encountered during the duration of the spell. This spell requires intense concentration and any additional actions have their stressors doubled, see *Concentration* above. Note: The location of the caster's body specifies the *Plane* of operation.

#### Empathy (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: C + 2 min

Description: The caster is able detect a human's strong emotions, *e.g.*, joy, sorrow, fear, hatred, love, etc. The motivation/understanding for the emotions can be determined by an associated required *PMod* of 2X. If the human is

*Linked* the *PMod* is decreased by half. The reverse of the spell attempts to mask/hide the emotions of the target.

#### Human

Power Level: 1

Scope: 10 ft radius circle

Range: 0 feet

Duration: 60 min

Description: The caster is able to detect when and where any human crosses the boundary of the AOE. The spell may be focused on a specific human provided the caster has previously successfully *Imprinted* that human. The caster is able to move at any movement rate and the spell will continue to function with the caster always being the center of the VOE. The spell can be limited to hostile humans, or enemies with an associated *PMod* of 2X and 4X respectively. An enemy is a human that is actively opposed to the caster's nation, or religion.

#### Imprint

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: P

Description: The caster is able to imprint a human mind, as long as the target's mind subcategories are within 3z of the caster's. Human minds beyond 3z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify a human based on their thought patterns. Mind patterns include impressions on the human's intuition, memory, quickness, reasoning, eloquence and mental stability. Imprinting is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Lie (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect if a humanoid thinks they are lying (speaking untruths). The motivation for lying can be determined with an additional 2X *PMod*. The caster can change targets no more than once every two minutes provided they are within range. If the target is *Linked* the *PMod* is decreased by half. The reverse spell detects truth.

#### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Human Mind magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Mental Disorder (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to confirm if the targeted humanoid has a mental disorder, *a.k.a.*, mental illness or psychiatric disorder. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disorder can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a mental disorder from magical detection.

#### Read Thoughts

Power Level: 3

Scope: 1 human

Range: 40 ft

Duration: C + 4 min

Description: Caster can read the mind (surface thoughts) of the targeted human. Deeper thoughts can be read with a *PMod* of 2X. The caster must be able to see the target **or** the caster must know the exact location of the target. If the human is *Linked* then the *PMod* is decreased by half.

#### Telepathy

Power Level: 3

Scope: 1 human

Range: 40 ft

Duration: C + 4 min

Description: Caster and the targeted human can communicate mentally (2-way). They must be able to see each other, **or** the caster must know the exact location of the target. If the human is *Linked* then the *PMod* is decreased by half.

## 14.3 Change Human Mind Spells

### Ability (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the humanoid's mind abilities, *i.e.*, intuition, memory, quickness, reasoning, eloquence, or stability. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 7.14X, 21.43X, 50X PMods would change an entity with a *Memory* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Addiction (Reversible)

Power Level: 2

Scope: 1 human

Range: touch

Duration: P

Description: The caster is able help the human withdraw from a light (psychological) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated body addiction is healed the human will relapse and once again become addicted. The *Psychology* skill can be a positive stressor for this spell.

### Amnesia (Reversible)

Power Level: 2

Scope: 1 human

Range: touch

Duration: 1 day

Description: The caster is able to cause the *Linked* targeted human to develop amnesia. The caster can choose anterograde amnesia or retrograde amnesia. Retrograde amnesia requires an additional 2X PMod increase. In anterograde amnesia, new events are not transferred to long-term memory, so the sufferer will not be able to remember anything that occurs after the onset of this type of amnesia for more than a few moments. The complement of this is retrograde amnesia, where someone will be unable to recall events that occurred before the onset of amnesia. This will not impact the entities abilities, traits or existing skill usage. The reverse of this spell attempts to remove amnesia caused by a spell, trauma or drugs.

### Confusion (Reversible)

Power Level: 1

Scope: 1 human

Range: 20 ft

Duration: 1 min

Description: With this spell the caster confuses the mind of the humanoid target. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Entities experiencing a successful outcome are incapable of starting a new action for the duration of the spell, but they may continue with their existing action. Furthermore, if attacked they will defend themselves. The reverse of the spell attempts to remove *Confusion* from the targeted human.

### Disguise

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: 10 mins

Description: The caster can disguise a mind of the targeted human to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Mind* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, *i.e.*, how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar.

### Domination

Power Level: 4

Scope: 1 human

Range: 30 ft

Duration: C + 30 mins

Description: The caster attempts to dominate (totally control) the targeted human. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. If dominated, the humans will perform any action the caster desires. This includes but is not limited to lying, cheating, steeling, assault, arson, homicide and even suicide. Additional power is required

based upon the difference between the character's personality/ethics and the action required. The duration is while the caster concentrates plus 30 minutes.

### Erase Memories (Reversible)

Power Level: 2

Scope: 1 human

Range: touch

Duration: P

Description: The caster is able to permanently erase a memory, less than 1 hour old, from the *Linked* targeted humanoid. Erasing a single memory usually does not mean the entire hour is erased only the event or meeting, etc. Older memories can be erased as well in steps of 1 hour, *e.g.*, a 12X PMod will erase memories up to 12 hours ago. The reverse restores memories to a *Linked* humanoid that were erased less than 1 hour ago.

### Exhaustion

Power Level: 1

Scope: 1 human

Range: touch

Duration: 1 hour

Description: With a successful skill action the caster is able to temporarily nullify mind exhaustion within the targeted human. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard PMods apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

### Healing (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: P

Description: The caster is able to heal mind injuries within the targeted humanoid based upon a successful skill action. The severity of the damage above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. PMods to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

### Mask

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: C + 10 min

Description: The caster can hide a humanoid's mind which will prevent *Link*, *Imprint* and *Meld Mind* spells from working, including minds that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, *e.g.*, *Divine Lie*, *Empathy*, *Read Thoughts* and *Send Sensations*.

### Meld

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: C

Description: The caster can meld his mind with other minds that are currently *Linked* (body & soul) and within range. The humanoid casting this spell is in control. This spell enhances any action or interaction that involves *Mana*, see the *Concentration* and the *Combining/Chaining* rules above. For the duration of this spell the melded *Mana* z-score is 50% of the summation of all the entities in the network. The *Exhaustion* costs are shared equally amongst all entities in the link. Should a linked entity become exhausted their contribution will be eliminated but as long as the original caster is conscious the spell can be maintained. Any spell known to any entity in the link can be cast using the best combined *Noun/Verb*. A chained spell's cumulative PMods will be reduced towards 1X by dividing by  $2^{(n-1)}$  where  $n$  is the number of casters linked. It is said that some Deities will use this spell in extreme situations to accomplish their goals.

### Mental Disorder (Reversible)

Power Level: 2

Scope: 1 human

Range: touch

Duration: P

Description: The caster causes the targeted (living or non-living) humanoids to become infected with a mental disorder. A mental disorder, mental illness or psychiatric disorder is any harmful change that interferes with the normal appearance, structure, or function of the mind or any of its parts. Since time

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immemorial, mental illness has played a grim role in history. Mental illness has diverse causes and is almost always noninfectious. An infectious mental disorder can be conjured with an additional PMod of 10X. Mental disorders are destructive in two ways; the target takes *Mind* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Mind* abilities will be permanently reduced proportionally to reflect the current *Mind* damage pool total. Mental disorders are stealthy and are usually not detectable until serious damage has occurred. The severity of the mental disorder is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Mind* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore mind damage caused by a mental disorder within the last 24 hours, but it cannot cure a mental disorder. The reverse can remove a mental disorder in the target, *i.e.*, no further degradation in mind abilities or damage will result from the mental disorder. After a successful *Remove Mental Disorder*, outcome greater than or equal to the existing Mental Disorder, is performed all *Mind* damage taken from the curse can be restored using Magical *Healing*. Negative stressors to cure would include a failed diagnosis with the *Psychology* skill or *Divine Mental Disorder*. Finally, this spell does not grant any immunity to this disorder and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity. Some of these effects, called symptoms and signs, include uncontrollable urges, personality changes, dementia, melancholy, delusions, catatonia, phobias, etc. and may or may not be readily apparent to the target. To increase realism the player and GM can attempt to create real-world mental disorders.

### Pain (Reversible)

Power Level: 2

Scope: 1 human

Range: touch

Duration: 20 min

Description: The caster is able cause a sensation of bodily pain within the mind of the targeted humanoid. Presupposing a positive outcome the pain may be localized at the caster's whim. The severity of the pain can be increased as well. The *PMod* to cause light, medium, serious and debilitating pain are 0X, 1X, 3X and 7X respectively. The reverse of the spell lessens or blocks a sensation of mild bodily pain, real or magical.

### Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Human Mind spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Skill (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease the weeks of experience in one of the humanoid's skills that has a tertiary maximum of mind abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), *e.g.*, a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Tracking* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules*<sup>TM</sup>, including skills that require training. The total modification is bounded by racial minimum and maximum.

### Sleep (Reversible)

Power Level: 1

Scope: 1 human

Range: 50 ft

Duration: 1 min

Description: Caster causes the targeted humanoid within the spell's range to fall into a naturally appearing sleep. The sleep is actually magical (the target cannot

be awakened through normal means) until the end of the duration. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Assuming a character doesn't fumble, a slept entity can be easily slain. The reverse of the spell attempts to awake humanoids from a magically, or drug induced sleep.

### Stun (Reversible)

Power Level: 1

Scope: 1 human

Range: 100 ft

Duration: 1 minute

Description: With this spell the caster attempts to attack the mind of the targeted humanoid. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell will remove some or all the effects of an existing stun, real or magical. If magically induced, the outcome is determined by interacting the two spells.

### Suggestion (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: varies

Description: A successful skill action outcome will force the targeted human to perform any reasonable suggested action. Performing suicidal or self-mutilating actions is not reasonable. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell attempts to remove *Suggestion* from the targeted human.

### Trait (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the humanoid's traits that has a tertiary maximum of mind abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Disorder Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 14.4 Destroy Human Mind Spells

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Human Mind spell including spells like *Sleep*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Duel

Power Level: 4

Scope: 1 human

Range: 40 ft

Duration: C

Description: The caster will duel with a mind currently *Linked*. Raw chaos, at each casters Mana rating, is transferred bi-directionally over the link. The loser is the first to pass out due to exhaustion, at which point the link is severed. It is not uncommon for a Wizard's *Duel* to end in death.

### Nightmare

Power Level: 10

Scope: 1 human

Range: 90 ft

Duration: 90 minutes

Description: This spell enables the caster to enter a *Linked* human's dream and converse, attack and even cast spells upon the recipient. As the caster completes the spell he will fall into a deep trance-like sleep, and instantaneously project his mind to the recipient. The caster will enter the recipient's dream in any manner he wishes. The recipient shall appear as he did when he fell asleep, this includes active spells and equipment. If the recipient is awake, the caster can choose to remain in the trance-like sleep until the recipient falls asleep, up to

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the duration of the spell. If the caster is disturbed during this time, the spell is immediately canceled, and the caster comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell. The caster is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless both physically and mentally. Once the recipient's dream has been entered, the caster and recipient may talk and act in any manner they so choose, imagination is the only limit (e.g., "Dreamscape, 1984", and "A Nightmare on Elm Street, 1984"). The environment upon which the dream takes place is the caster's choosing and may change as he desires.

**NOTE:** the caster and recipient are limited to actions that they can normally do. The recipient may be unaware that he is dreaming depending upon the environment chosen. Should combat take place all damage taken will be subtracted off the Mind damage pool. The recipient may actually die as a result of this dream but the caster due to the nature of the spell will wake up with at least 1% of his Mind pool remaining. If at any point the recipient is awakened from this Dream/Nightmare the sending shall stop. The caster may choose to remain in his trance-like state for the duration of the spell.

## 14.5 Move Human Mind Spells

### Brain Freeze (Reversible)

**Power Level:** 1 **Scope:** 1 human  
**Range:** 10 ft **Duration:** 1 min

**Description:** The human target is unable to think for the duration of the spell. Multiple humanoid can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The human's body and soul are unaffected, i.e., they cannot cast spells or fight but they might continue moving at the same rate and direction they were moving before the spell was cast. The reverse of the spell attempts to cancel an existing *Brain Freeze*.

### Exorcism

**Power Level:** 2 **Scope:** 1 human  
**Range:** touch **Duration:** P

**Description:** The caster attempts to evict an entity that has *Possessed* a human. This spell assumes both *Imprint Mind* and *Link Mind* have been successfully cast. After casting this spell, the caster and the possessing entity will enter into a *Duel*. The greatest danger to the exorcist is becoming possessed by the entity himself. Should the *Duel* prove successful a *Memory Recall* and a *Spirit Recall* must still be performed.

### Memory Bind

**Power Level:** 2 **Scope:** 1 human  
**Range:** 10 ft **Duration:** 2 hrs

**Description:** The caster prevents a 'dead' human's mind from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Memory Recall* will be necessary for recovery. This spell along with *Spirit Bind* can be used to *Restore Life* to a human that has recently died.

### Memory Recall (Reversible)

**Power Level:** 2 **Scope:** 1 human  
**Range:** touch **Duration:** 1 hour

**Description:** The caster recalls a 'dead' human's mind back to their body. The mind is defined here to be the six abilities: Eloquence, Quickness, Intuition, Stability, Reasoning, and Memory. Once the mind has returned to the dead body it must be bound using a *Memory Bind* before *Restore Life* can be cast. For every hour that has passed since death there is a cumulative 1X *PMod*, e.g., if they died a day ago it would be a 24X *PMod*. This spell will not replace a mind it will only recall it to its body. The reverse of the spell temporarily tears the mind from the body for the duration of the spell.

### Plane Projection

**Power Level:** 6 **Scope:** 1 human  
**Range:** touch **Duration:** 60 mins

**Description:** By means of this spell the human caster is able to project his mind to another plane. The un-hindered rate of travel is the speed of thought. Only his mind travels as his body remains on the current plane. He must return to his body by the end of the duration or become lost in the void. At that point only a *Memory Recall* can reunite his mind with his body. The *PMod* is directly related to the distance from the caster current plane. *Terra* is adjacent to the planes of

Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 4, e.g., projecting from Terra to the second plane of hell would have a *PMod* of 8X.

### Reflection

**Power Level:** 2 **Scope:** caster  
**Range:** 0 feet **Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Human Mind spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

### Remote Casting

**Power Level:** 4 **Scope:** 1 human  
**Range:** 300 ft **Duration:** C

**Description:** The caster can couple his mind with another mind that is currently *Linked*. Once the connection has been established the caster can remotely cast his spells through the *Linked* entity, see the *Concentration* and the *Combining/Chaining* rules above. Exhaustion due to casting affects only the caster. The link can be maintained as long as the caster concentrates or until the linked entity decides to sever it or becomes exhausted.

### Send Sensations

**Power Level:** 3 **Scope:** 1 human  
**Range:** 100 ft **Duration:** C+3 min

**Description:** Caster may send (1-way) sensual data to a human's mind that he has *Imprinted*. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target can hear voices, images, smells, tastes or feelings that the caster sends. Each sense added above the first adds one to the *PMod*. This sending may be friendly or hostile. A hostile sending would be a type of hallucination. The greater the *PMod* the more intense the sending will be.

### Share Memories

**Power Level:** 2 **Scope:** 1 human  
**Range:** touch **Duration:** P

**Description:** The caster is able to share 1 memory from/to a willing humanoid with whom he has successfully *Linked*. The target retains the memories and the process takes 10 seconds. There is no time restriction for sharing memories with a willing target. *Divine Form*, *Imprint Mind* and *Imprint Soul* memories can also be shared for an additional 2X power requirement. Recent memories can be *stolen*, against the target's will, with an additional 2X *PMod*. For memories older than 1 hour a cumulative 1X *PMod* is needed, e.g., a 12X *PMod* will steal memories up to 12 hours ago. **NOTE:** memories are not necessarily 100% accurate or consistent and entities constantly create false memories to achieve the identity they want.

### Steal Skill Knowledge

**Power Level:** 8 **Scope:** 1 human  
**Range:** touch **Duration:** 1 hour

**Description:** The caster is able to transfer Skill Knowledge (from 1 skill) from the *Linked* targeted human to himself. The difficulty of the skill, e.g., Easy, Moderate and Hard have a *PMod* of 2X, 3X, and 4X respectively. This will temporarily increase (duration) the caster's skill z-score to that of the target. After the spell expires, the caster will have received the equivalent of 10 days (2X for 20 days, 3X for 30 days to a max or 10X *PMod* for 100 days) of formal instruction. Regardless, from that point on the caster will be capable of training himself further on the use of this skill. An unwilling target requires a 2X *PMod*. An example of a willing target would be a master imparting his 'secret' skill to his favorite student. The transfer is physically painful to both the target and the caster and may cause damage to their minds, based upon the skill outcome roll. If the outcome results in damage the caster and/or the target will lose knowledge of that skill till healed. This spell can only be used once per skill.

### Trap (Reversible)

**Power Level:** 30 **Scope:** 1 human  
**Range:** touch **Duration:** P

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Description: The caster imprisons (traps) a humanoid's mind in a small high-quality material object, *e.g.*, box, jar, gem etc. A successful outcome requires that the mind be free of the host body, *e.g.*, the host recently died or a reverse *Memory Recall* has just been performed. The reverse of the spell releases the mind from the trap. A *Memory Recall* is then required to return it to the host body.

## 15 Human Soul Magic

Human-Soul category affects the creativity, empathy, charisma, morality, spirituality and will of Humans creatures in various ways.

### 15.1 Create Human Soul Spells

#### Bless (Reversible)

Power Level: 2

Scope: 1ft<sup>3</sup>

Range: touch

Duration: 10 mins

Description: The caster creates a blessing on a humanoid, object or place that provides a focused stressor to a humanoid. A 150-pound human is approximately 2.4 cubic feet in volume. Positive stressors will aid the humanoid and negative stressors will hurt the humanoid. The focus is declared at the time of casting but will not duplicate existing skills, traits or spells, instead it will be related to defense, health, safety and protection. Examples of focusing a bless include but are not limited to: protection from demons, devils, evil, parasites, undead; or Winter. A *Bless* can also be used on armor or a shield to modify its base stressor. A blessed bed could provide pleasant dreams or increase the chance of pregnancy. Blessing water could provide stressors to arthritis, joint issues, and general health. At the end of the duration the humanoid, object or place returns to normal. The magnitude of the stressor can be increased by modifying the outcome, *e.g.*, a  $\pm 1z$  stressor has a 1X outcome PMod.

#### Familiar

Power Level: 2

Scope: 1 human

Range: touch

Duration: P

Description: With this spell the caster attempts to create a bond between himself and a previously *Summoned* human. A successful outcome will result in a lifelong link between the two soul mates. No control is associated with this link. They can share each other's sensations and thoughts with unlimited range provided they are on the same plane of existence. The caster may freely perform *Remote Casting* through his familiar with no cost or restrictions other than those mentioned above. If the human familiar is killed the caster will sustain similar damage but at half the amount.

#### Link (Reversible)

Power Level: 1

Scope: 1 human

Range: 10 ft

Duration: 10 min

Description: The caster can link his soul to another soul with which he has previously successfully *Imprinted*. Multiple simultaneously links are possible in a variety of topologies, *e.g.*, ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of souls that can be in a network is limited by the topology and *Will* of the individual links, *i.e.*, the Soul sub-category of will is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Human Soul Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Human Soul spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 15.2 Divine Human Soul Spells

#### Curse (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of a *Curse* on the targeted humanoid. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected curse can be

determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every 2 minutes provided they are within range. The reverse spell attempts to mask/hide a curse from magical detection.

#### Death's Tale (Reversible)

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: 3 min

Description: The caster is able to view the events that led up to the death of the human. The duration of the spell indicates how many minutes before the death the viewing starts. The events will be from the perspective of the dead human, *i.e.*, their senses. If they didn't sense anything, the caster won't view anything. The base spell is only viable if the human has died within the last year, additional power must be expended to go further back in time. This modification can be done in steps of 3 years with a linear adjustment in required power, *e.g.*, *PMod* of 2X or 4X would extend the time to 7 years and 13years respectively. The reverse spell attempts to mask/hide the events surrounding the death.

#### Evil (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster attempts to detect if persistent evil humans are within VOE. A human's current ethical rating determines the spell's applicability. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The reverse of this spell detects good.

#### Imprint

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: P

Description: The caster is able to imprint a human's soul, as long as the target's soul subcategories are within 2z of caster's. Target souls beyond 2z are alien for the caster to internalize. Imprinting allows the caster to uniquely identify a human based on their soul patterns. Soul patterns include impressions of the target's creativity, empathy, charisma, morality, spirituality and will. Imprinting is also a prerequisite for other spells. This spell is also called a 'soul gaze' as it requires eye contact with the target, *i.e.*, eyes are the windows to the soul. The impressions can last a lifetime or many years depending on the caster's Memory.

#### Life

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any human life within the VOE. The life glows to the caster's sight. The race, age, and general health can be determined by an associated required *PMod* of 2X, 3X and 4X respectively.

#### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Human Soul magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Speak with Dead (Reversible)

Power Level: 3

Scope: 1 human

Range: 10 ft

Duration: 3 min

Description: The caster is able to communicate with a human that has passed beyond death's curtain. The human's responses will utilize the caster's voice. It is assumed that caster is proficient in a language the human understands or a 2X *PMod* is required. The human is not forced to speak the truth. To force the human to speak the truth requires a minimum 2X *PMod*, they can resist. The reverse spell attempts to shield/prevent contact with the dead human. Every time this spell is cast on a dead human the base PL cost doubles, *e.g.*, 6, 12, 24 etc. The reverse of the spell attempts to prevent future communication.

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## Winter (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect the presence of Winter in humanoid and objects made primarily from humanoids within VOE. A humanoid must have sworn fealty to a Winter Queen for this to apply. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X PMod with make the auras clear. The caster can determine the nature and capabilities of the Winter influence with an additional PMod increase of 2X and 4X respectively. The reverse of this spell detects Summer.

## 15.3 Change Human Soul Spells

### Ability (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the humanoid's soul abilities, *i.e.*, creativity, empathy, charisma, morality, spirituality, or will. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 7.14X, 21.43X, 50X PMods would change an entity with a Charisma of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Calm

Power Level: 1

Scope: 1 human

Range: 20 ft

Duration: 2 mins

Description: The caster is able to temporarily calm and pacify the targeted humanoid. Multiple humanoids can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. This spell also mitigates fear and minor phobias. Stronger phobias can be mitigated as well with an increase in the PMod (2X-4X). Pacified entities will perform no aggressive actions for the duration of the spell. The entities will defend themselves if attacked.

### Charm (Reversible)

Power Level: 2

Scope: 1 human

Range: 20 ft

Duration: 20 min

Description: The human target believes the caster is a good friend. Multiple humanoids can be charmed using the *Combining/Chaining* rule. The charmed human will view requests in a positive light, but the caster cannot control the target. The reverse of the spell attempts to cancel a preexisting spell.

### Curse (Reversible)

Power Level: 2

Scope: 1 human

Range: touch

Duration: P

Description: The caster causes the targeted (living or non-living) humanoid to become cursed. Curses are destructive in two ways; the target takes Soul damage at a periodic rate and if the damage is not healed every 24 hours the target's Soul abilities will be permanently reduced proportionally to reflect the current soul damage pool total. Curses are stealthy and are usually not detectable until serious damage has occurred. The severity of the curse is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of Soul damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical Healing can restore soul damage caused by a curse within the last 24 hours, but it cannot cure a curse. An infectious curse can be conjured with an additional PMod of 10X. The reverse can remove a curse in the target, *i.e.*, no further degradation in soul abilities or damage will result from the curse. After a successful *Remove Curse*, outcome greater than or equal to the existing curse, is performed all Soul damage taken from the curse can be restored using *Magical Healing*. Negative stressors to remove a curse include a failed *Detect Curse*.

### Disguise

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: 10 mins

Description: The caster can disguise a soul of the targeted human to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Soul* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, *i.e.*, how far the

change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar.

### Exhaustion

Power Level: 1

Scope: 1 human

Range: touch

Duration: 1 hour

Description: With a successful skill action the caster is able to temporarily nullify soul exhaustion within the targeted human. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard PMods apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

### Geas (Reversible)

Power Level: 10

Scope: 1 human

Range: touch

Duration: P

Description: The caster is able to place a 'request' (magical obligation or prohibition) upon a human, the breaking of which usually results in death. Each Geas is unique and appropriate to the targeted human. They frequently are in the form of a quest or the performance of some task. A human may be under multiple geasa, *e.g.*, two geas, which at outset seem unrelated but can end up contradicting each other, leading to the hero inevitably breaking one of them (The Destruction of Da Derga's Hostel). If the human is currently *Charmed* or *Dominated* the minimum PMod is halved. The reverse of the spell attempts to remove a Geas and has a base 2X PMod increase.

### Healing (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: P

Description: The caster is able to heal soul injuries within the targeted humanoid based upon a successful skill action. The severity of the damage above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. PMods to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

### Mask

Power Level: 2

Scope: 1 human

Range: 10 ft

Duration: C+10 mins

Description: The caster can hide a humanoid's soul which will prevent *Link* and *Imprint Soul* spells from working, including souls that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, *e.g.*, *Divine Evil* and *Divine Winter*.

### Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Human Soul spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. PMods to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Skill (Reversible)

Power Level: 1

Scope: 1 human

Range: touch

Duration: 10 min

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**Description:** The caster can temporarily increase or decrease the weeks of experience in one of the humanoid's skills that has a tertiary maximum of soul abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), e.g., a 1X, 2.14X, 3.57X PMods would change an entity with a *Prayer of Oz* and a racial mean of Oz by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

## Trait (Reversible)

**Power Level:** 1

**Scope:** 1 human

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the humanoid's traits that has a tertiary maximum of soul abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules™*. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X PMods would change an entity with a *Curse Resistance* of Oz and a racial mean of Oz by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 15.4 Destroy Human Soul Spells

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Human Soul spell including spells like *Fear*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. PMods may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Fear

**Power Level:** 1

**Scope:** 1 human

**Range:** 20 ft

**Duration:** 2 mins

**Description:** The caster is able to temporarily cause an irrational state of fear to the targeted humanoid. Multiple humanoids can be feared using the *Combining/Chaining* rule. Humans suffering from a positive outcome will flee at maximum rate from the caster. In addition, they will suffer Soul damage as per the outcome.

## 15.5 Move Human Soul Spells

### Possession

**Power Level:** 7

**Scope:** 1 human

**Range:** touch

**Duration:** 1 hour

**Description:** The caster can possess the targeted humanoid with a successful interaction result. A successful *Imprint* and *Link* must have been previously cast on the target's soul. The caster's body is totally helpless for the duration of the spell. The target's body is under total control of the caster and the target's mind and soul are along for the ride. Should the caster's body die his mind and soul will take up permanent residence. A successful *Exorcism* can force the caster to depart.

### Reflection

**Power Level:** 2

**Scope:** caster

**Range:** 0 feet

**Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Human Soul spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, PMods, casters, abilities, traits, noun and verb skills.

### Spirit Bind

**Power Level:** 2

**Scope:** 1 human

**Range:** 10 ft

**Duration:** 2 hrs

**Description:** The caster prevents a 'dead' human's soul from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Spirit Recall* will be necessary for recovery. This spell along with *Memory Bind* can be used to *Restore Life* to a human that has recently died.

### Spirit Recall (Reversible)

**Power Level:** 2

**Scope:** 1 human

**Range:** touch

**Duration:** 1 hour

**Description:** The caster recalls a 'dead' human's soul back to their body. The soul is defined here to be the six abilities: Charisma, Empathy, Creativity, Morality, Spirituality and Will. Once the soul has returned to the dead body it must be bound using a *Spirit Bind* before *Restore Life* can be cast. This spell will not replace a soul it will only recall it to its body. For every hour that has passed since death there is a cumulative 1X PMod, e.g., if they died a day ago it would be a 24X PMod. The reverse of the spell temporarily tears the soul from the body for the duration of the spell.

### Summon (Reversible)

**Power Level:** 5

**Scope:** 50 ft radius circle

**Range:** 0 feet

**Duration:** C + 30 mins

**Description:** The caster magically summons humans from the surrounding AOE which includes active *Gates*. Use of a *Gate* spell may be required to summon humanoids from dissimilar plane. A specific humanoid can be summoned if its true name is known. The caster can specify the type of humans, but the outcome is dependent on the interaction of the character versus the humans, taking into account PMod, abilities, traits, and skill (noun & verb). The summoned humans will remain next to the caster for the duration of the spell. Unless *Linked* summoning a specific humanoid (known to the caster) that is within the AOE requires a 2X PMod. Additional spells must be cast or skills used to control/command the humans. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless who cast it.

### Trap (Reversible)

**Power Level:** 30

**Scope:** 1 human

**Range:** touch

**Duration:** P

**Description:** The caster imprisons (traps) a human's soul in a small high-quality material object, e.g., box, jar, gem etc. A successful outcome requires that the soul be free of the host body, e.g., the host recently died, or a reverse *Spirit Recall* has just been performed. The reverse of the spell releases the soul from the trap. A *Spirit Recall* is then required to return it to the host body.

## Section VI: Supernatural

This section includes creatures and monsters. For example: dragons, elementals, giants, undead and werewolves. This section actually encompasses three categories of magic: Supernatural-Body, Supernatural -Mind, and Supernatural -Soul magic. In addition to Codex Lore this category can be enhanced with the Supernatural Creature Lore skill. Similarly, the knowledge and use of a supernatural entity's true name is an extremely powerful enhancement. Only locations on the supernatural entity target's home plane can be a significant place of power for supernatural spells. Places of power associated with active or dormant supernatural magic include places where supernatural entities traditionally congregate. For spiritual purposes it will be *Soul* magic, for intellectual purposes it will be *Mind* magic and all other congregations it will be *Body* magic. These locations can and frequently are collocated.

### 16 Supernatural Body Magic

Supernatural-Body category affects the agility, comeliness, vitality, endurance, speed, and strength of Supernatural creatures and monsters in various ways.

#### 16.1 Create Supernatural Body Spells

##### Attunement

**Power Level:** 2

**Scope:** 1 item

**Range:** touch

**Duration:** P

**Description:** The caster is able to create a bond to a magical item primarily derived from supernatural entities, *e.g.*, skin, bone, etc. Once the attunement has succeeded, he may transfer the attunement to a third party to which he has previously successfully cast an *Imprint Mind* spell with an additional 2X *PMod*. Attunement is usually only required for magical items that require some form of control or activation to use, *i.e.*, this would not be required for a cloak of protection.

##### Clone

**Power Level:** 10

**Scope:** 1 cell

**Range:** touch

**Duration:** P

**Description:** The caster creates a perfect genetic duplicate of the supernatural entity donor. The mind and soul will be a blank slate, *i.e.*, it can be a perfect receptacle for a *Memory* and *Spirit Bind*. The age of the clone will be 1 second old, and *Growth* spells will be needed to age the clone. Unless the clone is kept in suspended animation memories and experiences will immediately begin to diverge from the donor.

##### Raise Undead

**Power Level:** 15

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster creates a supernatural undead creature. The dead body can be an animal, human, supernatural or extraplanar entity. The type and capabilities are dependent on the *PMod* of the spell, the skill of the caster and the abilities, traits and skills of the deceased. The spell requires the appropriate *Memory Bind* and *Spirit Bind* currently active on the target entity. A successful outcome places the undead at death's door, and permanently twists the target entity's mind and soul. All wounds that caused the death still exist and can be healed with *Supernatural Healing*. Activity level of the entity at this point depends on its remaining wounds, abilities, traits and skills. If not immediately *Controlled*, the undead will attempt to kill the caster and exist as an independent entity.

##### Spell Defense

**Power Level:** 1

**Scope:** 5 ft radius sphere

**Range:** 0 feet

**Duration:** 10 mins

**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Supernatural Body Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Supernatural

Body spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### 16.2 Divine Supernatural Body Spells

##### Allergy (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** 20 ft

**Duration:** C + 1 min

**Description:** The caster is able to confirm if the targeted supernatural entity has an allergy. The type (mundane or magical), origin, and associated allergen can also be determined by an associated *PMod* of 2X, 3X, 4X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide an allergy from magical detection.

##### Connections (Reversible)

**Power Level:** 2

**Scope:** caster

**Range:** 1000 ft

**Duration:** 1 min

**Description:** This spell will reveal associations (connections) between a supernatural target and the world. For example, a caster could use the target's hair, blood, nail-clippings, etc. to find the target. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMod*. The following table can be used as a guide.

<i>PMod</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities that want the object/target.
2X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

##### Disease (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 20 ft

**Duration:** C + 2 min

**Description:** The caster is able to confirm if the targeted supernatural entity has a disease. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disease can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide a disease from magical detection.

##### Form

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 60 ft

**Duration:** P

**Description:** The caster is able to analyze and memorize the physical form of the observed supernatural entity, this includes how they talk, move, smell, feel, etc. This spell allows the caster to identify the supernatural entity based on sight. *Divine Form* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

##### Magic (Reversible)

**Power Level:** 1

**Scope:** 5 ft radius sphere

**Range:** 10 ft

**Duration:** C + 1 min

**Description:** The caster is able to detect active or passive Supernatural Body magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse

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of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

### Poison (Reversible)

Power Level: 1

Scope: 1 supernatural entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of poison within the targeted supernatural entity. The definition of poison is based on the target. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide the poison from magical detection.

## 16.3 Change Supernatural Body Spells

### Ability (Reversible)

Power Level: 1

Scope: 1 supernatural entity

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the supernatural entity's body abilities, *i.e.*, agility, comeliness, vitality, endurance, speed, or strength. The modification is performed in steps, where 1 *PMod*=14 steps, *e.g.*, a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Vitality* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Addiction (Reversible)

Power Level: 2

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: The caster is able help the supernatural entity withdraw from a light (bodily) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated psychological (mind) addiction is healed the supernatural entity will relapse and once again become addicted. *Supernatural Creature Lore* skill and the *Medical Aid* skill can be positive stressors.

### Age (Reversible)

Power Level: 6

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: The caster is able to positively or negatively age a mature living supernatural entity. This spell does not affect memories or experiences. The aging is performed in steps of 1 year, with an associated required increase in *PMod*, *e.g.*, a *PMod* of 5X would age the supernatural entity 5 years. The minimum age is the entity's age at maturity.

### Allergy (Reversible)

Power Level: 2

Scope: 1 supernatural entity

Range: touch

Duration: 1 season

Description: The caster can inoculate the supernatural entity against a particular allergen, *i.e.*, for the remainder of the season the allergen will not affect them. The allergen stressors may be removed in steps of 0.25z, *e.g.*, a 4X *PMod* will decrease the Allergy stressors by 1z. The allergy is not cured only a *Wish* or Divine intervention can change a trait. The reverse lowers an entity's resistance to a specific allergen. A -3.0z indicates a life-threatening allergy to a particular allergen, *e.g.*, getting stung by a bee might end up being fatal.

### Breath Control

Power Level: 1

Scope: 1 supernatural entity

Range: 10 ft

Duration: 1 min

Description: The caster is able to increase the amount of time a supernatural entity can hold its breath, by the duration of the spell. The supernatural entity can breathe water and non-normal gasses with an associated *PMod* of 2X and 4X respectively.

### Damage (Reversible)

Power Level: 2

Scope: 1 ft<sup>3</sup>

Range: touch

Duration: P

Description: The caster is able to repair damage done to objects (non-living) made from supernatural entities. This includes but is not limited to leather armor, leather shields, clothing, tack and harness. The reverse causes generic damage.

### Disease (Reversible)

Power Level: 2

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: The caster causes the targeted (living or non-living) supernatural entity to become infected with a disease. Diseases are abnormal conditions that influence a supernatural entity's health and ability to function. Diseases have diverse causes, which can be classified into two broad groups: infectious and noninfectious. Infectious diseases can spread from one target to another and are caused by microscopic organisms (pathogens) that invade the body. These pathogens include: bacteria (*e.g.*, leprosy, plague, pneumonia, strep throat, tetanus, tuberculosis, typhoid fever), viruses (*e.g.*, mumps, measles, influenza, rabies, hepatitis, poliomyelitis, smallpox, AIDS, some cancer, lycanthropes and undead), fungi (ringworm, athlete's foot, jock itch, pneumonia), protozoans (*e.g.*, malaria, African sleeping sickness, Chagas, giardiasis, leishmaniasis, and toxoplasmosis), parasitic flatworms (*e.g.*, tropical diseases), and roundworms (trichinosis). An infectious disease can be conjured with an additional *PMod* of 10X. Noninfectious diseases are not communicated from target to target and do not have infectious agents. Examples of noninfectious diseases are: heart disease, most cancers, cerebrovascular disease, Alzheimer's, arthritis, Parkinson's, hemophilia, sickle-cell anemia, Huntington's, muscular dystrophy, Tay-Sacks, diabetes, allergies, lupus, and myasthenia gravis.

Diseases are destructive in two ways; the target takes *Body* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Body* abilities will be permanently reduced proportionally to reflect the current *Body* damage pool total. Diseases are stealthy and are usually not detectable until serious damage has occurred. The severity of the disease is dependent on the outcome result. *Minor, Normal, Good, Impressive, Extraordinary*, and *Epic Successes* cause 1 point of *Body* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore body damage caused by a disease within the last 24 hours, but it cannot cure a disease. The reverse can cure a disease in the target, *i.e.*, no further degradation in body abilities or damage will result from the disease. After a successful *Remove Disease*, outcome greater than or equal to the existing disease, is performed all *Body* damage taken from the disease can be restored using *Magical Healing*. Negative stressors to cure would include a failed diagnosis with the *Medical Aid* skill or *Detect Disease*. Note: some diseases mutate the entities DNA, *e.g.*, vampirism; they can only be healed during the early stages of the disease. Finally, this spell does not grant any immunity to this disease and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity, using real-world diseases is recommended, see *Disease-Human Body* for examples.

### Elemental Merge

Power Level: 3

Scope: 1 supernatural entity

Range: touch

Duration: 10 min

Description: The caster is able to modify the entities body such that they may merge with one of the five classical elements or plants. While merged they are unable to sense the world and their movement rate/action rate relative to their host is reduced to 10% of their original rate. To be able to sense the world around them requires a power modification of 2X. To increase their movement rate/action rate relative to their host may be done in 10% steps with an associated linear modification to the required *PMod*, *e.g.*, a 10X *PMod* would allow them to move normally. If attacked and unable to move the target will take 10% of all the damage. After sustaining 75% damage to any pool the merge will be dispelled and the supernatural entity will translocate to an adjacent position this has a density approximately equal to their starting atmosphere.

### Exhaustion

Power Level: 1

Scope: 1 supernatural entity

Range: touch

Duration: 1 hour

Description: With a successful skill action the caster is able to temporarily nullify body exhaustion within the targeted supernatural entity. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

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## Growth (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to accelerate the growth of a supernatural entity by 1 month. Obviously if the target is mature it will do nothing. The amount of growth may be increased with an associated required increase in *PMod*, e.g., a *PMod* of 13X accelerate the growth by 13 months. The growth happens at a rate of 1 month per 10 seconds. The reverse spell attempts to slow the growth, e.g., 2X *PMod* would mean the target would only grow at 10/12 its normal rate.

## Healing (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to heal body injuries within the targeted supernatural entity based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Metabolic Rate (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 1 day

**Description:** The caster is able to positively or negatively modify a supernatural entity's metabolic rate, i.e., the need for food and water. A *PMod* of 2X, 3X, 4X would increase the entity's metabolic rate by double, triple or quadruple or decrease it by 50%, 33%, 25%. The impact is variable based on environmental stressors, activity level, age, health, weight, etc., but under normal conditions an entity cannot survive without water for 7 days and without food for 21 days. A *PMod* of 50X used to positively modify an entity would require it to continuously eat and drink to survive or if used to negatively modify an entity it would place it in a state of suspended animation, i.e., the entity's heart stops, it requires no food or water or air to breath. The entity's life force is frozen in its current state until the duration expires, at which point it returns to normal.

## Permanence

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** C+P

**Description:** A successful outcome result will allow the following Supernatural Body spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Petrify

**Power Level:** 7

**Scope:** 1 supernatural entity

**Range:** 10 ft

**Duration:** 1 hour

**Description:** The caster is able to change a supernatural entity to stone. The base stone is claystone but a 2X modifier will turn it to granite. The entity's clothing and possessions are unaffected. The entity will return to normal at the end of the duration or if *Dispelled*.

## Polymorph

**Power Level:** 4

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 30 mins

**Description:** The caster can change a supernatural entity's body into the form of any one plant, animal, human, supernatural or extraplanar being that the caster

has studied using the appropriate *Divine Form* spell. This does not alter the supernatural entity's mind or soul. The results of this spell are variable, dependent on the *PMods* and the final form of the polymorph. A subtle failure might be a minor error in the final, e.g., wrong smell, wrong texture, or wrong color. The base power cost corresponds to a polymorph into the same type of entity (supernatural entity). If the change is relatively minor, e.g., only hair color, complexion, or 5%/10% for height/weight then a +1 stressor should be used. If the caster wants to dramatically modify the size, then *Change Trait (Gigantism)* spell should be used. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar. The weight will be appropriate to the new form. Despite the success of the polymorph, this spell conveys no knowledge, e.g., an entity polymorphed into a bird might not know how to fly.

## Reattach Severed Limb

**Power Level:** 7

**Scope:** 1 limb

**Range:** touch

**Duration:** P

**Description:** The caster is able to reattach a supernatural entity's severed limb, i.e., finger, toe, hand, foot, arm, leg, nose or ear. The process takes 10 minutes and the limb must be in a pristine or preserved state for this spell to succeed. After re-attachment the supernatural entity will have four serious wounds, (e.g., skeletal, tendon, circulatory, nerve), which can be healed further with *Healing*. Depending on the state of preservation, secondary diseases or infections may also need to be dealt with.

## Regeneration

**Power Level:** 16

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to regenerate a lost limb or organ. After a successful outcome the process normally takes 24 hours to complete. If the limb was lost to lightning, fire or acid damage it takes twice as long to heal.

## Restore Life

**Power Level:** 20

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P or 30 mins

**Description:** The caster restores life to a preserved dead supernatural entity that has *Memory Bind* and *Spirit Bind* currently active. A successful outcome places the supernatural entity at death's door. All wounds that caused the death must be reduced to serious condition (using *Healing*) within 30 minutes or the supernatural entity body will again die. Activity level of the supernatural entity at this point depends on his remaining wounds, abilities, traits and skills.

## Scent

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 10 ft

**Duration:** 10 min

**Description:** The caster is able to positively or negatively modify the supernatural entity's natural scent, e.g., potency by 50%. Additional modification can be made with a *PMod* increase, e.g., a 4X *PMod* would increase the potency of the scent by 200%. At 0% the supernatural entity is odorless.

## Skill (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease the weeks of experience in one of the supernatural entity's skills that has a tertiary maximum of body abilities. The modification is performed in days of training, where 1 *PMod*=14 days (fortnight), e.g., a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Grappling Attack* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules*<sup>TM</sup>, including skills that require training. The total modification is bounded by racial minimum and maximum.

## Toxicity

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to neutralize one poison that is within a supernatural entity (living or non-living). The *PMod* required to remove the poison is 2X the toxicity of the poison. A minor success would only slow the

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effects of the poison. After a successful removal, associated physical damage may be *Healed*.

### Trait (Reversible)

Power Level: 1

Scope: 1 supernatural entity

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease one of the supernatural entity's traits that has a tertiary maximum of body abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X PMods would change an entity with a *Disease Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

### True Sight

Power Level: 3

Scope: 1 supernatural entity

Range: touch

Duration: 1 min

Description: The caster grants true sight, a.k.a., spirit vision, inner-sight, or the third eye, to the targeted supernatural entity on the plane in which it is cast. True sight shows things as they truly are. Invisible objects and entities become visible, secret and hidden doors become obvious, and illusions and the forces of magic are revealed. The sight can show you beauty that can make angels weep and evil so terrible that demons are taken aback. The downside is the sight needs to be used sparingly as there is no filter and it has the potential to cause serious mental issues. If used more than once per week it has a 1% cumulative chance of addiction and pain and eventually insanity. Spell failure results in mental damage and extreme pain.

## 16.4 Destroy Supernatural Body Spells

### Branding

Power Level: 1

Scope: 0.5 ft<sup>2</sup>

Range: touch

Duration: P

Description: With this spell the caster can brand a supernatural entity with writing and/or images. This spell is sometimes used in conjunction with the *Symbol* spell. The brand is not painful but does cause 4 points/AOE of body damage. The skill of the brand is based on the average of the caster's *Scribing* skill and/or *Drawing* skill.

### Disintegration

Power Level: 3

Scope: 1 in<sup>3</sup>

Range: touch

Duration: P

Description: The caster can disintegrate a nonliving supernatural entity up to the VOE. Disintegrating living supernatural entities requires a PMod of 2X. This spell will only work on normal supernatural entities, magical or animated supernatural entities require a successful *Dispel Supernatural Body Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Supernatural Body spell including spells including supernatural body-based *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. PMods may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 16.5 Move Supernatural Body Spells

### Animate

Power Level: 3

Scope: 10 ft radius hemisphere

Range: 50 ft

Duration: C

Description: The caster can cause recently dead supernatural entities within the VOE to move and attack once every 4 seconds. The number of dead, **not undead**, is limited by the original number in the VOE at the time of casting. The caster must concentrate on the bodies to enable them to perform actions otherwise they will remain motionless. Their attacks are limited to using the *Sticking/Blocking* or the *Grappling Skill* at a 0.0z proficiency. Their shambling *Movement* is no faster than 5 feet per second. Bodies dead longer than a month may be animated with an additional linear power modification, i.e.,  $PMod=t$ , where  $t$  is the number of months the entity has been dead.

### Enhance Movement

Power Level: 1

Scope: 1 supernatural entity

Range: touch

Duration: 2 mins

Description: The caster is able enhance a supernatural entity's ability to move on various surfaces and or terrain as if they were on smooth level ground. The supernatural entity's actual movement rate would be his normal rate for smooth flat ground. The terrain/surface type along with the PMod is presented in the following table. Jogging and running have an additional PMod of 2X, and 4X respectively.

Terrain/Surface	PMod
Narrow ledge/edge	2X
Tree limb	2X
Inclined surfaces <60°	2.5X
Slippery/Ice	3X
Tightrope	3X
Inclined surfaces ≥60°	3.5X
Ceilings or Water	4X
Underwater	5X
Air	6X

### Flicker

Power Level: 3

Scope: 1 supernatural entity

Range: 20 ft

Duration: 4 min

Description: The caster grants a supernatural entity the ability to randomly flicker back and forth between Terra and one of the adjacent planes of existence. The amount of time spent on the other planes is [0-1) seconds. The adjacent planes are Earth, Air, Fire, Water, Ether and Astral. The caster can choose the plane prior to casting the spell with a 2X PMod. Attacks made on the supernatural entity have same probability of succeeding as his time spent on Terra or the plane in question. The supernatural entity is unable to do anything while Flickering other than move and observe.

### Fly

Power Level: 3

Scope: 1 supernatural entity

Range: 20 ft

Duration: 15 min

Description: The caster grants the power of flight to the supernatural entity for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  PMod, where W is the 165 pounds and  $W_D$  is the desired weight. The target may fly at a rate of 50 fps. The velocity rate may be increased in steps of 50 fps with an associated linear PMod, e.g., a 4X PMod would allow the entity to fly at 200 fps.

### Hold (Reversible)

Power Level: 1

Scope: 1 supernatural entity

Range: 10 ft

Duration: 1 min

Description: The supernatural target is unable to move for the duration of the spell. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target's mind and soul are unaffected, i.e., they are still fully aware, and able to breathe. The reverse of the spell attempts to cancel an existing *Hold*.

### Levitation

Power Level: 2

Scope: 1 supernatural entity

Range: 20 ft

Duration: 10 min

Description: The caster grants the power of levitation to the targeted supernatural entity for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  PMod, where W is the 165 pounds and  $W_D$  is the desired weight. The supernatural entity may move vertically (up or down) at a rate of 3 fps. The velocity rate may be increased in steps of 3 fps with an associated linear PMod, e.g., a 5X PMod would allow the target to 15 fps up or down.

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## Paralysis (Reversible)

Power Level: 8

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: A specific area (e.g., arm, leg, hand, foot, face) touched by the caster on a supernatural entity is paralyzed. The reverse of the spell attempts to remove paralysis (magical or natural) from an area of the supernatural entity.

## Pass without Trace

Power Level: 1

Scope: 1 supernatural entity

Range: touch

Duration: 1 min

Description: The affected supernatural entity can slowly walk without leaving tracks or other visible signs of his passing. The pace can be increased to a normal walk, jog, or run with an associated *PMod* of 2X, 4X, and 8X respectively.

## Plane Travel

Power Level: 7

Scope: 1 supernatural entity

Range: touch

Duration: 60 minutes

Description: By means of this spell the caster sends a supernatural entity to a known plane of existence. Some of the planes are quite hazardous and may not support normal life. The *PMod* is directly related to the distance from the caster current plane. *Terra* is adjacent to the planes of Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 5, e.g., traveling from Terra to the second plane of hell would have a *PMod* of 10X.

## Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Supernatural Body spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

## Retreat

Power Level: 4

Scope: caster

Range: 1 mi

Duration: instantaneous

Description: The supernatural caster can instantly transport himself to a place of safety (Retreat) on which he has successfully placed a *Tagent*. The base spell is limited to 175 pounds, which can be increased with a  $W_D/W$  *PMod*, where W is the 175 pounds and  $W_D$  is the desired weight.

## Return

Power Level: 5

Scope: 1 supernatural entity

Range: 0 feet

Duration: 50 mins

Description: The supernatural entity-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

## Telekinesis

Power Level: 1

Scope: 50 lbs

Range: 50 ft

Duration: C + 1 min

Description: Caster can move one or more supernatural entity-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where W is the *Scope* and  $W_D$  is the desired weight. The velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*.

## Teleport

Power Level: 5

Scope: caster

Range: 0 feet

Duration: instantaneous

Description: The caster can instantly transport himself from one place to another on the current plane of existence. This spell does not require the use of

a *Tagent*, but using one gives a positive 1z stressor. If the destination point can be seen at the moment of casting or is only 100 feet away the *PMod* is 0.5X. In any case the outcome depends on the caster's familiarity with the destination point. A terrible failure could place the caster inside solid rock. The base spell is limited to 175 pounds, which can be increased with a  $W_D/W$  *PMod*, where W is the 175 pounds and  $W_D$  is the desired weight.

## 17 Supernatural Mind Magic

Supernatural-Mind category affects the intuition, memory, quickness, reasoning, eloquence and stability of Supernatural creatures and monsters in various ways.

### 17.1 Create Supernatural Mind Spells

#### Link (Reversible)

Power Level: 1 Scope: 1 supernatural entity  
Range: 10 ft Duration: 10 min

Description: The caster can link his mind to another mind with which he has previously successfully *Imprinted*. While linked, entities can choose to voluntarily share/merge sensory information. Multiple simultaneously links are possible in a variety of topologies, *e.g.*, ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of minds that can be in a network is limited by the topology and *Stability* of the individual links, *i.e.*, the Mind sub-category of stability is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1 Scope: 5 ft radius sphere  
Range: 0 feet Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Supernatural Mind Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Supernatural Mind spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 17.2 Divine Supernatural Mind Spells

#### Clairaudience

Power Level: 2 Scope: 10 ft radius sphere  
Range: 1000 ft Duration: C+10 min

Description: The supernatural entity caster can hear activity at a known distant location limited only by the spell's range. The caster's normal hearing is replaced by the spell's, *i.e.*, an average supernatural entity of the caster's species. The caster must choose the placement of the starting point, thereafter he can move the point at 10 fps. Moving through barriers requires a *PMod* relative to the density of the barrier, *e.g.*, wood, stone, metal would require a 2X, 4X, 8X *PMod* respectively for each barrier encountered during the duration of the spell. This spell requires intense concentration and any additional actions have their stressors doubled, see *Concentration* above. Note: The location of the caster's body specifies the *Plane* of operation.

#### Clairvoyance

Power Level: 3 Scope: 10 ft radius  
Range: 1000 ft Duration: C+10 min

Description: The supernatural entity caster can visualize activity at a known distant location limited only by the spell's range. The caster's normal vision and point of view are replaced by the spell's, *i.e.*, an average supernatural entity of the caster's species. The caster must choose the placement of the starting point (apex) and direction of the sphere slice, thereafter he can move the apex at 10 fps and change pointing direction 120° per second. Moving through barriers requires a *PMod* relative to the density of the barrier, *e.g.*, wood, stone, metal would require a 2X, 4X, 8X *PMod* respectively for each barrier encountered during the duration of the spell. This spell requires intense concentration and any additional actions have their stressors doubled, see *Concentration* above. Note: The location of the caster's body specifies the *Plane* of operation.

#### Empathy (Reversible)

Power Level: 2 Scope: 1 supernatural entity  
Range: 20 ft Duration: C + 2 min

Description: The caster is able detect a supernatural entity's strong emotions, *e.g.*, joy, sorrow, fear, hatred, love, etc. The motivation/understanding for the emotions can be determined by an associated required *PMod* of 2X. If the

supernatural entity is *Linked* the *PMod* is decreased by half. The reverse of the spell attempts to mask/hide the emotions of the target.

#### Imprint

Power Level: 2 Scope: 1 supernatural entity  
Range: 10 ft Duration: P

Description: The caster is able to imprint a supernatural entity's mind, as long as the target's mind subcategories are within 3z of the caster's. Supernatural entity minds beyond 3z are alien for the caster to internalize. Imprinting allows the caster to uniquely identify a supernatural entity based on their thought patterns. Mind patterns include impressions on the supernatural entity's intuition, memory, quickness, reasoning, eloquence and mental stability. Imprinting is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Lie (Reversible)

Power Level: 2 Scope: 1 supernatural entity  
Range: 20 ft Duration: C + 2 min

Description: The caster is able to detect if a supernatural entity thinks they are lying (speaking untruths). The motivation for lying can be determined with an additional 2X *PMod*. The caster can change targets no more than once every two minutes provided they are within range. If the target is *Linked* the *PMod* is decreased by half. The reverse spell detects truth.

#### Magic (Reversible)

Power Level: 1 Scope: 5 ft radius sphere  
Range: 10 ft Duration: C + 1 min

Description: The caster is able to detect active or passive Supernatural Mind magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Mental Disorder (Reversible)

Power Level: 2 Scope: 1 supernatural entity  
Range: 20 ft Duration: C + 2 min

Description: The caster is able to confirm if the targeted supernatural entity has a mental disorder, *a.k.a.*, mental illness or psychiatric disorder. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disorder can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a mental disorder from magical detection.

#### Read Thoughts

Power Level: 3 Scope: 1 supernatural entity  
Range: 40 ft Duration: C + 4 min

Description: Caster can read the mind (surface thoughts) of the targeted supernatural entity. Deeper thoughts can be read with a *PMod* of 2X. The caster must be able to see the target **or** the caster must know the exact location of the target. If the supernatural entity is *Linked* then the *PMod* is decreased by half.

#### Supernatural Entity

Power Level: 1 Scope: 10 ft radius circle  
Range: 0 feet Duration: 60 min

Description: The caster is able to detect when and where any supernatural entity crosses the boundary of the AOE. The spell may be focused on a specific supernatural entity provided the caster has previously successfully *Imprinted* that supernatural entity. The caster is able to move at any movement rate and the spell will continue to function with the caster always being the center of the VOE. The spell can be limited to hostile supernatural entities, or enemies with an associated *PMod* of 2X and 4X respectively. An enemy is a supernatural entity that is actively opposed to the caster's nation, or religion.

#### Telepathy

Power Level: 3 Scope: 1 supernatural entity  
Range: 40 ft Duration: C + 4 min

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**Description:** Caster and the targeted supernatural entity can communicate mentally (2-way). They must be able to see each other, or the caster must know the exact location of the target. If the supernatural entity is *Linked* then the *PMod* is decreased by half.

## 17.3 Change Supernatural Mind Spells

### Ability (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the supernatural entity's mind abilities, *i.e.*, intuition, memory, quickness, reasoning, eloquence, or stability. The modification is performed in steps, where 1 *PMod*=14 steps, *e.g.*, a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Memory* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Addiction (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able help the supernatural entity withdraw from a light (psychological) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated body addiction is healed the supernatural entity will relapse and once again become addicted. The *Psychology* skill and *Supernatural Creature Lore* skill can be positive stressors for this spell.

### Amnesia (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 1 day

**Description:** The caster is able to cause the *Linked* targeted supernatural entity to develop amnesia. The caster can choose anterograde amnesia or retrograde amnesia. Retrograde amnesia requires an additional 2X *PMod* increase. In anterograde amnesia, new events are not transferred to long-term memory, so the sufferer will not be able to remember anything that occurs after the onset of this type of amnesia for more than a few moments. The complement of this is retrograde amnesia, where someone will be unable to recall events that occurred before the onset of amnesia. This will not impact the entities abilities, traits or existing skill usage. The reverse of this spell attempts to remove amnesia caused by a spell, trauma or drugs.

### Confusion (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** 20 ft

**Duration:** 1 min

**Description:** With this spell the caster confuses the mind of the supernatural target. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Entities experiencing a successful outcome are incapable of starting a new action for the duration of the spell, but they may continue with their existing action. Furthermore, if attacked they will defend themselves. The reverse of the spell attempts to remove *Confusion* from the targeted supernatural entity.

### Disguise

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 10 ft

**Duration:** 10 mins

**Description:** The caster can disguise a mind of the targeted supernatural entity to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Mind* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, *i.e.*, how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar.

### Domination

**Power Level:** 4

**Scope:** 1 supernatural entity

**Range:** 30 ft

**Duration:** C + 30 mins

**Description:** The caster attempts to dominate (totally control) the targeted supernatural entity. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. If dominated, the supernatural entities will perform any action the caster desires. This includes but is not limited to lying, cheating, stealing, assault, arson, homicide and even suicide. Additional power is required based upon the difference between the character's personality/ethics and the action required. The duration is while the caster concentrates plus 30 minutes.

### Erase Memories (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to permanently erase a memory, less than 1 hour old, from the *Linked* targeted supernatural entity. Erasing a single memory usually does not mean the entire hour is erased only the event or meeting, etc. Older memories can be erased as well in steps of 1 hour, *e.g.*, a 12X *PMod* will erase memories up to 12 hours ago. The reverse restores memories to a *Linked* supernatural entity that were erased less than 1 hour ago.

### Exhaustion

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 1 hour

**Description:** With a successful skill action the caster is able to temporarily nullify mind exhaustion within the targeted supernatural entity. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

### Healing (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to heal mind injuries within the targeted supernatural entity based upon a successful skill action. The severity of the damage above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

### Mask

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 10 ft

**Duration:** C + 10 min

**Description:** The caster can hide a supernatural entity's mind which will prevent *Link*, *Imprint* and *Meld Mind* spells from working, including minds that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, *e.g.*, *Divine Lie*, *Empathy*, *Read Thoughts* and *Send Sensations*.

### Meld

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 10 ft

**Duration:** C

**Description:** The caster can meld his mind with other minds that are currently *Linked* (body & soul) and within range. The supernatural entity casting this spell is in control. This spell enhances any action or interaction that involves *Mana*, see the *Concentration* and the *Combining/Chaining* rules above. For the duration of this spell the melded *Mana* z-score is 50% of the summation of all the entities in the network. The *Exhaustion* costs are shared equally amongst all entities in the link. Should a linked entity become exhausted their contribution will be eliminated but as long as the original caster is conscious the spell can be maintained. Any spell known to any entity in the link can be cast using the best combined *Noun/Verb*. A chained spell's cumulative *PMods* will be reduced towards 1X by dividing by  $2^{(n-1)}$  where  $n$  is the number of casters linked. It is said that some Deities will use this spell in extreme situations to accomplish their goals.

**Mental Disorder (Reversible)**

Power Level: 2 Scope: 1 supernatural entity  
Range: touch Duration: P  
Description: The caster causes the targeted (living or non-living) supernatural entity to become infected with a mental disorder. A mental disorder, mental illness or psychiatric disorder is any harmful change that interferes with the normal appearance, structure, or function of the mind or any of its parts. Since time immemorial, mental illness has played a grim role in history. Mental illness has diverse causes and is almost always noninfectious. An infectious mental disorder can be conjured with an additional PMod of 10X. Mental disorders are destructive in two ways; the target takes *Mind* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Mind* abilities will be permanently reduced proportionally to reflect the current *Mind* damage pool total. Mental disorders are stealthy and are usually not detectable until serious damage has occurred. The severity of the mental disorder is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Mind* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore mind damage caused by a mental disorder within the last 24 hours, but it cannot cure a mental disorder. The reverse can remove a mental disorder in the target, *i.e.*, no further degradation in mind abilities or damage will result from the mental disorder. After a successful *Remove Mental Disorder*, outcome greater than or equal to the existing Mental Disorder, is performed all *Mind* damage taken from the curse can be restored using Magical *Healing*. Negative stressors to cure would include a failed diagnosis with the *Psychology* skill or *Divine Mental Disorder*. Finally, this spell does not grant any immunity to this disorder and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity. Some of these effects, called symptoms and signs, include uncontrollable urges, personality changes, dementia, melancholy, delusions, catatonia, phobias, etc. and may or may not be readily apparent to the target. To increase realism the player and GM can attempt to create real-world mental disorders.

**Pain (Reversible)**

Power Level: 2 Scope: 1 supernatural entity  
Range: touch Duration: 20 min  
Description: The caster is able cause a sensation of bodily pain within the mind of the targeted supernatural entity. Presupposing a positive outcome the pain may be localized at the caster's whim. The severity of the pain can be increased as well. The *PMod* to cause light, medium, serious and debilitating pain are 0X, 1X, 3X and 7X respectively. The reverse of the spell lessens or blocks a sensation of mild bodily pain, real or magical.

**Permanence**

Power Level: varies Scope: 1 spell  
Range: touch Duration: C+P  
Description: A successful outcome result will allow the following Supernatural Mind spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

**Skill (Reversible)**

Power Level: 1 Scope: 1 supernatural entity  
Range: touch Duration: 10 min  
Description: The caster can temporarily increase or decrease the weeks of experience in one of the supernatural entity's skills that has a tertiary maximum of mind abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), *e.g.*, a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Tracking* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS*

*Standard Rules*<sup>TM</sup>, including skills that require training. The total modification is bounded by racial minimum and maximum.

**Sleep (Reversible)**

Power Level: 1 Scope: 1 supernatural entity  
Range: 50 ft Duration: 1 min  
Description: Caster causes the targeted supernatural entity within the spell's range to fall into a naturally appearing sleep. The sleep is actually magical (the target cannot be awakened through normal means) until the end of the duration. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Assuming a character doesn't fumble, a slept entity can be easily slain. The reverse of the spell attempts to awake supernatural entities from a magically, or drug induced sleep.

**Stun (Reversible)**

Power Level: 1 Scope: 1 supernatural entity  
Range: 100 ft Duration: 1 minute  
Description: With this spell the caster attempts to attack the mind of the targeted supernatural entity. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell will remove some or all the effects of an existing stun, real or magical. If magically induced, the outcome is determined by interacting the two spells.

**Suggestion (Reversible)**

Power Level: 2 Scope: 1 supernatural entity  
Range: 20 ft Duration: varies  
Description: A successful skill action outcome will force the targeted supernatural entity to perform any reasonable suggested action. Performing suicidal or self-mutilating actions is not reasonable. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell attempts to remove *Suggestion* from the targeted supernatural entity.

**Trait (Reversible)**

Power Level: 1 Scope: 1 supernatural entity  
Range: touch Duration: 10 min  
Description: The caster can temporarily increase or decrease one of the supernatural entity's traits that has a tertiary maximum of mind abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Disorder Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 17.4 Destroy Supernatural Mind Spells

**Dispel**

Power Level: varies Scope: 1 spell  
Range: touch Duration: P  
Description: With this spell the caster attempts to dispel (remove) an active Supernatural Mind spell including spells like *Sleep*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

**Duel**

Power Level: 4 Scope: 1 supernatural entity  
Range: 40 ft Duration: C  
Description: The caster will duel with a mind currently *Linked*. Raw chaos, at each casters Mana rating, is transferred bi-directionally over the link. The loser is the first to pass out due to exhaustion, at which point the link is severed. It is not uncommon for a Wizard's *Duel* to end in death.

**Nightmare**

**Power Level:** 10                      **Scope:** 1 supernatural entity  
**Range:** 90 ft                          **Duration:** 90 minutes  
**Description:** This spell enables the caster to enter a *Linked* supernatural entity's dream and converse, attack and even cast spells upon the recipient. As the caster completes the spell he will fall into a deep trance-like sleep, and instantaneously project his mind to the recipient. The caster will enter the recipient's dream in any manner he wishes. The recipient shall appear as he did when he fell asleep, this includes active spells and equipment. If the recipient is awake, the caster can choose to remain in the trance-like sleep until the recipient falls asleep, up to the duration of the spell. If the caster is disturbed during this time, the spell is immediately canceled and the caster comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell. The caster is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless both physically and mentally. Once the recipient's dream has been entered, the caster and recipient may talk and act in any manner they so choose, imagination is the only limit (e.g., "Dreamscape, 1984", and "A Nightmare on Elm Street, 1984"). The environment upon which the dream takes place is the caster's choosing and may change as he desires. NOTE: the caster and recipient are limited to actions that they can normally do. The recipient may be unaware that he is dreaming depending upon the environment chosen. Should combat take place all damage taken will be subtracted off the Mind damage pool. The recipient may actually die as a result of this dream but the caster due to the nature of the spell will wake up with at least 1% of his Mind pool remaining. If at any point the recipient is awakened from this Dream/Nightmare the sending shall stop. The caster may choose to remain in his trance-like state for the duration of the spell.

## 17.5 Move Supernatural Mind Spells

### Brain Freeze (Reversible)

**Power Level:** 1                          **Scope:** 1 supernatural entity  
**Range:** 10 ft                            **Duration:** 1 min  
**Description:** The supernatural entity target is unable to think for the duration of the spell. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target's body and soul are unaffected, i.e., they cannot cast spells or fight but they might continue moving at the same rate and direction they were moving before the spell was cast. The reverse of the spell attempts to cancel an existing *Brain Freeze*.

### Exorcism

**Power Level:** 2                          **Scope:** 1 supernatural entity  
**Range:** touch                            **Duration:** P  
**Description:** The caster attempts to evict an entity that has *Possessed* a supernatural entity. This spell assumes both *Imprint Mind* and *Link Mind* have been successfully cast. After casting this spell the caster and the possessing entity will enter into a *Duel*. The greatest danger to the exorcist is becoming possessed by the entity himself. Should the *Duel* prove successful a *Memory Recall* and a *Spirit Recall* must still be performed.

### Memory Bind

**Power Level:** 2                          **Scope:** 1 supernatural entity  
**Range:** 10 ft                            **Duration:** 2 hrs  
**Description:** The caster prevents a 'dead' supernatural entity's mind from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Memory Recall* will be necessary for recovery. This spell along with *Spirit Bind* can be used to *Restore Life* to a supernatural entity that has recently died.

### Memory Recall (Reversible)

**Power Level:** 2                          **Scope:** 1 supernatural entity  
**Range:** touch                            **Duration:** 1 hour  
**Description:** The caster recalls a 'dead' supernatural entity's mind back to their body. The mind is defined here to be the six abilities: Eloquence, Quickness, Intuition, Stability, Reasoning, and Memory. Once the mind has returned to the dead body it must be bound using a *Memory Bind* before *Restore Life* can be cast. This spell will not replace a mind it will only recall it to its body. For every hour that has passed since death there is a cumulative 1X *PMod*, e.g., if they died a day ago it would be a 24X *PMod*. The reverse of the spell temporarily tears the mind from the body for the duration of the spell.

### Plane Projection

**Power Level:** 6                          **Scope:** 1 supernatural entity  
**Range:** touch                            **Duration:** 60 mins  
**Description:** By means of this spell the supernatural caster is able to project his mind to another plane. The un-hindered rate of travel is the speed of thought. Only his mind travels as his body remains on the current plane. He must return to his body by the end of the duration or become lost in the void. At that point only a *Memory Recall* can reunite his mind with his body. The *PMod* is directly related to the distance from the caster current plane. *Terra* is adjacent to the planes of Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 4, e.g., projecting from Terra to the second plane of hell would have a *PMod* of 8X.

### Reflection

**Power Level:** 2                          **Scope:** caster  
**Range:** 0 feet                            **Duration:** 10 mins  
**Description:** A positive interaction outcome of this spell versus an incoming Supernatural Mind spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

### Remote Casting

**Power Level:** 4                          **Scope:** 1 supernatural entity  
**Range:** 300 ft                            **Duration:** C  
**Description:** The caster can couple his mind with another mind that is currently *Linked*. Once the connection has been established the caster can remotely cast his spells through the *Linked* entity, see the *Concentration* and the *Combining/Chaining* rules above. Exhaustion due to casting affects only the caster. The link can be maintained as long as the caster concentrates or until the linked entity decides to sever it or becomes exhausted.

### Send Sensations

**Power Level:** 3                          **Scope:** 1 supernatural entity  
**Range:** 100 ft                            **Duration:** C+3 min  
**Description:** Caster may send (1-way) sensual data to a supernatural entity's mind that he has *Imprinted*. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target can hear voices, images, smells, tastes or feelings that the caster sends. Each sense added above the first adds one to the *PMod*. This sending may be friendly or hostile. A hostile sending would be a type of hallucination. The greater the *PMod* the more intense the sending will be.

### Share Memories

**Power Level:** 2                          **Scope:** 1 supernatural entity  
**Range:** touch                            **Duration:** P  
**Description:** The caster is able to share 1 memory from/to a willing supernatural entity with whom he has successfully *Linked*. The target retains the memories and the process takes 10 seconds. There is no time restriction for sharing memories with a willing target. *Divine Form*, *Imprint Mind* and *Imprint Soul* memories can also be shared for an additional 2X power requirement. Recent memories can be *stolen*, against the target's will, with an additional 2X *PMod*. For memories older than 1 hour a cumulative 1X *PMod* is needed, e.g., a 12X *PMod* will steal memories up to 12 hours ago. NOTE: memories are not necessarily 100% accurate or consistent and entities constantly create false memories to achieve the identity they want.

### Steal Skill Knowledge

**Power Level:** 8                          **Scope:** 1 supernatural entity  
**Range:** touch                            **Duration:** 1 hour  
**Description:** The caster is able to transfer Skill Knowledge (from 1 skill) from the *Linked* targeted supernatural entity to himself. The difficulty of the skill, e.g., Easy, Moderate and Hard have a *PMod* of 2X, 3X, and 4X respectively. This will temporarily increase (duration) the caster's skill z-score to that of the target. After the spell expires, the caster will have received the equivalent of 10 days (2X for 20 days, 3X for 30 days to a max or 10X *PMod* for 100 days) of formal instruction. Regardless, from that point on the caster will be capable of training himself further on the use of this skill. An unwilling target requires a 2X *PMod*. An example of a willing target would be a master imparting his

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'secret' skill to his favorite student. The transfer is physically painful to both the target and the caster and may cause damage to their minds, based upon the skill outcome roll. If the outcome results in damage the caster and/or the target will lose knowledge of that skill till healed. This spell can only be used once per skill.

### **Trap (Reversible)**

Power Level: 30

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: The caster imprisons (traps) a supernatural entity's mind in a small high-quality material object, *e.g.*, box, jar, gem etc. A successful outcome requires that the mind be free of the host body, *e.g.*, the host recently died or a reverse *Memory Recall* has just been performed. The reverse of the spell releases the mind from the trap. A *Memory Recall* is then required to return it to the host body.

## 18 Supernatural Soul Magic

Supernatural-Soul category affects the creativity, empathy, charisma, morality, spirituality and will of Supernatural creatures and monsters in various ways.

### 18.1 Create Supernatural Soul Spells

#### Bless (Reversible)

Power Level: 2

Scope: 1ft<sup>3</sup>

Range: touch

Duration: 10 mins

Description: The caster creates a blessing on a supernatural entity, object or place that provides a focused stressor to a supernatural entity. A 150-pound supernatural entity is approximately 2.4 cubic feet in volume. Positive stressors will aid the supernatural entity and negative stressors will hurt the supernatural entity. The focus is declared at the time of casting but will not duplicate existing skills, traits or spells, instead it will be related to defense, health, safety and protection. Examples of focusing a bless include but are not limited to: protection from demons, devils, evil, parasites, undead; or Winter. A *Bless* can also be used on armor or a shield to modify its base stressor. A blessed bed could provide pleasant dreams or increase the chance of pregnancy. Blessing water could provide stressors to arthritis, joint issues, and general health. At the end of the duration the supernatural entity, object or place returns to normal. The magnitude of the stressor can be increased by modifying the outcome, *e.g.*, a  $\pm 1z$  stressor has a 1X outcome PMod.

#### Familiar

Power Level: 2

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: With this spell the caster attempts to create a bond between himself and a previously *Summoned* supernatural entity. A successful outcome will result in a lifelong link between the two soul mates. No control is associated with this link. They can share each other's sensations and thoughts with unlimited range provided they are on the same plane of existence. The caster may freely perform *Remote Casting* through his familiar with no cost or restrictions other than those mentioned above. If the supernatural entity familiar is killed the caster will sustain similar damage but at half the amount.

#### Link (Reversible)

Power Level: 1

Scope: 1 supernatural entity

Range: 10 ft

Duration: 10 min

Description: The caster can link his soul to another soul with which he has previously successfully *Imprinted*. Multiple simultaneously links are possible in a variety of topologies, *e.g.*, ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of souls that can be in a network is limited by the topology and *Will* of the individual links, *i.e.*, the Soul sub-category of will is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Supernatural Soul Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Supernatural Soul spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 18.2 Divine Supernatural Soul Spells

#### Curse (Reversible)

Power Level: 2

Scope: 1 supernatural entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of a *Curse* on the targeted supernatural entity. Determination of: infectious or noninfectious, natural or

spell, symptoms, and cure (ability(s) & stressors) of the detected curse can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a curse from magical detection.

#### Death's Tale (Reversible)

Power Level: 2

Scope: 1 supernatural entity

Range: 10 ft

Duration: 3 min

Description: The caster is able to view the events that led up to the death of the supernatural entity. The duration of the spell indicates how many minutes before the death the viewing starts. The events will be from the perspective of the dead supernatural entity, *i.e.*, their senses. If they didn't sense anything, the caster won't view anything. The base spell is only viable if the supernatural entity has died within the last year, additional power must be expended to go further back in time. This modification can be done in steps of 3 years with a linear adjustment in required power, *e.g.*, *PMod* of 2X or 4X would extend the time to 7 years and 13years respectively. The reverse spell attempts to mask/hide the events surrounding the death.

#### Evil (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster attempts to detect if persistent evil supernatural entities are within VOE. A supernatural entity's current ethical rating determines the spell's applicability. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The reverse of this spell detects good.

#### Imprint

Power Level: 2

Scope: 1 supernatural entity

Range: 10 ft

Duration: P

Description: The caster is able to imprint a supernatural entity's soul, as long as the target's soul subcategories are within 2z of caster's. Target souls beyond 2z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify a supernatural entity based on their soul patterns. Soul patterns include impressions of the target's creativity, empathy, charisma, morality, spirituality and will. Imprinting is also a prerequisite for other spells. This spell is also called a 'soul gaze' as it requires eye contact with the target, *i.e.*, eyes are the windows to the soul. The impressions can last a lifetime or many years depending on the caster's Memory.

#### Life

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any supernatural life within the VOE. The life glows to the caster's sight. The race, age, and general health can be determined by an associated required *PMod* of 2X, 3X and 4X respectively.

#### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Supernatural Soul magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Speak with Dead (Reversible)

Power Level: 3

Scope: 1 supernatural entity

Range: 10 ft

Duration: 3 min

Description: The caster is able to communicate with a supernatural entity that has passed beyond death's curtain. The supernatural entity's responses will utilize the caster's voice. It is assumed that caster is proficient in a language the supernatural entity understands or a 2X *PMod* is required. The supernatural entity is not forced to speak the truth. To force the supernatural entity to speak the truth requires a minimum 2X *PMod*, they can resist. The reverse spell

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attempts to shield/prevent contact with the dead supernatural entity. Every time this spell is cast on a dead supernatural entity the base PL cost doubles, e.g., 6, 12, 24 etc. The reverse of the spell attempts to prevent future communication.

## Undead

**Power Level:** 1 **Scope:** 1 supernatural entity  
**Range:** 30 ft **Duration:** C + 2 min  
**Description:** The caster is able to detect if the supernatural entity is undead. Any substance other than clothing that obstructs LOS will defeat this spell, e.g., coffin or crypt. The type/race, age, and general characteristics can be determined by an associated required *PMod* of 2X, 3X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range.

## Winter (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect the presence of Winter in supernatural entities and objects made primarily from supernatural entities within VOE. An supernatural entity must have sworn fealty to a Winter Queen for this to apply. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The caster can determine the nature and capabilities of the Winter influence with an additional *PMod* increase of 2X and 4X respectively. The reverse of this spell detects Summer.

# 18.3 Change Supernatural Soul Spells

## Ability (Reversible)

**Power Level:** 1 **Scope:** 1 supernatural entity  
**Range:** touch **Duration:** 10 min  
**Description:** The caster can temporarily increase or decrease one of the supernatural entity's soul abilities, i.e., creativity, empathy, charisma, morality, spirituality, or will. The modification is performed in steps, where 1 *PMod*=14 steps, e.g., a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Morality* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

## Calm

**Power Level:** 1 **Scope:** 1 supernatural entity  
**Range:** 20 ft **Duration:** 2 mins  
**Description:** The caster is able to temporarily calm and pacify the targeted supernatural entity. Multiple supernatural entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. This spell also mitigates fear and minor phobias. Stronger phobias can be mitigated as well with an increase in the *PMod* (2X-4X). Pacified entities will perform no aggressive actions for the duration of the spell. The entities will defend themselves if attacked.

## Charm (Reversible)

**Power Level:** 2 **Scope:** 1 supernatural entity  
**Range:** 20 ft **Duration:** 20 min  
**Description:** The supernatural entity target believes the caster is a good friend. Multiple supernatural entities can be charmed using the *Combining/Chaining* rule. The charmed supernatural entity will view requests in a positive light but the caster cannot control the target. The reverse of the spell attempts to cancel a preexisting spell.

## Curse (Reversible)

**Power Level:** 2 **Scope:** 1 supernatural entity  
**Range:** touch **Duration:** P  
**Description:** The caster causes the targeted (living or non-living) supernatural entity to become cursed. Curses are destructive in two ways; the target takes *Soul* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Soul* abilities will be permanently reduced proportionally to reflect the current *Soul* damage pool total. Curses are stealthy and are usually not detectable until serious damage has occurred. The severity of the curse is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Soul* damage every 24, 12, 6,

3, 2, 1 hours respectively. Magical *Healing* can restore *Soul* damage caused by a curse within the last 24 hours, but it cannot cure a curse. An infectious curse can be conjured with an additional *PMod* of 10X. The reverse can remove a curse in the target, i.e., no further degradation in *Soul* abilities or damage will result from the curse. After a successful *Remove Curse*, outcome greater than or equal to the existing curse, is performed all *Soul* damage taken from the curse can be restored using *Magical Healing*. Negative stressors to remove a curse include a failed *Detect Curse*.

## Disguise

**Power Level:** 2 **Scope:** 1 supernatural entity  
**Range:** 10 ft **Duration:** 10 mins  
**Description:** The caster can disguise a soul of the targeted supernatural entity to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Soul* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant ↔ Animal ↔ Human ↔ Supernatural ↔ Extraplanar.

## Exhaustion

**Power Level:** 1 **Scope:** 1 supernatural entity  
**Range:** touch **Duration:** 1 hour  
**Description:** With a successful skill action the caster is able to temporarily nullify *Soul* exhaustion within the targeted supernatural entity. The severity of the exhaustion above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

## Geas (Reversible)

**Power Level:** 1 **Scope:** 1 supernatural entity  
**Range:** touch **Duration:** P  
**Description:** The caster is able to place a 'request' (magical obligation or prohibition) upon a supernatural entity, the breaking of which usually results in death. Each *Geas* is unique and appropriate to the targeted supernatural entity. They frequently are in the form of a quest or the performance of some task. A supernatural entity may be under multiple geasa, e.g., two geas, which at outset seem unrelated but can end up contradicting each other, leading to the hero inevitably breaking one of them (The Destruction of Da Derga's Hostel). If the supernatural entity is currently *Charmed* or *Dominated* the minimum power level is halved. The reverse of the spell attempts to remove a *Geas* and has a base 2X *PMod* increase.

## Healing (Reversible)

**Power Level:** 1 **Scope:** 1 supernatural entity  
**Range:** touch **Duration:** P  
**Description:** The caster is able to heal *Soul* injuries within the targeted supernatural entity based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Mask

**Power Level:** 2 **Scope:** 1 supernatural entity  
**Range:** 10 ft **Duration:** C+10 mins  
**Description:** The caster can hide an a supernatural entity's soul which will prevent *Link* and *Imprint Soul* spells from working, including souls that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, e.g., *Divine Evil* and *Divine Winter*.

## Permanence

**Power Level:** varies **Scope:** 1 spell  
**Range:** touch **Duration:** C+P

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**Description:** A successful outcome result will allow the following Supernatural Soul spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Skill (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease the weeks of experience in one of the supernatural entity's skills that has a tertiary maximum of soul abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), e.g., a 1X, 2.14X, 3.57X *PMods* would change an entity with a *Prayer* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

### Trait (Reversible)

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the supernatural entity's traits that has a tertiary maximum of soul abilities. This can be used on any of the *continuous* traits listed in the *ORS Standard Rules™*. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Curse Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 18.4 Destroy Supernatural Soul Spells

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Supernatural Soul spell including spells like *Fear*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Fear

**Power Level:** 1

**Scope:** 1 supernatural entity

**Range:** 20 ft

**Duration:** 2 mins

**Description:** The caster is able to temporarily cause an irrational state of fear to the targeted supernatural entity. Multiple supernatural entities can be feared using the *Combining/Chaining* rule. Supernatural entities suffering from a positive outcome will flee at maximum rate from the caster. In addition, they will suffer Soul damage as per the outcome.

### Repulse Undead

**Power Level:** 1

**Scope:** 1 undead

**Range:** 50 ft

**Duration:** 1 min

**Description:** With only the strength of his faith, abilities, and skill the caster can cause undead to flee or disintegrate. Multiple undead can be repulsed using the *Combining/Chaining* rule. The *PMod* of the Spell is directly related to the quality of the repulsion. This spell and the Undead will interact to determine the outcome.

## 18.5 Move Supernatural Soul Spells

### Control Undead

**Power Level:** 2

**Scope:** 1 undead

**Range:** 50 ft

**Duration:** C + 10 mins

**Description:** With this spell the caster attempts to control an undead supernatural entity. Multiple undead can be controlled using the *Combining/Chaining* rule provided that are within the caster's FOV. The outcome will be determined by an interaction between the caster and the undead, incorporating the abilities, traits and skills of both. The caster can increase his probability of success by increasing the *PMod* of his spell. A superior outcome indicates the caster has complete and permanent mastery of the undead. Mastered undead will follow simple straight forward commands.

### Possession

**Power Level:** 7

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 1 hour

**Description:** The caster can possess the targeted supernatural entity with a successful interaction result. A successful *Imprint* and *Link* must have been previously cast on the target's soul. The caster's body is totally helpless for the duration of the spell. The target's body is under total control of the caster and the target's mind and soul are along for the ride. Should the caster's body die his mind and soul will take up permanent residence. A successful *Exorcism* can force the caster to depart.

### Reflection

**Power Level:** 2

**Scope:** caster

**Range:** 0 feet

**Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Supernatural Soul spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on *PMod*, casters, abilities, traits, noun and verb skills.

### Spirit Bind

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** 10 ft

**Duration:** 2 hrs

**Description:** The caster prevents a 'dead' supernatural entity's soul from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Spirit Recall* will be necessary for recovery. This spell along with *Memory Bind* can be used to *Restore Life* to a supernatural entity that has recently died.

### Spirit Recall (Reversible)

**Power Level:** 2

**Scope:** 1 supernatural entity

**Range:** touch

**Duration:** 1 hour

**Description:** The caster recalls a 'dead' supernatural entity's soul back to their body. The soul is defined here to be the six abilities: Charisma, Empathy, Creativity, Morality, Spirituality and Will. Once the soul has returned to the dead body it must be bound using a *Spirit Bind* before *Restore Life* can be cast. This spell will not replace a soul it will only recall it to its body. For every hour that has passed since death there is a cumulative 1X *PMod*, e.g., if they died a day ago it would be a 24X *PMod*. The reverse of the spell temporarily tears the soul from the body for the duration of the spell.

### Summon (Reversible)

**Power Level:** 5

**Scope:** 50 ft radius circle

**Range:** 0 feet

**Duration:** C + 30 mins

**Description:** The caster magically summons supernatural entities from the surrounding AOE which includes active *Gates*. Use of a *Gate* spell may be required to summon supernatural entities from dissimilar plane. The caster may specify type, or use a supernatural entity's true name, but the outcome is dependent on the interaction of the character versus the supernatural entity, taking into account Power Level, *PMods*, abilities, traits, and skill (noun & verb)

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and other applicable skills, *e.g.*, Circle Lore and Supernatural Creature Lore. The summoned supernatural entities will remain next to the caster for the duration of the spell. Unless *Linked* summoning a specific supernatural entity (known to the caster) that is within the AOE requires a *2X PMod*. Additional spells must be cast or skills used to control/command the supernatural entities. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless who cast it.

### **Trap (Reversible)**

Power Level: 30

Scope: 1 supernatural entity

Range: touch

Duration: P

Description: The caster imprisons (traps) a supernatural entity's soul in a small high-quality material object, *e.g.*, box, jar, gem etc. A successful outcome requires that the soul be free of the host body, *e.g.*, the host recently died or a reverse *Soul Recall* has just been performed. The reverse of the spell releases the soul from the trap. A *Soul Recall* is then required to return it to the host body.

## Section VII: Extraplanar

Extraplanar entities are those that have their origin beyond the planet. It is said that there are an infinite number of planes of existence. Mortals in their attempts to comprehend the nature of the Cosmos have categorized them in the Upper planes, the Inner planes, and the Lower planes. The Inner planes consist of the five classical elements (Earth, Air, Fire, Water and Ether), which is surrounded by the Astral plane. The planets, *e.g.*, **Terra**, are an intersection of all the five classical elemental planes and are sometimes erroneously referred to as the Physical Plane, Material Plane or the Prime Material Plane. The Upper and Lower planes are frequently referred to as Heaven and Hell.

This section includes Extraplanar creatures and monsters. For example: devils, demons, and others from other planes of existence. This section actually encompasses three categories of magic: Extraplanar-Body, Extraplanar -Mind, and Extraplanar -Soul magic. In addition to Codex Lore this category can be enhanced with the Extraplanar Creature Lore and Planar Lore skills. Similarly, the knowledge and use of an extraplanar entity's true name is an extremely powerful enhancement. Only locations on the extraplanar entity target's home plane can be a significant place of power for extraplanar spells. Other places of power associated with active or dormant extraplanar magic include places where extraplanar entities traditionally congregate. For spiritual purposes it will be *Soul* magic, for intellectual purposes it will be *Mind* magic and all other congregations it will be *Body* magic. These locations can and frequently are collocated.

### 19 Extraplanar Body Magic

Extraplanar-Body category affects the agility, comeliness, vitality, endurance, speed, and strength of Extraplanar creatures and monsters in various ways.

#### 19.1 Create Extraplanar Body Spells

##### Attunement

**Power Level:** 2

**Scope:** 1 item

**Range:** touch

**Duration:** P

**Description:** The caster is able to create a bond to a magical item primarily derived from extraplanar entities, *e.g.*, skin, bone, etc. Once the attunement has succeeded, he may transfer the attunement to a third party to which he has previously successfully cast an *Imprint Mind* spell with an additional 2X *PMoD*. Attunement is usually only required for magical items that require some form of control or activation to use, *i.e.*, this would not be required for a cloak of protection.

##### Clone

**Power Level:** 10

**Scope:** 1 cell

**Range:** touch

**Duration:** P

**Description:** The caster creates a perfect genetic duplicate of the extraplanar entity donor. The mind and soul will be a blank slate, *i.e.*, it can be a perfect receptacle for a *Memory* and *Spirit Bind*. The age of the clone will be 1 second old, and *Growth* spells will be needed to age the clone. Unless the clone is kept in suspended animation memories and experiences will immediately begin to diverge from the donor.

##### Spell Defense

**Power Level:** 1

**Scope:** 5 ft radius sphere

**Range:** 0 feet

**Duration:** 10 mins

**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Extraplanar Body Magic. The *PMoD* of the Spell is directly related to the quality of the defense. This spell and the incoming Extraplanar Body spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### 19.2 Divine Extraplanar Body Spells

##### Allergy (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** C + 1 min

**Description:** The caster is able to confirm if the targeted extraplanar entity has an allergy. The type (mundane or magical), origin, and associated allergen can also be determined by an associated *PMoD* of 2X, 3X, 4X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide an allergy from magical detection.

##### Connections (Reversible)

**Power Level:** 2

**Scope:** caster

**Range:** 1000 ft

**Duration:** 1 min

**Description:** This spell will reveal associations (connections) between an extraplanar target and the world. For example, a caster could use the target's hair, blood, nail-clippings, etc. to find the target. If the target has been marked with a *Tagent* a +1z stressor is applied. The caster can slowly rotate 10°/second to determine the instantaneous direction (3D unit pointing vector). The connection's distance is unknown unless it is within range. The reverse of the spell attempts to hide the object/target from magical detection. The type of association is dependent on the *PMoD*. The following table can be used as a guide.

<i>PMoD</i>	Association
0X	Adjacent pieces or parts connected to the object/target.
1X	Entities that want the object/target.
3X	Last entity to have touched the object.
3X	Owner of the object.
7X	Creator of the object.

##### Disease (Reversible)

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** C + 2 min

**Description:** The caster is able to confirm if the targeted extraplanar entity has a disease. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disease can be determined by an associated *PMoD* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once per minute provided they are within range. The reverse spell attempts to mask/hide a disease from magical detection.

##### Form

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 60 ft

**Duration:** P

**Description:** The caster is able to analyze and memorize the physical form of the observed extraplanar entity, this includes how they talk, move, smell, feel, etc. This spell allows the caster to identify the extraplanar entity based on sight. *Divine Form* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

##### Magic (Reversible)

**Power Level:** 1

**Scope:** 5 ft radius sphere

**Range:** 10 ft

**Duration:** C + 1 min

**Description:** The caster is able to detect active or passive Extraplanar Body magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMoD* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMoD* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

##### Poison (Reversible)

# ORS

**Power Level:** 1  
**Range:** 20 ft  
**Description:** The caster is able to detect the presence of poison within the targeted entity. The definition of poison is based on the target. The type, and general effect can be determined by an associated required *PMod* of 2X, and 3X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide the poison from magical detection.

**Scope:** 1 extraplanar entity  
**Duration:** C + 2 min

## 19.3 Change Extraplanar Body Spells

### Ability (Reversible)

**Power Level:** 1  
**Range:** touch  
**Description:** The caster can temporarily increase or decrease one of the extraplanar entity's body abilities, *i.e.*, agility, comeliness, vitality, endurance, speed, or strength. The modification is performed in steps, where 1 *PMod*=14 steps, *e.g.*, a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Speed* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

**Scope:** 1 extraplanar entity  
**Duration:** 10 min

### Addiction (Reversible)

**Power Level:** 2  
**Range:** touch  
**Description:** The caster is able help the extraplanar entity withdraw from a light (bodily) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated psychological (mind) addiction is healed the extraplanar entity will relapse and once again become addicted. *Extraplanar Creature Lore* skill and *Medical Aid* skill can be positive stressors.

**Scope:** 1 extraplanar entity  
**Duration:** P

### Age (Reversible)

**Power Level:** 6  
**Range:** touch  
**Description:** The caster is able to positively or negatively age a mature living extraplanar entity. This spell does not affect memories or experiences. The aging is performed in steps of 1 year, with an associated required increase in *PMod*, *e.g.*, a *PMod* of 5X would age the extraplanar entity 5 years. The minimum age is the entity's age at maturity.

**Scope:** 1 extraplanar entity  
**Duration:** P

### Allergy (Reversible)

**Power Level:** 2  
**Range:** touch  
**Description:** The caster can inoculate the extraplanar entity against a particular allergen, *i.e.*, for the remainder of the season the allergen will not affect them. The allergen stressors may be removed in steps of 0.25z, *e.g.*, a 4X *PMod* will decrease the Allergy stressors by 1z. The allergy is not cured only a *Wish* or Divine intervention can change a trait. The reverse lowers an entity's resistance to a specific allergen. A -3.0z indicates a life-threatening allergy to a particular allergen, *e.g.*, getting stung by a bee might end up being fatal.

**Scope:** 1 extraplanar entity  
**Duration:** 1 season

### Breath Control

**Power Level:** 1  
**Range:** 10 ft  
**Description:** The caster is able to increase the amount of time an extraplanar entity can hold its breath, by the duration of the spell. The extraplanar entity can breathe water and non-normal gasses with an associated *PMod* of 2X and 4X respectively.

**Scope:** 1 extraplanar entity  
**Duration:** 1 min

### Damage (Reversible)

**Power Level:** 2  
**Range:** touch  
**Description:** The caster is able to repair damage done to objects (non-living) made from extraplanar entities. This includes but is not limited to leather armor, leather shields, clothing, tack and harness. The reverse causes generic damage.

**Scope:** 1 ft<sup>3</sup>  
**Duration:** P

### Disease (Reversible)

**Power Level:** 2  
**Range:** touch  
**Description:** The caster causes the targeted (living or non-living) extraplanar entity to become infected with a disease. Diseases are abnormal conditions that influence an extraplanar entity's health and ability to function. Diseases have diverse causes, which can be classified into two broad groups: infectious and noninfectious. **Infectious** diseases can spread from one target to another and are caused by microscopic organisms (pathogens) that invade the body. These pathogens include: bacteria (*e.g.*, leprosy, plague, pneumonia, strep throat, tetanus, tuberculosis, typhoid fever), viruses (*e.g.*, mumps, measles, influenza, rabies, hepatitis, poliomyelitis, smallpox, AIDS, some cancer, lycanthropes and undead), fungi (ringworm, athlete's foot, jock itch, pneumonia), protozoans (*e.g.*, malaria, African sleeping sickness, Chagas, giardiasis, leishmaniasis, and toxoplasmosis), parasitic flatworms (*e.g.*, tropical diseases), and roundworms (trichinosis). An infectious disease can be conjured with an additional *PMod* of 10X. **Noninfectious** diseases are not communicated from target to target and do not have infectious agents. Examples of noninfectious diseases are: heart disease, most cancers, cerebrovascular disease, Alzheimer's, arthritis, Parkinson's, hemophilia, sickle-cell anemia, Huntington's, muscular dystrophy, Tay-Sacks, diabetes, allergies, lupus, and myasthenia gravis.

**Scope:** 1 extraplanar entity  
**Duration:** P

Diseases are destructive in two ways; the target takes *Body* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Body* abilities will be permanently reduced proportionally to reflect the current *Body* damage pool total. Diseases are stealthy and are usually not detectable until serious damage has occurred. The severity of the disease is dependent on the outcome result. *Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes* cause 1 point of *Body* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore body damage caused by a disease within the last 24 hours, but it cannot cure a disease. The reverse can cure a disease in the target, *i.e.*, no further degradation in body abilities or damage will result from the disease. After a successful *Remove Disease*, outcome greater than or equal to the existing disease, is performed all *Body* damage taken from the disease can be restored using *Magical Healing*. Negative stressors to cure would include a failed diagnosis with the *Medical Aid* skill or *Detect Disease*. Note: some diseases mutate the entities DNA, *e.g.*, vampirism; they can only be healed during the early stages of the disease. Finally, this spell does not grant any immunity to this disease and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity, using real-world diseases is recommended, see *Disease-Human Body* for examples.

### Elemental Merge

**Power Level:** 3  
**Range:** touch  
**Description:** The caster is able to modify the entities body such that they may merge with one of the five classical elements or plants. While merged they are unable to sense the world and their movement rate/action rate relative to their host is reduced to 10% of their original rate. To be able to sense the world around them requires a power modification of 2X. To increase their movement rate/action rate relative to their host may be done in 10% steps with an associated linear modification to the required *PMod*, *e.g.*, a 10X *PMod* would allow them to move normally. If attacked and unable to move the target will take 10% of all the damage. After sustaining 75% damage to any pool the merge will be dispelled and the extraplanar entity will translocate to an adjacent position this has a density approximately equal to their starting atmosphere.

**Scope:** 1 extraplanar entity  
**Duration:** 10 min

### Exhaustion

**Power Level:** 1  
**Range:** touch  
**Description:** With a successful skill action the caster is able to temporarily nullify body exhaustion within the targeted extraplanar entity. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

**Scope:** 1 extraplanar entity  
**Duration:** 1 hour

### Growth (Reversible)

**Power Level:** 2  
**Range:** touch  
**Description:** The caster is able to accelerate the growth of an extraplanar entity by 1 month. Obviously if the target is mature it will do nothing. The amount of

**Scope:** 1 extraplanar entity  
**Duration:** P

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growth may be increased with an associated required increase in *PMod*, e.g., a *PMod* of 13X accelerate the growth by 13 months. The growth happens at a rate of 1 month per 10 seconds. The reverse spell attempts to slow the growth, e.g., 2X *PMod* would mean the target would only grow at 10/12 its normal rate.

## Healing (Reversible)

Power Level: 1

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: The caster is able to heal body injuries within the targeted extraplanar entity based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* which does damage.

## Metabolic Rate (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: touch

Duration: 1 day

Description: The caster is able to positively or negatively modify an extraplanar entity's metabolic rate, i.e., the need for food and water. A *PMod* of 2X, 3X, 4X would increase the entity's metabolic rate by double, triple or quadruple or decrease it by 50%, 33%, 25%. The impact is variable based on environmental stressors, activity level, age, health, weight, etc., but under normal conditions an entity cannot survive without water for 7 days and without food for 21 days. A *PMod* of 50X used to positively modify an entity would require it to continuously eat and drink to survive or if used to negatively modify an entity it would place it in a state of suspended animation, i.e., the entity's heart stops, it requires no food or water or air to breath. The entity's life force is frozen in its current state until the duration expires, at which point it returns to normal.

## Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Extraplanar Body spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Petrify

Power Level: 7

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 1 hour

Description: The caster is able to change an extraplanar entity to stone. The base stone is claystone but a 2X modifier will turn it to granite. The entity's clothing and possessions are unaffected. The entity will return to normal at the end of the duration or if *Dispelled*.

## Polymorph

Power Level: 4

Scope: 1 extraplanar entity

Range: touch

Duration: 30 mins

Description: The caster can change an extraplanar entity's body into the form of any one plant, animal, human, supernatural or extraplanar being that the caster has studied using the appropriate *Divine Form* spell. This does not alter the extraplanar entity's mind or soul. The results of this spell are variable, dependent on the *PMods* and the final form of the polymorph. A subtle failure might be a minor error in the final, e.g., wrong smell, wrong texture, or wrong color. The base power cost corresponds to a polymorph into the same type of

entity (extraplanar entity). If the change is relatively minor, e.g., only hair color, complexion, or 5%/10% for height/weight then a +1 stressor should be used. If the caster wants to dramatically modify the size, then *Change Trait (Gigantism)* spell should be used. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar. The weight will be appropriate to the new form. Despite the success of the polymorph, this spell conveys no knowledge, e.g., an entity polymorphed into a bird might not know how to fly.

## Reattach Severed Limb

Power Level: 7

Scope: 1 limb

Range: touch

Duration: P

Description: The caster is able to reattach an extraplanar entity's severed limb, i.e., finger, toe, hand, foot, arm, leg, nose or ear. The process takes 10 minutes and the limb must be in a pristine or preserved state for this spell to succeed. After re-attachment the extraplanar entity will have four serious wounds, (e.g., skeletal, tendon, circulatory, nerve), which can be healed further with *Healing*. Depending on the state of preservation, secondary diseases or infections may also need to be dealt with.

## Regeneration

Power Level: 16

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: The caster is able to regenerate a lost limb or organ. After a successful outcome the process normally takes 24 hours to complete. If the limb was lost to lightning, fire or acid damage it takes twice as long to heal.

## Restore Life

Power Level: 20

Scope: 1 extraplanar entity

Range: touch

Duration: P or 30 mins

Description: The caster restores life to a preserved dead extraplanar entity that has *Memory Bind* and *Spirit Bind* currently active. A successful outcome places the extraplanar entity at death's door. All wounds that caused the death must be reduced to serious condition (using *Healing*) within 30 minutes or the extraplanar entity body will again die. Activity level of the extraplanar entity at this point depends on his remaining wounds, abilities, traits and skills.

## Scent

Power Level: 2

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 10 min

Description: The caster is able to positively or negatively modify the extraplanar entity's natural scent, e.g., potency by 50%. Additional modification can be made with a *PMod* increase, e.g., a 4X *PMod* would increase the potency of the scent by 200%. At 0% the extraplanar entity is odorless.

## Skill (Reversible)

Power Level: 1

Scope: 1 extraplanar entity

Range: touch

Duration: 10 min

Description: The caster can temporarily increase or decrease the weeks of experience in one of the extraplanar entity's skills that has a tertiary maximum of body abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), e.g., a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Grappling Attack* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules*<sup>TM</sup>, including skills that require training. The total modification is bounded by racial minimum and maximum.

## Toxicity

Power Level: 2

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: The caster is able to neutralize one poison that is within an extraplanar entity (living or non-living). The *PMod* required to remove the poison is 2X the toxicity of the poison. A minor success would only slow the effects of the poison. After a successful removal, associated physical damage may be *Healed*.

## Trait (Reversible)

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**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the extraplanar entity's traits that has a tertiary maximum of body abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X PMods would change an entity with a *Disease Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## True Sight

**Power Level:** 3

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 1 min

**Description:** The caster grants true sight, *a.k.a.*, spirit vision, inner-sight, or the third eye, to the targeted extraplanar entity on the plane in which it is cast. True sight shows things as they truly are. Invisible objects and entities become visible, secret and hidden doors become obvious, and illusions and the forces of magic are revealed. The sight can show you beauty that can make angels weep and evil so terrible that demons are taken aback. The downside is the sight needs to be used sparingly as there is no filter and it has the potential to cause serious mental issues. If used more than once per week it has a 1% cumulative chance of addiction and pain and eventually insanity. Spell failure results in mental damage and extreme pain.

## 19.4 Destroy Extraplanar Body Spells

### Branding

**Power Level:** 1

**Scope:** 0.5 ft<sup>2</sup>

**Range:** touch

**Duration:** P

**Description:** With this spell the caster can brand an extraplanar entity with writing and/or images. This spell is sometimes used in conjunction with the *Symbol* spell. The brand is not painful but does cause 4 points/AOE of body damage. The skill of the brand is based on the average of the caster's *Scribing* skill and/or *Drawing* skill.

### Disintegration

**Power Level:** 3

**Scope:** 1 in<sup>3</sup>

**Range:** touch

**Duration:** P

**Description:** The caster can disintegrate a nonliving extraplanar entity up to the VOE. Disintegrating living extraplanar entities requires a PMod of 2X. This spell will only work on normal extraplanar entities, magical or animated extraplanar entities require a successful *Dispel Extraplanar Body Spell* as a prerequisite. Touching an aware entity requires a successful *Striking/Blocking* action with a potential 'called shot' stressor. The effect must start at the outside and proceed inwards.

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Extraplanar Body spell including spells including extraplanar body-based *Symbol*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. PMods may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 19.5 Move Extraplanar Body Spells

### Animate

**Power Level:** 3

**Scope:** 10 ft radius hemisphere

**Range:** 50 ft

**Duration:** C

**Description:** The caster can cause recently dead extraplanar entities within the VOE to move and attack once every 4 seconds. The number of dead, **not undead**, is limited by the original number in the VOE at the time of casting.

The caster must concentrate on the bodies to enable them to perform actions otherwise they will remain motionless. Their attacks are limited to using the *Sticking/Blocking* or the *Grappling Skill* at a 0.0z proficiency. Their shambling *Movement* is no faster than 5 feet per second. Bodies dead longer than a month may be animated with an additional linear power modification, *i.e.*,  $PMod=t$ , where  $t$  is the number of months the entity has been dead.

### Enhance Movement

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 2 mins

**Description:** The caster is able to enhance an extraplanar entity's ability to move on various surfaces and or terrain as if they were on smooth level ground. The extraplanar entity's actual movement rate would be his normal rate for smooth flat ground. The terrain/surface type along with the PMod is presented in the following table. Jogging and running have an additional PMod of 2X, and 4X respectively.

Terrain/Surface	PMod
Narrow ledge/edge	2X
Tree limb	2X
Inclined surfaces <60°	2.5X
Slippery/Ice	3X
Tightrope	3X
Inclined surfaces ≥60°	3.5X
Ceilings or Water	4X
Underwater	5X
Air	6X

### Flicker

**Power Level:** 3

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** 4 min

**Description:** The caster grants an extraplanar entity the ability to randomly flicker back and forth between Terra and one of the adjacent planes of existence. The amount of time spent on the other planes is [0-1) seconds. The adjacent planes are Earth, Air, Fire, Water, Ether and Astral. The caster can choose the plane prior to casting the spell with a 2X PMod. Attacks made on the extraplanar entity have same probability of succeeding as his time spent on Terra or the plane in question. The extraplanar entity is unable to do anything while Flickering other than move and observe.

### Fly

**Power Level:** 3

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** 15 min

**Description:** The caster grants the power of flight to the extraplanar entity for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  PMod, where W is the 165 pounds and  $W_D$  is the desired weight. The target may fly at a rate of 50 fps. The velocity rate may be increased in steps of 50 fps with an associated linear PMod, e.g., a 4X PMod would allow the entity to fly at 200 fps.

### Hold (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** 1 min

**Description:** The targeted extraplanar entity is unable to move for the duration of the spell. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target's mind and soul are unaffected, *i.e.*, they are still fully aware, and able to breathe. The reverse of the spell attempts to cancel an existing *Hold*.

### Levitation

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** 10 min

**Description:** The caster grants the power of levitation to the targeted extraplanar entity for the duration of the spell. The base spell is limited to 165 pounds, which can be increased with a  $W_D/W$  PMod, where W is the 165 pounds and  $W_D$  is the desired weight. The extraplanar entity may move vertically (up or down) at a rate of 3 fps. The velocity rate may be increased in steps of 3 fps with an associated linear PMod, e.g., a 5X PMod would allow the target to 15 fps up or down.

### Paralysis (Reversible)

**Power Level:** 8

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

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**Description:** A specific area (e.g., arm, leg, hand, foot, face) touched by the caster on an extraplanar entity is paralyzed. The reverse of the spell attempts to remove paralysis (magical or natural) from an area of the extraplanar entity.

terrible failure could place the caster inside solid rock. The base spell is limited to 175 pounds, which can be increased with a  $W_D/W$  *PMod*, where W is the 175 pounds and  $W_D$  is the desired weight.

## Pass without Trace

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 1 min

**Description:** The affected extraplanar entity can slowly walk without leaving tracks or other visible signs of his passing. The pace can be increased to a normal walk, jog, or run with an associated *PMod* of 2X, 4X, and 8X respectively.

## Plane Travel

**Power Level:** 7

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 60 minutes

**Description:** By means of this spell the caster sends an extraplanar entity to a known plane of existence. Some of the planes are quite hazardous and may not support normal life. The *PMod* is directly related to the distance from the caster current plane. **Terra** is adjacent to the planes of Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 5, e.g., traveling from Terra to the first plane of hell would have a *PMod* of 10X.

## Reflection

**Power Level:** 2

**Scope:** caster

**Range:** 0 feet

**Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Extraplanar Body spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

## Retreat

**Power Level:** 4

**Scope:** caster

**Range:** 1 mi

**Duration:** instantaneous

**Description:** The extraplanar caster can instantly transport himself to a place of safety (Retreat) on which he has successfully placed a *Tagent*. The base spell is limited to 175 pounds, which can be increased with a  $W_D/W$  *PMod*, where W is the 175 pounds and  $W_D$  is the desired weight.

## Return

**Power Level:** 5

**Scope:** 1 extraplanar entity

**Range:** 0 feet

**Duration:** 50 mins

**Description:** The extraplanar entity-based object of this spell is keyed to a particular *Tagent*. It will return to its *Tagent* at the end or the duration. The caster may, at time of casting, specify that the object will return when it is put down or when a particular goal has been met with an associated *PMod* of 2X and 4X respectively.

## Telekinesis

**Power Level:** 1

**Scope:** 50 lbs

**Range:** 50 ft

**Duration:** C + 1 min

**Description:** Caster can move one or more extraplanar entity-based targets with a combined mass specified in the *Scope* at a rate of 10 feet per second. The caster can also force the target even remain in place with a force equal to the *Scope*. If the caster stops concentration, the object continues along its velocity vector for the duration of the spell. The base spell is limited to *Scope*, which can be increased with a  $W_D/W$  *PMod*, where W is the *Scope* and  $W_D$  is the desired weight. velocity may also be increased in steps of 10 fps with an additional linear adjustment to the required *PMod*.

## Teleport

**Power Level:** 5

**Scope:** caster

**Range:** 0 feet

**Duration:** instantaneous

**Description:** The caster can instantly transport himself from one place to another on the current plane of existence. This spell does not require the use of a *Tagent*, but using one gives a +1z stressor. If the destination point can be seen at the moment of casting or is only 100 feet away the *PMod* is 0.5X. In any case the outcome depends on the caster's familiarity with the destination point. A

## 20 Extraplanar Mind Magic

Extraplanar-Mind category affects the intuition, memory, quickness, reasoning, eloquence and stability of Extraplanar creatures and monsters in various ways.

### 20.1 Create Extraplanar Mind Spells

#### Link (Reversible)

Power Level: 1

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 10 min

Description: The caster can link his mind to another mind with which he has previously successfully *Imprinted*. While linked, entities can choose to voluntarily share/merge sensory information. Multiple simultaneously links are possible in a variety of topologies, *e.g.*, ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of minds that can be in a network is limited by the topology and *Stability* of the individual links, *i.e.*, the Mind sub-category of stability is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Extraplanar Mind Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Extraplanar Mind spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 20.2 Divine Extraplanar Mind Spells

#### Clairaudience

Power Level: 2

Scope: 10 ft radius sphere

Range: 1000 ft

Duration: C+10 min

Description: The extraplanar entity caster can hear activity at a known distant location limited only by the spell's range. The caster's normal hearing is replaced by the spell's, *i.e.*, an average extraplanar entity of the caster's species. The caster must choose the placement of the starting point, thereafter he can move the point at 10 fps. Moving through barriers requires a *PMod* relative to the density of the barrier, *e.g.*, wood, stone, metal would require a 2X, 4X, 8X *PMod* respectively for each barrier encountered during the duration of the spell. This spell requires intense concentration and any additional actions have their stressors doubled, see *Concentration* above. Note: The location of the caster's body specifies the *Plane* of operation.

#### Clairvoyance

Power Level: 3

Scope: 10 ft radius

Range: 1000 ft

Duration: C+10 min

Description: The extraplanar entity caster can visualize activity at a known distant location limited only by the spell's range. The caster's normal vision and point of view are replaced by the spell's, *i.e.*, an average extraplanar entity of the caster's species. The caster must choose the placement of the starting point (apex) and direction of the sphere slice, thereafter he can move the apex at 10 fps and change pointing direction 120° per second. Moving through barriers requires a *PMod* relative to the density of the barrier, *e.g.*, wood, stone, metal would require a 2X, 4X, 8X *PMod* respectively for each barrier encountered during the duration of the spell. This spell requires intense concentration and any additional actions have their stressors doubled, see *Concentration* above. Note: The location of the caster's body specifies the *Plane* of operation.

#### Empathy (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: 20 ft

Duration: C + 2 mins

Description: The caster is able detect an extraplanar entity's strong emotions, *e.g.*, joy, sorrow, fear, hatred, love, etc. The motivation/understanding for the emotions can be determined by an associated required *PMod* of 2X. If the

extraplanar entity is *Linked* the *PMod* is decreased by half. The reverse of the spell attempts to mask/hide the emotions of the target.

#### Extraplanar Entity

Power Level: 1

Scope: 10 ft radius circle

Range: 0 feet

Duration: 60 min

Description: The caster is able to detect when and where any extraplanar entity crosses the boundary of the AOE. The spell may be focused on a specific extraplanar entity provided the caster has previously successfully *Imprinted* that extraplanar entity. The caster is able to move at any movement rate and the spell will continue to function with the caster always being the center of the VOE. The spell can be limited to hostile extraplanar entities or enemies with an associated *PMod* of 2X and 4X respectively. An enemy is an extraplanar entity that is actively opposed to the caster's nation, or religion.

#### Imprint

Power Level: 2

Scope: 1 extraplanar entity

Range: 10 ft

Duration: P

Description: The caster is able to imprint an extraplanar entity's mind, as long as the target's mind subcategories are within 3z of the caster's. Extraplanar entity minds beyond 3z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify an extraplanar entity based on their thought patterns. Mind patterns include impressions on the extraplanar entity's intuition, memory, quickness, reasoning, eloquence and mental stability. Imprinting is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Lie (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect if an extraplanar entity thinks they are lying (speaking untruths). The motivation for lying can be determined with an additional 2X *PMod*. The caster can change targets no more than once every two minutes provided they are within range. If the target is *Linked* the *PMod* is decreased by half. The reverse spell detects truth.

#### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Extraplanar Mind magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Mental Disorder (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to confirm if the targeted extraplanar entity has a mental disorder, *a.k.a.*, mental illness or psychiatric disorder. Determination of: infectious or noninfectious, natural or spell, symptoms, and cure (ability(s) & stressors) of the detected disorder can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a mental disorder from magical detection.

#### Read Thoughts

Power Level: 3

Scope: 1 extraplanar entity

Range: 40 ft

Duration: C + 4 min

Description: Caster can read the mind (surface thoughts) of the targeted extraplanar entity. Deeper thoughts can be read with a *PMod* of 2X. The caster must be able to see the target or the caster must know the exact location of the target. If the extraplanar entity is *Linked* then the *PMod* is decreased by half.

#### Telepathy

Power Level: 3

Scope: 1 extraplanar entity

Range: 40 ft

Duration: C + 4 min

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**Description:** Caster and the targeted extraplanar entity can communicate mentally (2-way). They must be able to see each other, or the caster must know the exact location of the target. If the extraplanar entity is *Linked* then the *PMod* is decreased by half.

## 20.3 Change Extraplanar Mind Spells

### Ability (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the extraplanar entity's mind abilities, *i.e.*, intuition, memory, quickness, reasoning, eloquence, or stability. The modification is performed in steps, where 1 *PMod*=14 steps, *e.g.*, a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Reasoning* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Addiction (Reversible)

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

**Description:** The caster is able help the extraplanar entity withdraw from a light (psychological) chemical addiction (alcohol or drugs). The severity of the addiction above light increases the stressor, *e.g.*, medium, serious and critical addiction have stressors of -1z, -2z and -3z respectively. A successful outcome accomplishes two things: it eases or eliminates the withdrawal symptoms and speeds the withdrawal. Symptoms include but are not limited to: hallucinations, tremors, seizures, diarrhea, mydriasis, cramps, agitation, hypertension, and tachycardia. Each addiction must be healed separately. Depending on the addiction, unless the associated body addiction is healed the extraplanar entity will relapse and once again become addicted. The *Psychology* skill and the *Extraplanar Lore* skill can be positive stressors for this spell.

### Amnesia (Reversible)

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 1 day

**Description:** The caster is able to cause the *Linked* targeted extraplanar entity to develop amnesia. The caster can choose anterograde amnesia or retrograde amnesia. Retrograde amnesia requires an additional 2X *PMod* increase. In anterograde amnesia, new events are not transferred to long-term memory, so the sufferer will not be able to remember anything that occurs after the onset of this type of amnesia for more than a few moments. The complement of this is retrograde amnesia, where someone will be unable to recall events that occurred before the onset of amnesia. This will not impact the entities abilities, traits or existing skill usage. The reverse of this spell attempts to remove amnesia caused by a spell, trauma or drugs.

### Confusion (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** 1 min

**Description:** With this spell the caster confuses the mind of the extraplanar entity target. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Entities experiencing a successful outcome are incapable of starting a new action for the duration of the spell, but they may continue with their existing action. Furthermore, if attacked they will defend themselves. The reverse of the spell attempts to remove *Confusion* from the targeted extraplanar entity.

### Disguise

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** 10 mins

**Description:** The caster can disguise a mind of the targeted extraplanar entity to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Mind* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, *i.e.*, how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar.

### Domination

**Power Level:** 4

**Scope:** 1 extraplanar entity

**Range:** 30 ft

**Duration:** C + 30 mins

**Description:** The caster attempts to dominate (totally control) the targeted extraplanar entity. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. If dominated, the supernatural entities will perform any action the caster desires. This includes but is not limited to lying, cheating, stealing, assault, arson, homicide and even suicide. Additional power is required based upon the difference between the character's personality/ethics and the action required. The duration is while the caster concentrates plus 30 minutes.

### Erase Memories (Reversible)

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to permanently erase a memory, less than 1 hour old, from the *Linked* targeted extraplanar entity. Erasing a single memory usually does not mean the entire hour is erased only the event or meeting, etc. Older memories can be erased as well in steps of 1 hour, *e.g.*, a 12X *PMod* will erase memories up to 12 hours ago. The reverse restores memories to a *Linked* extraplanar entity that were erased less than 1 hour ago.

### Exhaustion

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 1 hour

**Description:** With a successful skill action the caster is able to temporarily nullify mind exhaustion within the targeted extraplanar entity. The severity of the exhaustion above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

### Healing (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to heal mind injuries within the targeted extraplanar entity based upon a successful skill action. The severity of the damage above light increases the stressor, *e.g.*, medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* and does damage.

### Mask

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** C + 10 min

**Description:** The caster can hide an extraplanar entity's mind which will prevent *Link*, *Imprint* and *Meld Mind* spells from working, including minds that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, *e.g.*, *Divine Lie*, *Empathy*, *Read Thoughts* and *Send Sensations*.

### Meld

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** C+10 min

**Description:** The caster can meld his mind with other minds that are currently *Linked* (body & soul) and within range. The extraplanar entity casting this spell is in control. This spell enhances any action or interaction that involves *Mana*, see the *Concentration* and the *Combining/Chaining* rules above. For the duration of this spell the melded *Mana* z-score is 50% of the summation of all the entities in the network. The *Exhaustion* costs are shared equally amongst all entities in the link. Should a *Linked* entity become exhausted their contribution will be eliminated but as long as the original caster is conscious the spell can be maintained. Any spell known to any entity in the link can be cast using the best combined *Noun/Verb*. A chained spell's cumulative *PMods* will be reduced towards 1X by dividing by  $2^{(n-1)}$  where *n* is the number of casters linked. It is said that some Deities will use this spell in extreme situations to accomplish their goals.

**Mental Disorder (Reversible)**

Power Level: 2 Scope: 1 extraplanar entity  
Range: touch Duration: P  
Description: The caster causes the targeted (living or non-living) extraplanar entity to become infected with a mental disorder. A mental disorder, mental illness or psychiatric disorder is any harmful change that interferes with the normal appearance, structure, or function of the mind or any of its parts. Since time immemorial, mental illness has played a grim role in history. Mental illness has diverse causes and is almost always noninfectious. An infectious mental disorder can be conjured with an additional PMod of 10X. Mental disorders are destructive in two ways; the target takes *Mind* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Mind* abilities will be permanently reduced proportionally to reflect the current *Mind* damage pool total. Mental disorders are stealthy and are usually not detectable until serious damage has occurred. The severity of the mental disorder is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Mind* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore mind damage caused by a mental disorder within the last 24 hours, but it cannot cure a mental disorder. The reverse can remove a mental disorder in the target, *i.e.*, no further degradation in mind abilities or damage will result from the mental disorder. After a successful *Remove Mental Disorder*, outcome greater than or equal to the existing Mental Disorder, is performed all *Mind* damage taken from the curse can be restored using Magical *Healing*. Negative stressors to cure would include a failed diagnosis with the *Psychology* skill or *Divine Mental Disorder*. Finally, this spell does not grant any immunity to this disorder and the entity can be infected again in the future. For color the GM should describe the effects of the spell based on severity. Some of these effects, called symptoms and signs, include uncontrollable urges, personality changes, dementia, melancholy, delusions, catatonia, phobias, etc. and may or may not be readily apparent to the target. To increase realism the player and GM can attempt to create real-world mental disorders.

**Pain (Reversible)**

Power Level: 2 Scope: 1 extraplanar entity  
Range: touch Duration: 20 min  
Description: The caster is able cause a sensation of bodily pain within the mind of the targeted extraplanar entity. Presupposing a positive outcome the pain may be localized at the caster's whim. The severity of the pain can be increased as well. The *PMod* to cause light, medium, serious and debilitating pain are 0X, 1X, 3X and 7X respectively. The reverse of the spell lessens or blocks a sensation of mild bodily pain, real or magical.

**Permanence**

Power Level: varies Scope: 1 spell  
Range: touch Duration: C+P  
Description: A successful outcome result will allow the following Extraplanar Mind spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

**Skill (Reversible)**

Power Level: 1 Scope: 1 extraplanar entity  
Range: touch Duration: 10 min  
Description: The caster can temporarily increase or decrease the weeks of experience in one of the extraplanar entity's skills that has a tertiary maximum of mind abilities. The modification is performed in days of training, where 1 PMod=14 days (fortnight), *e.g.*, a 1.86X, 4.29X, 7.07X *PMods* would change an entity with a *Tracking* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS*

*Standard Rules*<sup>TM</sup>, including skills that require training. The total modification is bounded by racial minimum and maximum.

**Sleep (Reversible)**

Power Level: 1 Scope: 1 extraplanar entity  
Range: 50 ft Duration: 1 min  
Description: Caster causes the targeted extraplanar entity within the spell's range to fall into a naturally appearing sleep. The sleep is actually magical (the target cannot be awakened through normal means) until the end of the duration. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. Assuming a character doesn't fumble, a slept entity can be easily slain. The reverse of the spell attempts to awake extraplanar entity from a magically, or drug induced sleep.

**Stun (Reversible)**

Power Level: 1 Scope: 1 extraplanar entity  
Range: 100 ft Duration: 1 minute  
Description: With this spell the caster attempts to attack the mind of the targeted extraplanar entity. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell will remove some or all the effects of an existing stun, real or magical. If magically induced, the outcome is determined by interacting the two spells.

**Suggestion (Reversible)**

Power Level: 2 Scope: 1 extraplanar entity  
Range: 20 ft Duration: varies  
Description: A successful skill action outcome will force the targeted extraplanar entity to perform any reasonable suggested action. Performing suicidal or self-mutilating actions is not reasonable. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The reverse of the spell attempts to remove *Suggestion* from the targeted extraplanar entity.

**Trait (Reversible)**

Power Level: 1 Scope: 1 extraplanar entity  
Range: touch Duration: 10 min  
Description: The caster can temporarily increase or decrease one of the extraplanar entity's traits that has a tertiary maximum of mind abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules*<sup>TM</sup>. The modification is performed in steps, where 1 PMod=14 steps, *e.g.*, a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Disorder Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 20.4 Destroy Extraplanar Mind Spells

**Dispel**

Power Level: varies Scope: 1 spell  
Range: touch Duration: P  
Description: With this spell the caster attempts to dispel (remove) an active Extraplanar Mind spell including spells like *Sleep*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

**Duel**

Power Level: 4 Scope: 1 extraplanar entity  
Range: 40 ft Duration: C  
Description: The caster will duel with a mind currently *Linked*. Raw chaos, at each casters Mana rating, is transferred bi-directionally over the link. The loser is the first to pass out due to exhaustion, at which point the link is severed. It is not uncommon for a Wizard's *Duel* to end in death.

**Nightmare**

Power Level: 10

Scope: 1 extraplanar entity

Range: 90 ft

Duration: 90 minutes

Description: This spell enables the caster to enter a *Linked* extraplanar entity's dream and converse, attack and even cast spells upon the recipient. As the caster completes the spell he will fall into a deep trance-like sleep, and instantaneously project his mind to the recipient. The caster will enter the recipient's dream in any manner he wishes. The recipient shall appear as he did when he fell asleep, this includes active spells and equipment. If the recipient is awake, the caster can choose to remain in the trance-like sleep until the recipient falls asleep, up to the duration of the spell. If the caster is disturbed during this time, the spell is immediately canceled and the caster comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell. The caster is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless both physically and mentally. Once the recipient's dream has been entered, the caster and recipient may talk and act in any manner they so choose, imagination is the only limit (e.g., "Dreamscape, 1984", and "A Nightmare on Elm Street, 1984"). The environment upon which the dream takes place is the caster's choosing and may change as he desires. NOTE: the caster and recipient are limited to actions that they can normally do. The recipient may be unaware that he is dreaming depending upon the environment chosen. Should combat take place all damage taken will be subtracted off the Mind damage pool. The recipient may actually die as a result of this dream but the caster due to the nature of the spell will wake up with at least 1% of his Mind pool remaining. If at any point the recipient is awakened from this Dream/Nightmare the sending shall stop. The caster may choose to remain in his trance-like state for the duration of the spell.

## 20.5 Move Extraplanar Mind Spells

### Brain Freeze (Reversible)

Power Level: 1

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 1 min

Description: The extraplanar entity target is unable to think for the duration of the spell. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target's body and soul are unaffected, i.e., they cannot cast spells or fight but they might continue moving at the same rate and direction they were moving before the spell was cast. The reverse of the spell attempts to cancel an existing *Brain Freeze*.

### Exorcism

Power Level: 2

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: The caster attempts to evict an entity that has *Possessed* an extraplanar entity. This spell assumes both *Imprint Mind* and *Link Mind* have been successfully cast. After casting this spell the caster and the possessing entity will enter into a *Duel*. The greatest danger to the exorcist is becoming possessed by the entity himself. Should the *Duel* prove successful a *Memory Recall* and a *Spirit Recall* must still be performed

### Memory Bind

Power Level: 2

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 2 hrs

Description: The caster prevents a 'dead' extraplanar entity's mind from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Memory Recall* will be necessary for recovery. This spell along with *Spirit Bind* can be used to *Restore Life* to an extraplanar entity that has recently died.

### Memory Recall (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: touch

Duration: 1 hour

Description: The caster recalls a 'dead' extraplanar entity's mind back to their body. The mind is defined here to be the six abilities: Eloquence, Quickness, Intuition, Stability, Reasoning, and Memory. Once the mind has returned to the dead body it must be bound using a *Memory Bind* before *Restore Life* can be cast. This spell will not replace a mind it will only recall it to its body. For every hour that has passed since death there is a cumulative 1X *PMod*, e.g., if they died a day ago it would be a 24X *PMod*. The reverse of the spell temporarily tears the mind from the body for the duration of the spell.

Extraplanar casters with the *Metempsychosis* trait can use the reverse to split their own mind when creating an avatar, see Entity Encyclopedia.

### Plane Projection

Power Level: 6

Scope: 1 extraplanar entity

Range: touch

Duration: 60 mins

Description: By means of this spell the extraplanar caster is able to project his mind to another plane. The un-hindered rate of travel is the speed of thought. Only his mind travels as his body remains on the current plane. He must return to his body by the end of the duration or become lost in the void. At that point only a *Memory Recall* can reunite his mind with his body. The *PMod* is directly related to the distance from the caster current plane. *Terra* is adjacent to the planes of Earth, Air, Fire, Water, Ether and Astral. Astral and Ethereal planes are adjacent to all the Inner planes. Refer to the beginning of the Elemental section for relations between the other Inner planes. There are 7 planes of Heaven each more distant than the last. There are 9 planes of Hell each more distant from the last. The cost to travel to a non-adjacent plane increases in *PMod* in steps of 4, e.g., projecting from Terra to the second plane of hell would have a *PMod* of 8X.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Extraplanar Mind spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

### Remote Casting

Power Level: 4

Scope: 1 extraplanar entity

Range: 300 ft

Duration: C

Description: The caster can couple his mind with another mind that is currently *Linked*. Once the connection has been established the caster can remotely cast his spells through the *Linked* entity, see the *Concentration* and the *Combining/Chaining* rules above. Exhaustion due to casting affects only the caster. The link can be maintained as long as the caster concentrates or until the linked entity decides to sever it or becomes exhausted.

### Send Sensations

Power Level: 3

Scope: 1 extraplanar entity

Range: 100 ft

Duration: C+3 min

Description: Caster may send (1-way) sensual data to an extraplanar entity's mind that he has *Imprinted*. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. The target can hear voices, images, smells, tastes or feelings that the caster sends. Each sense added above the first adds one to the *PMod*. This sending may be friendly or hostile. A hostile sending would be a type of hallucination. The greater the *PMod* the more intense the sending will be.

### Share Memories

Power Level: 2

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: The caster is able to share 1 memory from/to a willing extraplanar entity with whom he has successfully *Linked*. The target retains the memories and the process takes 10 seconds. There is no time restriction for sharing memories with a willing target. *Divine Form*, *Imprint Mind* and *Imprint Soul* memories can also be shared for an additional 2X power requirement. Recent memories can be stolen, against the target's will, with an additional 2X *PMod*. For memories older than 1 hour a cumulative 1X *PMod* is needed, e.g., a 12X *PMod* will steal memories up to 12 hours ago. NOTE: memories are not necessarily 100% accurate or consistent and entities constantly create false memories to achieve the identity they want.

### Steal Skill Knowledge

Power Level: 8

Scope: 1 extraplanar entity

Range: touch

Duration: 1 hour

Description: The caster is able to transfer Skill Knowledge (from 1 skill) from the *Linked* targeted extraplanar entity to himself. The difficulty of the skill, e.g., Easy, Moderate and Hard have a *PMod* of 2X, 3X, and 4X respectively. This will temporarily increase (duration) the caster's skill z-score to that of the target. After the spell expires, the caster will have received the equivalent of 10 days

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(2X for 20 days, 3X for 30 days to a max or 10X *PMod* for 100 days) of formal instruction. Regardless, from that point on the caster will be capable of training himself further on the use of this skill. An unwilling target requires a 2X *PMod*. An example of a willing target would be a master imparting his 'secret' skill to his favorite student. The transfer is physically painful to both the target and the caster and may cause damage to their minds, based upon the skill outcome roll. If the outcome results in damage the caster and/or the target will lose knowledge of that skill till healed. This spell can only be used once per skill.

### **Trap (Reversible)**

Power Level: 30

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: The caster imprisons (traps) an extraplanar entity's mind in a small high-quality material object, *e.g.*, box, jar, gem etc. A successful outcome requires that the mind be free of the host body, *e.g.*, the host recently died or a reverse *Memory Recall* has just been performed. The reverse of the spell releases the mind from the trap. A *Memory Recall* is then required to return it to the host body.

## 21 Extraplanar Soul Magic

Extraplanar-Soul category affects the creativity, empathy, charisma, morality, spirituality and will of Extraplanar creatures and monsters in various ways.

### 21.1 Create Extraplanar Soul Spells

#### Bless (Reversible)

Power Level: 2

Scope: 1ft<sup>3</sup>

Range: touch

Duration: 10 mins

Description: The caster creates a blessing on an extraplanar entity, object or place that provides a focused stressor to an extraplanar entity. A 150-pound extraplanar entity is approximately 2.4 cubic feet in volume. Positive stressors will aid the extraplanar entity and negative stressors will hurt the extraplanar entity. The focus is declared at the time of casting but will not duplicate existing skills, traits or spells, instead it will be related to defense, health, safety and protection. Examples of focusing a bless include but are not limited to: protection from demons, devils, evil, parasites, undead; or Winter. A *Bless* can also be used on armor or a shield to modify its base stressor. A blessed bed could provide pleasant dreams or increase the chance of pregnancy. Blessing water could provide stressors to arthritis, joint issues, and general health. At the end of the duration the extraplanar entity, object or place returns to normal. The magnitude of the stressor can be increased by modifying the outcome, *e.g.*, a  $\pm 1z$  stressor has a 1X outcome PMod.

#### Familiar

Power Level: 2

Scope: 1 extraplanar entity

Range: touch

Duration: P

Description: With this spell the caster attempts to create a bond between himself and a previously *Summoned* extraplanar entity. A successful outcome will result in a lifelong link between the two soul mates. No control is associated with this link. They can share each other's sensations and thoughts with unlimited range provided they are on the same plane of existence. The caster may freely perform *Remote Casting* through his familiar with no cost or restrictions other than those mentioned above. If the extraplanar entity familiar is killed the caster will sustain similar damage but at half the amount.

#### Link (Reversible)

Power Level: 1

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 10 min

Description: The caster can link his soul to another soul with which he has previously successfully *Imprinted*. Multiple simultaneously links are possible in a variety of topologies, *e.g.*, ring topology, fully connected, star, etc. This link is a prerequisite for other spells. The number of souls that can be in a network is limited by the topology and *Will* of the individual links, *i.e.*, the Soul sub-category of will is heavily involved in determining the outcome space. The reverse of the spell attempts to break/sever an active link.

#### Spell Defense

Power Level: 1

Scope: 5 ft radius sphere

Range: 0 feet

Duration: 10 mins

Description: The caster is able to create a defensive sphere around himself against 'incoming' Extraplanar Soul Magic. The *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Extraplanar Soul spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

### 21.2 Divine Extraplanar Soul Spells

#### Curse (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: 20 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of a *Curse* on the targeted extraplanar. Determination of: infectious or noninfectious, natural or spell,

symptoms, and cure (ability(s) & stressors) of the detected curse can be determined by an associated *PMod* of 2X, 3X, 4X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range. The reverse spell attempts to mask/hide a curse from magical detection.

#### Death's Tale (Reversible)

Power Level: 2

Scope: 1 extraplanar entity

Range: 10 ft

Duration: 3 min

Description: The caster is able to view the events that led up to the death of the extraplanar entity. The duration of the spell indicates how many minutes before the death the viewing starts. The events will be from the perspective of the dead extraplanar entity, *i.e.*, their senses. If they didn't sense anything, the caster won't view anything. The base spell is only viable if the supernatural entity has died within the last year, additional power must be expended to go further back in time. This modification can be done in steps of 3 years with a linear adjustment in required power, *e.g.*, *PMod* of 2X or 4X would extend the time to 7 years and 13years respectively. The reverse spell attempts to mask/hide the events surrounding the death.

#### Demon/Devil

Power Level: 3

Scope: 1 extraplanar entity

Range: 30 ft

Duration: C + 2 min

Description: The caster is able to determine if the extraplanar entity is a demon or a devil. The type/race, age, and general characteristics can be determined by an associated required *PMod* of 2X, 3X and 5X respectively. The target may be changed no more than once every two minutes provided they are within range.

#### Evil (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster attempts to detect if persistent evil extraplanar entities are within VOE. An extraplanar entity's current ethical rating determines the spell's applicability. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* will make the auras clear. The reverse of this spell detects good.

#### Imprint

Power Level: 2

Scope: 1 extraplanar entity

Range: 10 ft

Duration: P

Description: The caster is able to imprint an extraplanar entity's soul, as long as the target's soul subcategories are within 2z of caster's. Target souls beyond 2z are to alien for the caster to internalize. Imprinting allows the caster to uniquely identify an extraplanar entity based on their soul patterns. Soul patterns include impressions of the target's creativity, empathy, charisma, morality, spirituality and will. Imprinting is also a prerequisite for other spells. This spell is also called a 'soul gaze' as it requires eye contact with the target, *i.e.*, eyes are the windows to the soul. The impressions can last a lifetime or many years depending on the caster's Memory.

#### Life

Power Level: 2

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 2 min

Description: The caster is able to detect the presence of any extraplanar life within the VOE. The life glows to the caster's sight. The race, age, and general health can be determined by an associated required *PMod* of 2X, 3X and 4X respectively.

#### Magic (Reversible)

Power Level: 1

Scope: 5 ft radius sphere

Range: 10 ft

Duration: C + 1 min

Description: The caster is able to detect active or passive Extraplanar Soul magic in the VOE. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level, Verb, Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

#### Speak with Dead (Reversible)

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**Power Level:** 3

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** 3 min

**Description:** The caster is able to communicate with an extraplanar entity that has passed beyond death's curtain. The extraplanar entity's responses will utilize the caster's voice. It is assumed that caster is proficient in a language the extraplanar entity understands or a 2X *PMod* is required. The extraplanar entity is not forced to speak the truth. To force the extraplanar entity to speak the truth requires a minimum 2X *PMod*, they can resist. The reverse spell attempts to shield/prevent contact with the dead extraplanar entity. Every time this spell is cast on a dead extraplanar entity the base PL cost doubles, e.g., 6, 12, 24 etc. The reverse of the spell attempts to prevent future communication.

## Winter (Reversible)

**Power Level:** 1

**Scope:** 5 ft radius sphere

**Range:** 10 ft

**Duration:** C + 1 min

**Description:** The caster is able to detect the presence of Winter in extraplanar entities and objects made primarily from extraplanar entities within VOE. An extraplanar entity must have sworn fealty to a Winter Queen for this to apply. If multiple entities are within the VOE it can take several minutes or be impossible to determine the nature of each, a 2X *PMod* with make the auras clear. The caster can determine the nature and capabilities of the Winter influence with an additional *PMod* increase of 2X and 4X respectively. The reverse of this spell detects Summer.

## 21.3 Change Extraplanar Soul Spells

### Ability (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 10 min

**Description:** The caster can temporarily increase or decrease one of the extraplanar entity's soul abilities, i.e., creativity, empathy, charisma, morality, spirituality, or will. The modification is performed in steps, where 1 *PMod*=14 steps, e.g., a 7.14X, 21.43X, 50X *PMods* would change an entity with a *Will* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The total modification is bounded by racial minimum and maximum.

### Calm

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** 2 mins

**Description:** The caster is able to temporarily calm and pacify the targeted extraplanar entity. Multiple extraplanar entities can be affected using the *Combining/Chaining* rule provided they are in the caster's FOV. This spell also mitigates fear and minor phobias. Stronger phobias can be mitigated as well with an increase in the *PMod* (2X-4X). Pacified entities will perform no aggressive actions for the duration of the spell. The entities will defend themselves if attacked.

### Charm (Reversible)

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 20 ft

**Duration:** 20 min

**Description:** The extraplanar entity target believes the caster is a good friend. Multiple extraplanar entities can be charmed using the *Combining/Chaining* rule. The charmed extraplanar entity will view requests in a positive light but the caster cannot control the target. The reverse of the spell attempts to cancel a preexisting spell.

### Curse (Reversible)

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

**Description:** The caster causes the targeted (living or non-living) extraplanar entity to become cursed. Curses are destructive in two ways; the target takes *Soul* damage at a periodic rate and if the damage is not healed every 24 hours the target's *Soul* abilities will be permanently reduced proportionally to reflect the current *Soul* damage pool total. Curses are stealthy and are usually not detectable until serious damage has occurred. The severity of the curse is dependent on the outcome result. Minor, Normal, Good, Impressive, Extraordinary, and Epic Successes cause 1 point of *Soul* damage every 24, 12, 6, 3, 2, 1 hours respectively. Magical *Healing* can restore *Soul* damage caused by a curse within the last 24 hours, but it cannot cure a curse. An infectious curse can

be conjured with an additional *PMod* of 10X. The reverse can remove a curse in the target, i.e., no further degradation in soul abilities or damage will result from the curse. After a successful *Remove Curse*, outcome greater than or equal to the existing curse, is performed all *Soul* damage taken from the curse can be restored using *Magical Healing*. Negative stressors to remove a curse include a failed *Detect Curse*.

### Disguise

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** 10 mins

**Description:** The caster can disguise a soul of the targeted extraplanar entity to appear like another animal, human, supernatural or Extraplanar entity that the caster has studied using the appropriate *Imprint Soul* spell. The base power cost corresponds to a disguise into the same type of entity. The power cost increases linearly in steps of 4X, depending on how radical the change is, i.e., how far the change is from the original. The scale is Plant  $\leftrightarrow$  Animal  $\leftrightarrow$  Human  $\leftrightarrow$  Supernatural  $\leftrightarrow$  Extraplanar.

### Exhaustion

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** 1 hour

**Description:** With a successful skill action the caster is able to temporarily nullify soul exhaustion within the targeted extraplanar entity. The severity of the exhaustion above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Standard *PMods* apply. After the duration expires the original exhaustion returns, including recently incurred exhaustion.

### Geas (Reversible)

**Power Level:** 10

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to place a 'request' (magical obligation or prohibition) upon an extraplanar entity, the breaking of which usually results in death. Each *Geas* is unique and appropriate to the targeted extraplanar entity. They frequently are in the form of a quest or the performance of some task. An extraplanar entity may be under multiple geasa, e.g., two geas, which at outset seem unrelated but can end up contradicting each other, leading to the hero inevitably breaking one of them (The Destruction of Da Derga's Hostel). If the extraplanar entity is currently *Charmed* or *Dominated* the minimum *PMod* is halved. The reverse of the spell attempts to remove a *Geas* and has a base 2X *PMod* increase.

### Healing (Reversible)

**Power Level:** 1

**Scope:** 1 extraplanar entity

**Range:** touch

**Duration:** P

**Description:** The caster is able to heal soul injuries within the targeted extraplanar entity based upon a successful skill action. The severity of the damage above light increases the stressor, e.g., medium, serious and critical wounds have stressors of -1z, -2z and -3z respectively. Unless a successful diagnosis with the *Medical Aid* skill is accomplished another -1z stressor might be added. *PMods* to the outcome result can be applied normally. There are no secondary aging affects with this spell and there will be no scarring if the wounds are totally healed. The healing time after successful casting is 10, 20, 40 and 80 seconds for light, medium, serious and critical wounds respectively, which can be decreased by 1X per 10 seconds. The reverse of the spell is called *Harm* and does damage.

### Mask

**Power Level:** 2

**Scope:** 1 extraplanar entity

**Range:** 10 ft

**Duration:** C+10 mins

**Description:** The caster can hide an extraplanar entity's soul which will prevent *Link* and *Imprint Soul* spells from working, including souls that have been previously *Imprinted*. The success requires a positive interaction result. Furthermore, the spell may defeat/mislead other divining spells, e.g., *Divine Evil* and *Divine Winter*.

### Permanence

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** C+P

**Description:** A successful outcome result will allow the following Extraplanar *Soul* spell to have a permanent duration (until *Dispelled*). If the following spell

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is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Skill (Reversible)

**Power Level:** 1 **Scope:** 1 extraplanar entity  
**Range:** touch **Duration:** 10 min  
**Description:** The caster can temporarily increase or decrease the weeks of experience in one of the extraplanar entity's skills that has a tertiary maximum of soul abilities. The modification is performed in days of training, where 12.14PMod=14 days (fortnight), e.g., a 1X, 2.14X, 3.57X *PMods* would change an entity with a *Prayer of Oz* and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the skill changes depends on the skill's weight and the current value of the skill. This can be used on any of the skills listed in the *ORS Standard Rules™*, including skills that require training. The total modification is bounded by racial minimum and maximum.

### Trait (Reversible)

**Power Level:** 1 **Scope:** 1 extraplanar entity  
**Range:** touch **Duration:** 10 min  
**Description:** The caster can temporarily increase or decrease one of the extraplanar entity's traits that has a tertiary maximum of soul abilities. This can be used on any of the continuous traits listed in the *ORS Standard Rules™*. The modification is performed in steps, where 1 PMod=14 steps, e.g., a 4.43X, 12X, 22.86X *PMods* would change an entity with a *Curse Resistance* of 0z and a racial mean of 0z by +1z, +2z and +3z respectively. The amount the trait changes depends on the Trait's weight and the current value of the trait. The total modification is bounded by racial minimum and maximum. At the end of the duration the trait returns to normal.

## 21.4 Destroy Extraplanar Soul Spells

### Dispel

**Power Level:** varies **Scope:** 1 spell  
**Range:** touch **Duration:** P  
**Description:** With this spell the caster attempts to dispel (remove) an active Extraplanar Soul spell including spells like *Fear*. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

### Fear

**Power Level:** 1 **Scope:** 1 extraplanar entity  
**Range:** 20 ft **Duration:** 2 mins  
**Description:** The caster is able to temporarily cause an irrational state of fear to the targeted extraplanar entity. Multiple extraplanar entities can be feared using the *Combining/Chaining* rule. Extraplanar entities suffering from a positive outcome will flee at maximum rate from the caster. In addition, they will suffer Soul damage as per the outcome.

### Repulse Demon/Devil

**Power Level:** 1 **Scope:** 1 Demon/Devil  
**Range:** 50 ft **Duration:** 1 min  
**Description:** With only the strength of his faith, abilities, and skill the caster can cause demons and devils to flee or banish (return to their own plan). Multiple demon/devils can be repulsed using the *Combining/Chaining* rule. The *PMod* of

the Spell is directly related to the quality of the repulsion. This spell and the Demon/Devil will interact to determine the outcome.

## 21.5 Move Extraplanar Soul Spells

### Possession

**Power Level:** 7 **Scope:** 1 extraplanar entity  
**Range:** touch **Duration:** 1 hour  
**Description:** The caster can possess the targeted extraplanar entity with a successful interaction result. A successful *Imprint* and *Link* must have been previously cast on the target's soul. The caster's body is totally helpless for the duration of the spell. The target's body is under total control of the caster and the target's mind and soul are along for the ride. Should the caster's body die his mind and soul will take up permanent residence. A successful *Exorcism* can force the caster to depart.

### Reflection

**Power Level:** 2 **Scope:** caster  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** A positive interaction outcome of this spell versus an incoming Extraplanar Soul spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills.

### Spirit Bind

**Power Level:** 2 **Scope:** 1 extraplanar entity  
**Range:** 10 ft **Duration:** 2 hrs  
**Description:** The caster prevents a 'dead' extraplanar entity's soul from eroding/leaving their body for the duration of the spell. This spell must be cast within minutes of death or *Spirit Recall* will be necessary for recovery. This spell along with *Memory Bind* can be used to *Restore Life* to an extraplanar entity that has recently died.

### Spirit Recall (Reversible)

**Power Level:** 2 **Scope:** 1 extraplanar entity  
**Range:** touch **Duration:** 1 hour  
**Description:** The caster recalls a 'dead' extraplanar entity's soul back to their body. The soul is defined here to be the six abilities: Charisma, Empathy, Creativity, Morality, Spirituality and Will. Once the soul has returned to the dead body it must be bound using a *Spirit Bind* before *Restore Life* can be cast. This spell will not replace a soul it will only recall it to its body. For every hour that has passed since death there is a cumulative 1X *PMod*, e.g., if they died a day ago it would be a 24X *PMod*. The reverse of the spell temporarily tears the soul from the body for the duration of the spell. Extraplanar casters with the *Metempsychosis* trait can use the reverse to split their own soul when creating an avatar, see Entity Encyclopedia.

### Summon (Reversible)

**Power Level:** 5 **Scope:** 50 ft radius  
**Range:** 0 feet **Duration:** C + 30 mins  
**Description:** The caster magically summons extraplanar entities from the surrounding AOE which includes active *Gates*. Use of a *Gate* spell may be required to summon extraplanar entities from dissimilar plane. The caster may specify type, or use an extraplanar entity's true name, but the outcome is dependent on the interaction of the character versus the extraplanar entity, taking into account Power Level, *PMods*, abilities, traits, and skill (noun & verb) and other applicable skills, e.g., Circle Lore and Extraplanar Creature Lore. The summoned extraplanar entities will remain next to the caster for the duration of the spell. Unless *Linked* summoning a specific extraplanar entity (known to the caster) that is within the AOE requires a 2X *PMod*. Additional spells must be cast or skills used to control/command the extraplanar entities. The reverse of the spell, *Dismiss*, attempts to force the entity to return to its home plane or move away from the caster at a moderate movement rate. *Dismiss* requires a successful interaction with the original spell, regardless who cast it.

### Trap (Reversible)

**Power Level:** 30 **Scope:** 1 extraplanar entity  
**Range:** touch **Duration:** P

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Description: The caster imprisons (traps) an extraplanar entity's soul in a small high-quality material object, *e.g.*, box, jar, gem etc. A successful outcome requires that the soul be free of the host body, *e.g.*, the host recently died or a reverse *Spirit Recall* has just been performed. The reverse of the spell releases the soul from the trap. A *Spirit Recall* is then required to return it to the host body.

## Section VIII: Illusion

This section presents art of illusions and phantasms, as it relates to the Codex. Illusions actually encompass five categories, one for each of the senses. The illusion group is one of the noun categories that can easily be synchronized, *e.g.*, spell weavers can create illusions that include aspects of all five senses, effectively creating a form of virtual reality. Illusion spells can be cast in parallel or in series, see *Combining and Chaining Spells* and *Concentration* in Section 3. Trained Illusionists, above +1.0z in all 5 Illusion Nouns, are masters of combining, linking and synchronizing spells. When combining, linking or synchronizing illusion spells their stressors are reduced by half.

The illusion effects are real and can be seen, felt, heard, tasted and smelled by anyone. Depending on the depth of emersion, the illusion can cause damage and even death. Illusions and phantasms can be programed at creation to change in specific ways throughout the duration of the spell. The *ORS GM's Guide™* contains additional information on how illusions are adjudicated. In addition to Codex Lore this category can be enhanced with the *Anthropology*, *Extraplanar Creature Lore*, *Fauna Lore*, *Physics*, *Supernatural Creature Lore* skills, just to name a few.

For Mimic spells affect only the illusionist. Mirage spells are Two-Dimensional (2D) and Phantasm spells are Three-Dimensional (3D). There are no places of power specifically associated with illusions and phantasms on the *Prime Material Plane* and thus there are no natural ley lines, nodes or sources. The entire *Astral Plane* is considered a *Place of Power* (source) and a *Gate* spell can temporarily create *Ley Line* to the plane.

## 22 Illusion Hearing Magic

Illusion-Hearing category includes all audible aspects of illusions and phantasms. Hearing is the ability to perceive sound by detecting vibrations via some sensory organ, *e.g.*, for humans the ear. Not all sounds are audible to every entity. Each entity has a range of normal hearing for both loudness (amplitude) and pitch (frequency). The typically range for humans is between 20 Hz and 20,000 Hz. Sounds below 20 Hz are referred to as infrasonic and above 20,000 Hz as ultrasonic. Dogs can hear into the ultrasonic and bats use ultrasound for echolocation. Snakes, whales, giraffes and elephants use infrasound. For most entities as they get older their sense of hearing gets worse.

### 22.1 Create Illusion Hearing Spells

#### Mimic

**Power Level:** 1 **Scope:** caster  
**Range:** 0 feet **Duration:** C + 10 mins  
**Description:** The caster can sound like any entity that he has successfully cast an *Essence Hearing* spell on. All *Mimic* type spells can be synchronized. Note: This spell does NOT impart any communication skills, only mimics vocal ranges, and tones.

#### Mirage

**Power Level:** 2 **Scope:** 10 ft radius circle  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 2D sound illusion. This affect could range between sound and silence, *e.g.*, a wall of speakers (sound) or a wall sound absorbing material (silence). The plane of the illusion will not move, although natural environmental surroundings may propagate the affect. The dynamic aspects can be programed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. All *Mirage* type spells can be synchronized. The mirage can move within the AOE with a *PMod* of 2X. Increasing the *PMod* can also increase the complexity. The effect may also be delayed up to the duration with an additional *PMod* of 2X.

#### Phantasm

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 3D sound phantasm within the VOE, silence, and noise. The dynamic aspects can be programed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. The phantasm can move within the VOE, and the VOE can move within the range limitation with a *PMod* of 2X and 4X respectively. All dynamic affects will stop if the caster stops concentrating, although the phantasm remains. All *Phantasm* type spells can be synchronized. Increasing the *PMod* can also increase the complexity.

#### Replicate

**Power Level:** 2 **Scope:** 13 ft radius sphere  
**Range:** 0 feet **Duration:** 2 mins  
**Description:** With this spell the caster can replicate the sounds that he makes to any place within the VOE. Additional replications can be made in with a linear modification, *e.g.*, a *PMod* of 3X would have 3 Replications. All *Replication* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Illusion Sound magic. All *Defense* type spells can be combined and with a 2X *PMod* any other spell based (from any noun) solely on sound will be included. The Outcome *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Illusion Hearing spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Surprise (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 1 min  
**Description:** The caster is able to create a sudden very loud *bang* within the radius indicated on an object or entity up to the maximum range lasting less than a second. A successful outcome will stun entities for a maximum of a few minutes based upon their abilities, traits and skills. A very bright *flash* (create illusion sight) can be added to enhance the spell with an associated *PMod* of 2X. The outcome may be delayed up to the duration with an additional associated *PMod* of 2X. The reverse of the spell is sudden quiet.

### 22.2 Divine Illusion Hearing Spells

#### Essence

**Power Level:** 1 **Scope:** caster  
**Range:** 60 ft **Duration:** P  
**Description:** The caster is able analyze and memorize the vocal range, tone, cadence of any entity, object or event, using his sense of hearing. *Analyze Sound* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Inaudible

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 20 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect inaudible objects or entities in the VOE. Inaudible objects or entities glow to the caster's sight. To determine the associated Power Level of the magic requires doubling the *PMod* to cast the spell.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min

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**Description:** The caster is able to detect active or passive Illusion Hearing magic in the VOE. With a 2X *PMod* any other spell based (from any noun) solely on sound can also be detected. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

## 22.3 Change Illusion Hearing Spells

### Dislocation

**Power Level:** 1

**Scope:** 1 target

**Range:** 20 ft

**Duration:** C + 2 min

**Description:** The noise from an object or entity appears to be offset 10 feet from where it actually should be. Additional dislocation can be made in 1 foot increments with a linear modification, *e.g.*, 4X would be 40 feet away. All *Dislocation* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

### Frequency (Reversible)

**Power Level:** 2

**Scope:** 10 ft radius sphere

**Range:** 50 ft

**Duration:** 10 mins

**Description:** The caster is able to increase or decrease the frequency (pitch) of any normal sound within the VOE. The frequency can be changed with a linear change in the *PMod*, *e.g.*,  $\pm 100\text{Hz}$  is 2X,  $\pm 1000\text{Hz}$  is 10X,  $\pm 10000\text{Hz}$  is 100X, *e.g.*, 2X *PMod* (100Hz) could change  $A_4(440\text{Hz})$  to a  $C_5(523.25\text{ Hz})$ .

### Glamour

**Power Level:** 1

**Scope:** 1 target

**Range:** 50 ft

**Duration:** 1 hour

**Description:** The caster can change the way an object or entity sounds for the duration of the spell. He can make the target sound like an entity he has successfully cast an *Analyze Sound* spell with a *PMod* of 2X. The effect may also be delayed up to the duration with an additional *PMod* of 2X. This spell may also be used to make the target inaudible with an additional *PMod* of 2X. All Glamour spells may be synchronized.

### Permanence

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** C+P

**Description:** A successful outcome result will allow the following Illusion Hearing spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Program

**Power Level:** 2

**Scope:** 1 spell

**Range:** 50 ft

**Duration:** C + 2 min

**Description:** The caster can change the dynamic sound effects of an existing illusion or phantasm spell. The modifications can be subtle or dramatic. If the caster is modifying his own illusion/phantasm this spell automatically succeeds, otherwise a successful interaction outcome is required. The interaction depends on the relative power levels, *PMods*, and the caster's abilities, traits and skill (noun & verb).

### Volume (Reversible)

**Power Level:** 1

**Scope:** 10 ft radius sphere

**Range:** 50 ft

**Duration:** 10 mins

**Description:** The caster is able to increase or decrease the amplitude (loudness) of any normal sound within the VOE. The power (dB) can be changed with a logarithmic change in the *PMod*, *e.g.*,  $\pm 3\text{dB}$  is 2X,  $\pm 10\text{dB}$  is 10X,  $\pm 20\text{dB}$  is 100X, and  $\pm 30\text{dB}$  is 1000X.

## 22.4 Destroy Illusion Hearing Spells

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Illusion Hearing spell including spells like *Glamour* or any other spell only affecting the sense of hearing. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 22.5 Move Illusion Hearing Spells

### Pause

**Power Level:** 2

**Scope:** 1 spell

**Range:** 100 ft

**Duration:** C + 1 min

**Description:** A positive interaction outcome of this spell versus an existing Illusion Hearing spell will delay the effects of that spell for the duration of this spell. The caster can always pause his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the held spell will resume where it left off. This spell will un-synchronize a synchronized spell.

### Rate (Reversible)

**Power Level:** 2

**Scope:** 1 spell

**Range:** 100 ft

**Duration:** C + 1 min

**Description:** A positive interaction outcome of this spell versus an existing Illusion Hearing spell will speed up the dynamic aspects of the spell. The caster can always speed up his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the spell will resume to normal where it left off. This spell will un-synchronize a synchronized spell. The modification can be performed in positive or negative steps of 50% of current speed with an associated linear increase in the *PMod*, *i.e.*,  $PMod=n$  where  $n$  is the number of steps.

### Reflection

**Power Level:** 2

**Scope:** caster

**Range:** 0 feet

**Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Illusion Hearing spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. With a 2X *PMod* any other spell based (from any noun) solely on sound can also be reflected.

### Replay

**Power Level:** 2

**Scope:** 1 spell

**Range:** 100 ft

**Duration:** C + 4 mins

**Description:** A positive interaction outcome of this spell versus an existing Illusion Hearing spell will replay (rewind to the beginning and start again) the dynamic aspects of the spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. The caster can always successfully replay a spell he cast that is still active. At the end of the duration the spell will continue where it left off. This spell will alter a synchronized spell to become asynchronous.

## 23 Illusion Sight Magic

Illusion-Sight category includes all visual aspects of illusions and phantasms. Each entity's vision has evolved for a particular portion of the electromagnetic spectrum. For humans and most animals, vision is limited to the visible spectrum, *i.e.*, wavelengths from 380 to 750nm (violet to red), with maximum sensitivity around 555 nm (green light). Many species can see wavelengths that fall outside the "visible spectrum". Many insects can see light in the ultraviolet, which helps them find nectar in flowers. Birds too can see into the ultraviolet (300-400 nm), and some have sex-dependent markings on their plumage, which are only visible in the ultraviolet range. Pit vipers, pythons, and some boas have infrared-sensitive receptors in deep grooves between the nostril and eye, which allow them to "see" the radiated heat (near infrared). For most entities as they get older their sense of vision gets worse.

### 23.1 Create Illusion Sight Spells

#### Mimic

**Power Level:** 1 **Scope:** caster  
**Range:** 0 feet **Duration:** C + 10 mins  
**Description:** The caster can look like any entity that he has successfully cast an *Essence Sight* spell on. All *Mimic* type spells can be synchronized

#### Mirage

**Power Level:** 2 **Scope:** 10 ft radius circle  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple 2D visual illusion. This affect could range between images and darkness. The plane of the illusion will not move, although natural environmental surroundings may propagate the affect. The dynamic aspects can be programed at creation. effect may also be delayed up to the duration with an additional *PMod* of 2X. All *Mirage* type spells can be synchronized. The mirage can move within the AOE with a *PMod* of 2X. Increasing the *PMod* can also increase the complexity. Invisibility cast on a stone or iron wall would allow one to see beyond the wall with a 2X *PMod*. The effect may also be delayed up to the duration with an additional *PMod* of 2X.

#### Phantasm

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 3D visual phantasm within the VOE, *e.g.*, create light, darkness. The dynamic aspects can be programed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. The phantasm can move within the VOE, and the VOE can move within the range limitation with a *PMod* of 2X and 4X respectively. All dynamic affects will stop if the caster stops concentrating, although the phantasm remains. All *Phantasm* type spells can be synchronized. Increasing the *PMod* can also increase the complexity of the illusion. The full spectrum light or darkness can be created up to the duration with an additional *PMod* of 2X.

#### Replicate

**Power Level:** 2 **Scope:** 13 ft radius sphere  
**Range:** 0 feet **Duration:** 2 mins  
**Description:** With this spell the caster can replicate his three-dimensional image to any place within the VOE. Additional replications can be made in with a linear modification, *e.g.*, a *PMod* of 3X would have 3 Replications. All *Replication* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Illusion Sight magic. All *Defense* type spells can be combined and with a 2X *PMod* any other spell based (from any noun) solely on sight will be included. The Outcome *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Illusion Sight spell will

interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Surprise (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 1 min  
**Description:** The caster is able to create a sudden very bright *flash* of light within the radius indicated on an object or entity up to the maximum range lasting less than a second. A successful outcome will stun entities for a maximum of a few minutes based upon their abilities, traits and skills. A very loud *bang* (create illusion sound) can be added to enhance the spell with an associated *PMod* of 2X. The outcome may be delayed up to the duration with an additional associated *PMod* of 2X. The reverse of the spell is sudden darkness.

### 23.2 Divine Illusion Sight Magic

#### Essence

**Power Level:** 1 **Scope:** caster  
**Range:** 60 ft **Duration:** P  
**Description:** The caster is able analyze and memorize the appearance of any entity, object or event, using his sense of sight. *Analyze Sight* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Invisible

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 20 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect invisible objects or entities in the VOE. Invisible objects or entities glow to the caster's sight. To determine the associated Power Level of the magic requires doubling the *PMod* to cast the spell.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect active or passive Illusion Sight magic in the VOE. With a 2X *PMod* any other spell based (from any noun) solely on sight can also be detected. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, *i.e.*, making it more difficult to detect.

### 23.3 Change Illusion Sight Spells

#### Dislocation

**Power Level:** 1 **Scope:** 1 target  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The visual aspects of an object or entity appears to be offset 10 feet from where it actually should be. Additional dislocation can be made in 1 foot increments with a linear modification, *e.g.*, 4X would be 40 feet away. All *Dislocation* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Glamour

**Power Level:** 1 **Scope:** 1 target  
**Range:** 50 ft **Duration:** 1 hour  
**Description:** The caster can change the way an object or entity looks for the duration of the spell. He can make the target look like an entity he has successfully cast an *Analyze Sight* spell with a *PMod* of 2X. The effect may also be delayed up to the duration with an additional *PMod* of 2X This spell may also be used to make the target blur or even turn **invisible** with an additional *PMod* of 1.5X and 2X respectively. All Glamour spells may be synchronized.

#### Intensity (Reversible)

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**Power Level:** 2                      **Scope:** 10 ft radius sphere  
**Range:** 50 ft                      **Duration:** 10 mins  
**Description:** The caster is able to change the intensity of a light source ( $\pm 50\%$ ) within the radius indicated on an object or entity up to the maximum range. The intensity may be further modified in 25% steps with an additional linear modification to the required *PMOD*, i.e.,  $PMOD=n$ , where  $n$  is the number of steps. The light source may move with the object or entity. The light's volume may be shaped in a single volume, multiple volumes or broken up and flared up to the VOE and range with an associated *PMOD* of 1.5X, 3X and 4.5X respectively. The light can be modified to be full spectrum with an additional associated *PMOD* of 2X.

## Permanence

**Power Level:** varies                      **Scope:** 1 spell  
**Range:** touch                      **Duration:** C+P  
**Description:** A successful outcome result will allow the following Illusion Sight spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMODs* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Program

**Power Level:** 2                      **Scope:** 1 spell  
**Range:** 50 ft                      **Duration:** C + 2 min  
**Description:** The caster can change the dynamic visual effects of an existing illusion or phantasm spell. The modifications can be subtle or dramatic. If the caster is modifying his own illusion/phantasm this spell automatically succeeds, otherwise a successful interaction outcome is required. The interaction depends on the relative power levels, *PMODs*, and the caster's abilities, traits and skill (noun & verb).

## Wavelength (Reversible)

**Power Level:** 2                      **Scope:** 10 ft radius  
**Range:** 50 ft                      **Duration:** 10 mins  
**Description:** The caster is able to increase or decrease the wavelength of any light source within the VOE. The wavelength can be changed with a linear change in the *PMOD*, e.g.,  $\pm 50\text{nm}$  is 2X.  $\pm 500\text{nm}$  is 10X. For example, Green (550nm) with a positive 100nm shift (3x) would change to Red (650nm) and a negative shift would change it to Blue (450nm). A caster can shift the light into the ultraviolet or infrared.

## 23.4 Destroy Illusion Sight Spells

### Dispel

**Power Level:** varies                      **Scope:** 1 spell  
**Range:** touch                      **Duration:** P  
**Description:** With this spell the caster attempts to dispel (remove) an active Illusion Sight spell including spells like *Glamour* or any other spell only affecting the sense of sight. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMODs* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 23.5 Move Illusion Sight Spells

### Pause

**Power Level:** 2                      **Scope:** 1 spell  
**Range:** 100 ft                      **Duration:** C + 1 min  
**Description:** A positive interaction outcome of this spell versus an existing Illusion Sight spell will delay the effects of that spell for the duration of this spell. The caster can always pause his own spell. The interaction depends on power level, *PMODs*, casters, abilities, traits, noun and verb skills. At the end of the duration the held spell will resume where it left off. This spell will un-synchronize a synchronized spell.

### Rate (Reversible)

**Power Level:** 2                      **Scope:** 1 spell  
**Range:** 100 ft                      **Duration:** C + 1 min  
**Description:** A positive interaction outcome of this spell versus an existing Illusion Sight spell will speed up the dynamic aspects of the spell. The caster can always speed up his own spell. The interaction depends on power level, *PMODs*, casters, abilities, traits, noun and verb skills. At the end of the duration the spell will resume to normal where it left off. This spell will un-synchronize a synchronized spell. The modification can be performed in positive or negative steps of 50% of current speed with an associated linear increase in the *PMOD*, i.e.,  $PMOD=n$  where  $n$  is the number of steps.

### Reflection

**Power Level:** 2                      **Scope:** caster  
**Range:** 0 feet                      **Duration:** 10 mins  
**Description:** A positive interaction outcome of this spell versus an incoming Illusion Sight spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMODs*, casters, abilities, traits, noun and verb skills. With a 2X *PMOD* any other spell based (from any noun) solely on sight can also be reflected.

### Replay

**Power Level:** 2                      **Scope:** 1 spell  
**Range:** 100 ft                      **Duration:** C + 4 mins  
**Description:** A positive interaction outcome of this spell versus an existing Illusion Sight spell will replay (rewind to the beginning and start again) the dynamic aspects of the spell. The interaction depends on power level, *PMODs*, casters, abilities, traits, noun and verb skills. The caster can always successfully replay a spell he cast that is still active. At the end of the duration the spell will continue where it left off. This spell will alter a synchronized spell to become asynchronous.

## 24 Illusion Smell Magic

Illusion-Smell category includes all olfactory aspects of illusions and phantasms. The importance and sensitivity of smell varies among different organisms; most mammals have a good sense of smell, whereas most birds do not. Dog's sense of smell is a hundred thousand to a million times more sensitive than a human's. The sense of smell is almost nonexistent in cetaceans, which compensate with a well-developed sense of taste. In many species, olfaction is highly tuned to pheromones; a male silkworm moth, for example, can sense a single molecule of bombykol. Fish too have a well-developed sense of smell, even though they inhabit an aquatic environment. Many fishes use the sense of smell to identify mating partners or to alert to the presence of food.

In human the sense of smell is connected really well to their memory. For instance, the smell of fried food can remind you of being at a play with a friend or the smell of tar can remind you of sailing on a leaky boat. For humans as they get older their sense of smell gets worse.

### 24.1 Create Illusion Smell Spells

#### Mimic

**Power Level:** 1 **Scope:** caster  
**Range:** 0 feet **Duration:** C + 10 mins  
**Description:** The caster can smell like any entity that he has successfully cast an *Essence Smell* spell on. All *Mimic* type spells can be synchronized.

#### Mirage

**Power Level:** 2 **Scope:** 10 ft radius circle  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 2D smell illusion, e.g., wall of scent or odorless. The plane of the illusion will not move, although natural environmental surroundings may propagate the affect. The dynamic aspects can be programed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. All *Mirage* type spells can be synchronized. The mirage can move within the AOE with a *PMod* of 2X. Increasing the *PMod* can also increase the complexity. The effect may also be delayed up to the duration with an additional *PMod* of 2X.

#### Phantasm

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 3D smell phantasm within the VOE, e.g., skunk or perfume smell. The dynamic aspects can be programed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. The phantasm can move within the VOE, and the VOE can move within the range limitation with a *PMod* of 2X and 4X respectively. All dynamic affects will stop if the caster stops concentrating, although the phantasm remains. All *Phantasm* type spells can be synchronized. Increasing the *PMod* can also increase the complexity.

#### Replicate

**Power Level:** 2 **Scope:** 13 ft radius sphere  
**Range:** 0 feet **Duration:** 2 mins  
**Description:** With this spell the caster can replicate his scent/smell to any place within the VOE. Additional replications can be made in with a linear modification, e.g., a *PMod* of 3X would have 3 Replications. All *Replication* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against "incoming" Illusion Smell magic. All *Defense* type spells can be combined and with a 2X *PMod* any other spell based (from any noun) solely on smell will be included. The Outcome *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Illusion Smell spell will

interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Surprise (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 1 min  
**Description:** The caster is able to create a sudden very strong smell within the radius indicated on an object or entity up to the maximum range lasting less than a second. The outcome will depend of the odor and situation. The outcome may be delayed up to the duration with an additional associated *PMod* of 2X. The reverse of the spell is sudden odorless.

### 24.2 Divine Illusion Smell Spells

#### Essence

**Power Level:** 1 **Scope:** caster  
**Range:** 60 ft **Duration:** P  
**Description:** The caster is able analyze and memorize the olfactory aspects of any entity, object or event, using his sense of smell. *Analyze Smell* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect active or passive Illusion Smell magic in the VOE. With a 2X *PMod* any other spell based (from any noun) solely on smell can also be detected. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, and keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

#### Odorless

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 20 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect objects or entities in the VOE that have had their scent eliminated with a spell. Odorless objects or entities glow to the caster's sight. To determine the associated *Power Level* of the magic requires doubling the *PMod* to cast the spell.

### 24.3 Change Illusion Smell Spells

#### Dislocation

**Power Level:** 1 **Scope:** 1 target  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The olfactory aspects from an object or entity appears to be offset 10 feet from where it actually should be. Additional dislocation can be made in 1 foot increments with a linear modification, e.g., 4X would be 40 feet away. All *Dislocation* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Glamour

**Power Level:** 1 **Scope:** 1 target  
**Range:** 50 ft **Duration:** 1 hour  
**Description:** The caster can change the way an object or entity smells for the duration of the spell. He can make the target smell like an entity he has successfully cast an *Analyze Smell* spell with a *PMod* of 2X. The effect may also be delayed up to the duration with an additional *PMod* of 2X This spell may also be used to eliminate all scent from target with an additional *PMod* of 2X. All Glamour spells may be synchronized.

#### Intensity (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 **Duration:** 10 mins

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**Description:** The caster is able to increase or decrease the intensity of any normal smell within the VOE. The Odor Index =  $10\log_{10}(\text{odor concentration})$  can be changed with a logarithmic change in the *PMod*, e.g.,  $\pm 3\text{dB}$  is 2X.  $\pm 10\text{dB}$  is 10X,  $\pm 20\text{dB}$  is 100X, and  $\pm 30\text{dB}$  is 1000X. Odor concentration is a dimensionless dilution ratio based on detection threshold.

## Permanence

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** C+P

**Description:** A successful outcome result will allow the following Illusion Smell spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Program

**Power Level:** 2

**Scope:** 1 spell

**Range:** 50 ft

**Duration:** C + 2 min

**Description:** The caster can change the dynamic smell effects of an existing illusion or phantasm spell. The modifications can be subtle or dramatic. If the caster is modifying his own illusion/phantasm this spell automatically succeeds, otherwise a successful interaction outcome is required. The interaction depends on the relative power levels, *PMods*, and the caster's abilities, traits and skill (noun & verb).

## 24.4 Destroy Illusion Smell Spells

### Dispel

**Power Level:** varies

**Scope:** 1 spell

**Range:** touch

**Duration:** P

**Description:** With this spell the caster attempts to dispel (remove) an active Illusion Smell spell including spells like *Glamour* or any other spell only affecting the sense of smell. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 24.5 Move Illusion Smell Spells

### Pause

**Power Level:** 2

**Scope:** 1 spell

**Range:** 100 ft

**Duration:** C + 1 min

**Description:** A positive interaction outcome of this spell versus an existing Illusion Smell spell will delay the effects of that spell for the duration of this spell. The caster can always pause his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the held spell will resume where it left off. This spell will un-synchronize a synchronized spell.

### Rate (Reversible)

**Power Level:** 2

**Scope:** 1 spell

**Range:** 100 ft

**Duration:** C + 1 min

**Description:** A positive interaction outcome of this spell versus an existing Illusion Smell spell will speed up the dynamic aspects of the spell. The caster can always speed up his own spell. The interaction depends on power level,

*PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the spell will resume to normal where it left off. This spell will un-synchronize a synchronized spell. The modification can be performed in positive or negative steps of 50% of current speed with an associated linear increase in the *PMod*, i.e.,  $PMod=n$  where  $n$  is the number of steps.

### Reflection

**Power Level:** 2

**Scope:** caster

**Range:** 0 feet

**Duration:** 10 mins

**Description:** A positive interaction outcome of this spell versus an incoming Illusion Smell spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. With a 2X *PMod* any other spell based (from any noun) solely on smell can also be reflected.

### Replay

**Power Level:** 2

**Scope:** 1 spell

**Range:** 100 ft

**Duration:** C + 4 mins

**Description:** A positive interaction outcome of this spell versus an existing Illusion Smell spell will replay (rewind to the beginning and start again) the dynamic aspects of the spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. The caster can always successfully replay a spell he cast that is still active. At the end of the duration the spell will continue where it left off. This spell will alter a synchronized spell to become asynchronous.

## 25 Illusion Taste Magic

Illusion-Taste category includes all palatable aspects of illusions and phantasms. The sense of taste and smell overlap in humans and in most entities. Approximately 80% of what humans taste is due to the sense of smell. For this reason, illusions of taste and smell are often combined. For humans, taste buds can recognize five basic kinds of tastes: sweet, salty, sour, bitter, and savory (umami). An entity's sense of taste can discern other sensations, not included in the five tastes, these are dryness, metallicness, prickliness, hotness (spiciness), coolness, numbness, heartiness, temperature, and aftertaste. Every entity's tastes are different and will change as they age. Insects have the most highly developed sense of taste. They have taste organs on their feet, antennae, and mouthparts. Fish can taste with their fins and tail as well as their mouth.

### 25.1 Create Illusion Taste Spells

#### Mimic

**Power Level:** 1 **Scope:** caster  
**Range:** 0 feet **Duration:** C + 10 mins  
**Description:** The caster can taste like any entity that he has successfully cast an *Essence Taste* spell on. All *Mimic* type spells can be synchronized.

#### Mirage

**Power Level:** 2 **Scope:** 10 ft radius circle  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 2D taste illusion, e.g., wall of taste or flavorless. The plane of the illusion will not move, although natural environmental surroundings may propagate the affect. The dynamic aspects can be programed at creation. effect may also be delayed up to the duration with an additional *PMod* of 2X. All *Mirage* type spells can be synchronized. The mirage can move within the AOE with a *PMod* of 2X. Increasing the *PMod* can also increase the complexity. The effect may also be delayed up to the duration with an additional *PMod* of 2X.

#### Phantasm

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 3D taste phantasm within the VOE. The dynamic aspects can be programed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. The phantasm can move within the VOE, and the VOE can move within the range limitation with a *PMod* of 2X and 4X respectively. All dynamic affects will stop if the caster stops concentrating, although the phantasm remains. All *Phantasm* type spells can be synchronized. Increasing the *PMod* can also increase the complexity.

#### Replicate

**Power Level:** 2 **Scope:** 13 ft radius sphere  
**Range:** 0 feet **Duration:** 2 mins  
**Description:** With this spell the caster can replicate his taste to any place within the VOE. Additional replications can be made in with a linear modification, e.g., a *PMod* of 3X would have 3 Replications. All *Replication* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Illusion Taste magic. All *Defense* type spells can be combined and with a 2X *PMod* any other spell based (from any noun) solely on taste will be included. The Outcome *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Illusion Taste spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Surprise (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 1 min  
**Description:** The caster is able to create a sudden very strong taste within the radius indicated on an object or entity up to the maximum range lasting less than a second. The outcome will depend of the taste and situation. The outcome may be delayed up to the duration with an additional associated *PMod* of 2X. The reverse of the spell is sudden no-taste.

### 25.2 Divine Illusion Taste Spells

#### Essence

**Power Level:** 1 **Scope:** caster  
**Range:** 60 ft **Duration:** P  
**Description:** The caster is able analyze and memorize the taste of any entity, object or event, using his sense of taste. *Analyze Taste* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Flavorless

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 20 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect objects or entities in the VOE that have had their taste eliminated with a spell. Tasteless objects or entities glow to the caster's sight. To determine the associated Power Level of the magic requires doubling the *PMod* to cast the spell.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect active or passive Illusion Taste magic in the VOE. With a 2X *PMod* any other spell based (from any noun) solely on taste can also be detected. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

### 25.3 Change Illusion Taste Spells

#### Dislocation

**Power Level:** 1 **Scope:** 1 target  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The palatable aspects from an object or entity appears to be offset 10 feet from where it actually should be. Additional dislocation can be made in 1 foot increments with a linear modification, e.g., 4X would be 40 feet away. All *Dislocation* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Glamour

**Power Level:** 1 **Scope:** 1 target  
**Range:** 50 ft **Duration:** 1 hour  
**Description:** The caster can change the way an object or entity tastes for the duration of the spell. He can make the target tastes like an entity he has successfully cast an *Analyze Taste* spell with a *PMod* of 2X. The effect may also be delayed up to the duration with an additional *PMod* of 2X. This spell may also be used to remove all taste from the target with an additional *PMod* of 2X. All *Glamour* spells may be synchronized.

#### Intensity (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 10 mins  
**Description:** The caster is able to increase or decrease the intensity of any normal taste within the VOE. The Taste Index =  $10 \log_{10}(\text{taste concentration})$  can be changed with a logarithmic change in the *PMod*, e.g.,  $\pm 3\text{dB}$  is 2X.  $\pm 10\text{dB}$  is 10X,  $\pm 20\text{dB}$  is 100X, and  $\pm 30\text{dB}$  is 1000X. Taste concentration is a dimensionless dilution ratio based on detection threshold.

# ORS

## Permanence

Power Level: varies

Scope: 1 spell

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Illusion Taste spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, e.g., wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), e.g., wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, e.g., a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

## Program

Power Level: 2

Scope: 1 spell

Range: 50 ft

Duration: C + 2 min

Description: The caster can change the dynamic taste effects of an existing illusion or phantasm spell. The modifications can be subtle or dramatic. If the caster is modifying his own illusion/phantasm this spell automatically succeeds, otherwise a successful interaction outcome is required. The interaction depends on the relative power levels, *PMods*, and the caster's abilities, traits and skill (noun & verb).

## 25.4 Destroy Illusion Taste Spells

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Illusion Taste spell including spells like *Glamour* or any other spell only affecting the sense of taste. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 25.5 Move Illusion Taste Spells

### Pause

Power Level: 2

Scope: 1 spell

Range: 100 ft

Duration: C + 1 min

Description: A positive interaction outcome of this spell versus an existing Illusion Taste spell will delay the effects of that spell for the duration of this spell. The caster can always pause his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the held spell will resume where it left off. This spell will un-synchronize a synchronized spell.

### Rate (Reversible)

Power Level: 2

Scope: 1 spell

Range: 100 ft

Duration: C + 1 min

Description: A positive interaction outcome of this spell versus an existing Illusion Taste spell will speed up the dynamic aspects of the spell. The caster can always speed up his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the spell will resume to normal where it left off. This spell will un-synchronize a synchronized spell. The modification can be performed in positive or negative steps of 50% of current speed with an associated linear increase in the *PMod*, i.e.,  $PMod=n$  where  $n$  is the number of steps.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Illusion Taste spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. With a 2X *PMod* any other spell based (from any noun) solely on taste can also be reflected.

### Replay

Power Level: 2

Scope: 1 spell

Range: 100 ft

Duration: C + 4 mins

Description: A positive interaction outcome of this spell versus an existing Illusion Taste spell will replay (rewind to the beginning and start again) the dynamic aspects of the spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. The caster can always successfully replay a spell he cast that is still active. At the end of the duration the spell will continue where it left off. This spell will alter a synchronized spell to become asynchronous.

## 26 Illusion Touch Magic

Illusion-Touch category includes all tactile aspects of illusions and phantasms. Millions of receptors and sensory cells lie beneath the skin to help entities discern the physical world that they live in. Of the five senses only touch extends throughout an entity's body and allows it to detect gravity, the temperature, pressure, movement and texture of objects in its surroundings. For most entities their sense of touch changes as they get older.

### 26.1 Create Illusion Touch Spells

#### Mimic

**Power Level:** 1 **Scope:** caster  
**Range:** 0 feet **Duration:** C + 10 mins  
**Description:** The caster can touch like any entity that he has successfully cast an *Essence Touch* spell on. All *Mimic* type spells can be synchronized.

#### Mirage

**Power Level:** 2 **Scope:** 10 ft radius circle  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 2D touch mirage, e.g., rough or smooth wall. The plane of the illusion will not move, although natural environmental surroundings may propagate the affect. The dynamic aspects can be programmed at creation. The effect may also be delayed up to the duration with an additional *PMod* of 2X. All *Mirage* type spells can be synchronized. The mirage can move within the AOE with a *PMod* of 2X. Increasing the *PMod* can also increase the complexity.

#### Phantasm

**Power Level:** 3 **Scope:** 10 ft radius sphere  
**Range:** 100 ft **Duration:** C + 10 min  
**Description:** The caster can create a simple immobile 3D touch phantasm within the VOE, e.g., irritation of the eyes and exposed skin. The dynamic aspects can be programmed at creation. The phantasm can move within the VOE, and the VOE can move within the range limitation with a *PMod* of 2X and 4X respectively. The effect may also be delayed up to the duration with an additional *PMod* of 2X. All dynamic affects will stop if the caster stops concentrating, although the phantasm remains. All *Phantasm* type spells can be synchronized. Increasing the *PMod* can also increase the complexity.

#### Replicate

**Power Level:** 2 **Scope:** 13 ft radius sphere  
**Range:** 0 feet **Duration:** 2 mins  
**Description:** With this spell the caster can replicate what he feels like (tactile) to any place within the VOE. Additional replications can be made in with a linear modification, e.g., a *PMod* of 3X would have 3 Replications. All *Replication* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense.

#### Spell Defense

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 0 feet **Duration:** 10 mins  
**Description:** The caster is able to create a defensive sphere around himself against 'incoming' Illusion Touch magic. All *Defense* type spells can be combined and with a 2X *PMod* any other spell based (from any noun) solely on touch will be included. The Outcome *PMod* of the Spell is directly related to the quality of the defense. This spell and the incoming Illusion Touch spell will interact to determine the outcome. Outcomes include failure, lessening the effect of the incoming spell to totally negating the incoming spell. Those immediately adjacent to the caster will also receive the protection.

#### Surprise (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 1 sec  
**Description:** The caster is able to create a sudden very strong feeling, similar to a shock wave, within the radius indicated on an object or entity up to the maximum range lasting less than a second. The outcome will depend of the

power level, *PMods* and situation, but may burst ear drums and even cause internal organ damage. The outcome may be delayed up to the duration with an additional associated *PMod* of 2X. The reverse of the spell is sudden absence-of-pressure; the extreme would be a vacuum.

### 26.2 Divine Illusion Touch Spells

#### Essence

**Power Level:** 1 **Scope:** caster  
**Range:** 60 ft **Duration:** P  
**Description:** The caster is able analyze and memorize the feel of any entity, object or event, using his sense of touch. *Analyze Touch* is also a prerequisite for other spells. The permanence of the spell is dependent on the caster's Memory.

#### Magic (Reversible)

**Power Level:** 1 **Scope:** 5 ft radius sphere  
**Range:** 10 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect active or passive Illusion Touch magic in the VOE. With a 2X *PMod* any other spell based (from any noun) solely on touch can also be detected. If multiple items/entities are magical and within the VOE it can be challenging to differentiate them but a 2X *PMod* will make the auras clear. To determine the associated *Power Level*, *Verb*, *Name*, number of charges, exhaustion points used to cast, or keyword of the magic/item requires a 2X, 3X, 4X, 5X, 6X, and 7X *PMod* respectively to cast the spell. The reverse of the spell attempts to mask/hide active and passive magic, i.e., making it more difficult to detect.

#### Tactileless

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 20 ft **Duration:** C + 1 min  
**Description:** The caster is able to detect objects or entities in the VOE that have had their tactile sensations eliminated with a spell. Tactileless objects or entities glow to the caster's sight. To determine the associated *Power Level* of the magic requires doubling the *PMod* to cast the spell.

### 26.3 Change Illusion Touch Spells

#### Dislocation

**Power Level:** 1 **Scope:** 1 target  
**Range:** 20 ft **Duration:** C + 2 min  
**Description:** The tactile aspects from an object or entity appears to be offset 10 feet from where it actually should be. Additional dislocation can be made in 1 foot increments with a linear modification, e.g., 4X would be 40 feet away. All *Dislocation* type spells can be synchronized. The spell will affect any action or interaction that depends on this sense. The spell will affect any action or interaction that depends on this sense.

#### Glamour

**Power Level:** 1 **Scope:** 1 target  
**Range:** 50 ft **Duration:** 1 hour  
**Description:** The caster can change the way an object or entity feels for the duration of the spell. He can make the target feel like an entity he has successfully cast an *Analyze Touch* spell with a *PMod* of 2X. The effect may also be delayed up to the duration with an additional *PMod* of 2X This spell may also be used to remove all tactile emanations from the target with an additional *PMod* of 2X. All *Glamour* spells may be synchronized.

#### Intensity (Reversible)

**Power Level:** 2 **Scope:** 10 ft radius sphere  
**Range:** 50 ft **Duration:** 10 mins  
**Description:** The caster is able to increase or decrease the intensity of any normal tactile feeling within the VOE. The Tactile Index =  $10\log_{10}(\text{tactile ratio})$  can be changed with a logarithmic change in the *PMod*, e.g.,  $\pm 3\text{dB}$  is 2X.  $\pm 10\text{dB}$  is 10X,  $\pm 20\text{dB}$  is 100X, and  $\pm 30\text{dB}$  is 1000X. Tactile ratio is a dimensionless ratio based on detection threshold.

#### Permanence

**Power Level:** varies **Scope:** 1 spell

## ORS

Range: touch

Duration: C+P

Description: A successful outcome result will allow the following Illusion Touch spell to have a permanent duration (until *Dispelled*). If the following spell is not successfully cast the caster's concentration will be broken resulting in nothing but exhaustion. Some spells do not lend themselves to direct permanency, but a jar containing a delayed permanent spell might be very useful when opened. The base PL of the spell is 10X the exhaustion cost of the following spell up to a maximum of 40. Fabricating some items, *e.g.*, wands, staves, rings, etc., can be quite involved and require a successful *Research* skill outcome. *PMods* to enhance the outcome can be added to decrease the probability of being *Dispelled*. This spell must be used with some tangible material component (not an entity), *e.g.*, wall, armor, gemstone, etc. Air (gases), fire, water and ether are not very tangible, but if contained, the container is tangible. The quality of the material component are stressors to a successful outcome, *e.g.*, a ratty piece of paper might have a -2z stressor, where a flawless ruby could have +2z stressor.

### Program

Power Level: 2

Scope: 1 spell

Range: 50 ft

Duration: C + 2 min

Description: The caster can change the dynamic tactile effects of an existing illusion or phantasm spell. The modifications can be subtle or dramatic. If the caster is modifying his own illusion/phantasm this spell automatically succeeds, otherwise a successful interaction outcome is required. The interaction depends on the relative power levels, *PMods*, and the caster's abilities, traits and skill (noun & verb).

Range: 100 ft

Duration: C + 2 min

Description: A positive interaction outcome of this spell versus an existing dynamic Illusion Touch spell allows the caster to program the dynamic aspects of the spell. The program will last for the duration of the *Program Illusion* spell. The caster can always program his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the programmed spell will resume its original programming.

### Reflection

Power Level: 2

Scope: caster

Range: 0 feet

Duration: 10 mins

Description: A positive interaction outcome of this spell versus an incoming Illusion Touch spell would be to reflect it back to the sender. The sender must then interact with his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. With a 2X *PMod* any other spell based (from any noun) solely on touch can also be reflected.

### Replay

Power Level: 2

Scope: 1 spell

Range: 100 ft

Duration: C + 4 mins

Description: A positive interaction outcome of this spell versus an existing Illusion Touch spell will replay (rewind to the beginning and start again) the dynamic aspects of the spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. The caster can always successfully replay a spell he cast that is still active. At the end of the duration the spell will continue where it left off. This spell will alter a synchronized spell to become asynchronous.

## 26.4 Destroy Illusion Touch Spells

### Dispel

Power Level: varies

Scope: 1 spell

Range: touch

Duration: P

Description: With this spell the caster attempts to dispel (remove) an active Illusion Touch spell including spells like *Glamour* or any other spell only affecting the sense of touch. The base PL cost is the maximum of the exhaustion points related to casting the original spell or the *Permanence* spell. A successful *Divine Magic* may be needed to determine this value. *PMods* may be added as desired. If successful outcomes can be temporary nullification for a minor success to total permanent nullification of the active spell. A failure could trigger the spell. A caster will always be successful dispelling his own magic.

## 26.5 Move Illusion Touch Spells

### Rate (Reversible)

Power Level: 2

Scope: 1 spell

Range: 100 ft

Duration: C + 1 min

Description: A positive interaction outcome of this spell versus an existing Illusion Touch spell will speed up the dynamic aspects of the spell. The caster can always speed up his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the spell will resume to normal where it left off. This spell will un-synchronize a synchronized spell. The modification can be performed in positive or negative steps of 50% of current speed with an associated linear increase in the *PMod*, *i.e.*,  $PMod=n$  where  $n$  is the number of steps.

### Pause

Power Level: 2

Scope: 1 spell

Range: 100 ft

Duration: C + 1 min

Description: A positive interaction outcome of this spell versus an existing Illusion Touch spell will delay the effects of that spell for the duration of this spell. The caster can always pause his own spell. The interaction depends on power level, *PMods*, casters, abilities, traits, noun and verb skills. At the end of the duration the held spell will resume where it left off. This spell will un-synchronize a synchronized spell.

### Program

Power Level: 2

Scope: 1 spell

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