#### Marsh Song

**Description**

The marsh song shows itself as a thin mat of tiny reeds and rushes growing from the character’s skin. In most cases the reeds grow from the scalp and become entwined with the mage’s hair. In other cases, the reeds grow from the mage’s back forming a thin mat of grass down his back.

**Purpose**

Marsh song has no true purpose. It is an elemental rune dealing with swamps and summoning marshland creatures. Many cobrat priests take this rune for the purpose of entrapping the creature from which it comes.

**Rune Site**

Deep in the dank and steamy marshes far to the south of Bostonia, there was a Cobrat city named Shan’Shar. Legend has it that the high cobrat that ruled the city were learned scholars and mages. These highs learned of a powerful elemental creature of the marsh and used a powerful magic weapon to subdue the creature. For years, the city stood guardian over the elemental. One day the beast escaped. In its rage, it destroyed the city and submerged it in the swamp. However, in the battle, the cobrat mages wounded the creature and it once again fell dormant. The site where the creature fell contains the elemental’s power for the bold to bind.

**Binding and Raising**

The elemental of Shan’Shar is not dead, but simply dormant and healing slowly. To bind the rune, a mage must have some healing magic (or potion) available to him to partially revive the creature. When the creature stirs, the mage then siphons some of its energy, binding it to him and attaining the rune. This energy comes from the elemental’s life energy and thus every mage that binds marsh song ensures the creature remains dormant for a longer period of time. This process requires that the mage know the ritual to do so. Generally, he would have to be instructed on how to do this by a marsh song practitioner, or study and research the site (perhaps an INT test at DL 14 to do the proper research). If the mage knows the ritual, then the binding requires a SPI test vs. DL 14 to succeed.

Raising the rune requires the mage to return to the elemental and again drain some of its energy. This requires another SPI test at DL 14 to succeed. Failure means that the mage will be damaged by the creature (3d8 hit points) and will have to try again when he regains his strength.

**Practitioners**

There are few practitioners of the marsh song. The rune site and required ritual are hard to find unless the mage knows another who has bound this rune. In addition, the site is remote and the swamp is rife with beasts and disease. Only 2 Bostonians have this rune. A little over a dozen cobrat have the rune and many of those are mage/priests of the Great Turtle who have bound marsh song to keep the Shen’Shar elemental dormant.

**Effects**

In binding the energy of the elemental, the mage also takes on aspects of the creature’s personality. A mage of the marsh song becomes greedy, haughty and cowardly. Treat these as compulsions at the 35% level.

**Skill**

The magic skill for marsh song costs 7 points and is based on SPI/SPI/WIL.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Fog | 10 | S | S | 1h | Y | * Create fog around you in a 50 hex radius * Fog cuts visibility to 6 hexes * Fire spells and effects in the area are -1 point/die |
| Fog Sight | 6 | VS | S | 1h | Y | * You can see through fog as though it were a clear day |
| Marsh Lights | 6 | VS | 20” | 1h | Y | * Small lights flitter about you giving light like a lantern * Lights can be moved up to 20 hexes away |
| Marshy Ground | 8 | VS | 40” | 10m | Y | * Ground becomes wet, muddy and difficult to navigate * Anyone moving in the area has movement rate halved * Anyone in the region has their defenses reduced by 2 |
| Snare | 8 | S | 1” | 1h | N | * You create a snare trap in an adjacent hex * Anyone stepping on that hex will be trapped (AGI, PER 12) |
| True Ground | 8 | S | S | 1h | Y | * You traverse difficult terrain without penalty |
| **Second Circle** | | | | | | |
| Decay | 12 | NE | T | 1h/4r | N | * Your touch makes organic material age and decay at a rapid rate * The decay will rot through a rope, eat away at straps on a backpack, make wooden supports weak and make food inedible * You can choose the rate of decay, from seconds to an hour * As an attack, the spell’s duration is 4 rounds * At the end of the spell, any leather armor, or wooden weapon will be unusable * If flesh is touched, the victim takes 1d6 penetrating damage each round (TOU, SPI 12) |
| Envenom | 12 | VS | T | 5m | N | * Envenoms a weapon for 5 minutes or one application * Anyone hit by the weapon takes 1d6 damage each round (TOU 13) |
| Marsh Guide | 14 | L | S | 1d | N | * You gain an innate understanding of the swamp * You gain knowledge and survival of swamps at 14, swim 14 and stealth 12 * If you have these skills at a higher level, they increase by 1 |
| Summon Mosquito | 13 | CL | 1” | 10m | N | * Summon a giant mosquito to fight for you * Subsequent castings have their DL increased by 2 |
| Summon Snake | 14 | CL | 5” | 10m | N | * Summon a giant snake to fight for you * Subsequent castings have their DL increased by 2 |
| Thorns | 13 | C | 5/10/15/20 | Inst | N | * Thorns shoot from your hand doing 2d10 damage |
| Weaving Weeds | 14 | S | T | Inst | N | * You heal 2d4 damage |
| **Third Circle** | | | | | | |
| Ball of Mud | 17 | C | 5/10/15/20 | 6r | N | * You throw a ball of mud and slime at your target * The slime does 2d8 damage if it hits and trap its target (STR, AGI 18) * If trapped, your victim takes 1d4 penetrating damage each round from suffocation * A trapped character can save each round to free himself |
| Knowing Tentacles | 17 | L | S | 1h | N | * You gain intimate knowledge about a swamp as though you had a knowledge skill of 24 * You gain information about the presence and location of non-native beings, construction, or other odd features |
| Marsh Gas | 17 | C | 30” | 6r | N | * You create a cloud of noxious gas * Anyone in the cloud is stunned for 1 round * After 1 round, victims have their movement rate halved and are dazed until they leave the cloud * You can move the cloud up to 2 hexes each round |
| Quicksand | 17 | C | 30” | 20r | N | * You create 1 hex of quicksand * Anyone in the hex becomes trapped (STR 17) and begins to sink * Each round, for the first 4 rounds, the victim can save to free himself, but the save is -1 for each round trapped * After 4 failed attempts, the victim can no longer free himself * After 6 rounds, the victim is covered and he will drown in another 6 rounds * Someone helping the victim can use their STR to save if it is higher and each person gives a +2 to the save |
| Summon Swarm | 18 | NE | 100” | 6r | Y | * You create a swarm that covers a 10 hex radius and can move up to 2 hexes each round * *Buzzing Swarm* – All actions are at -2, and actions taking concentration (spell casting, lock picking) are -4 * *Creeping Swarm* – Anyone in the swarm is afraid (WIL 18) * *Stinging Swarm* – Anyone in the swarm takes 1d4 penetrating damage each round |
| **Fourth Circle** | | | | | | |
| Create Marsh | 24 | L | 100” | Perm | N | * You cause a 200 hex radius to become marshy ground, complete with standing water and swamp flora and fauna * Land that was desert, or rocky will revert in 2-24 months * You must invest a rune level to cast this spell |
| Toman’s Bounty | 23 | VS | S | Inst | N | * You find 2d8 doses of an herb of your choice that occurs naturally in your region |
| Wisp Guardian | 24 | L | 0” | 6M | N | * You summon a wisp to guard an area for 6 months * You may give the wisp up to 100 words worth of instructions * The wisp will follow those instructions to the letter |