#### The Virtues of the Spirit

**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies spirituality, willpower and control.

**Purpose**

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker’s Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

**Rune Site**

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

**Binding**

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of SPI or WIL (or some combination of these) with a DL of 12.

Examples might be defeating the master at a game of riddles or a staring contest.

Raising the rune requires a similar test, the DL of which increases by 2 for each level above 1st. Any student of a higher circle than the mage can administer this test. Alternately, the student can defeat a practitioner of the desired circle in such a test.

**Practitioners**

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

**Effects**

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

**Skill**

The magic skill for this rune costs 7 points and is based on SPI/CHA/WIL.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Command | 10 | CS | 40” | 1r | N | * You issue a simple, one-word command and your target must follow it (SPI 12) * Your target must be able to hear the command, but does not necessarily need to understand you * Only intelligent creatures are affected |
| Detect Life | 10 | S | S | 6r | Y | * You feel the living beings around you, getting an idea of the number, type and general state of the creatures within 30 hexes * You fatigue a level |
| Iron Will | 8 | VS | S | S | 10m | * You get a +2 to all SPI and WIL saves * You get +5 temporary hit points |
| Spirit Barrier | 10 | S | S | 3d | N | * You create a barrier that prevents spirits from entering or leaving the hex * Mindless undead are affected, but intelligent undead, or those that are under another’s command get a save (SPI 12) |
| Spirit Sight | 8 | S | S | 1h | Y | * You can see into the world of spirits * You detect ghosts, poltergeists, invisible faeries, etc. |
| **Second Circle** | | | | | | |
| Curse | 14 | C | 20” | 6r | N | * You *curse* the target (SPI 15) |
| Riddle | 14 | VS | 10” | 1-6d | N | * You ask the target a riddle * He ponders it for 1d6 days (INT, SPI 14) * The target is *impaired(1)* and takes an additional -1 penalty to skills that require concentration (alchemy, physician, disarm, casting) |
| Spirit Lash | 14 | C | 20” | Inst | N | * You attack the soul of the target, doing 2d4 penetrating damage (at your discretion, you can do no physical damage) and 1d4 damage to his spirit score (SPI 15) * For every 3 points drained, the target gets a -1 to all skills that require spirit * Someone with 0 spirit is *dazed* * Damaged spirit returns at a rate of 1 point/day |
| Spirit Speak | 13 | S | S | 1h | Y | * You can speak with spirit creatures |
| Siphon | 14 | VS | S | 1h | Y | * You borrow spirit from willing targets * Each willing target within 5 hexes can lose 1d4 spirit to grant 1 point of spirit |
| Window | 13 | VS | 1” | Inst | N | * You look into the target’s eyes and see their aura * The GM gives you 1d4+1 adjectives that describe the target |
| **Third Circle** | | | | | | |
| Aegis | 18 | CS | S | 10r | Y | * You can use your spirit and willpower to shield your allies from attack * Anytime an ally is damaged within 10 hexes of you, you can choose to absorb the attack * Any amount of damage can be absorbed, from 1 point to the entire attack and you choose what combination of your spirit and willpower are reduced * However, any time a partial attack is to be absorbed, there is a 2/12 risk that the entire attack is absorbed instead (before armor) * You lose any hit points and suffer whatever skill penalties due to reduced stats * Damaged stats come back at a rate of 1 point/day |
| Exorcism | ? | VL | T | Perm | N | * See below |
| Phase | 18 | VS | S | 1m | Y | * You become partially astral and intangible * You can pass through solid objects and walls * No attacks can harm you, but you cannot affect the material world |
| Possession | 18 | L | T | ? | N | * See below |
| Spirit Leech | 17 | C | 20” | Inst | N | * You attack the soul of the target, doing 2d6 penetrating damage (at your discretion, you can do no physical damage) and 1d6+1 damage to his spirit score (SPI 17) * For every 3 points drained, the target gets a -1 to all skills that require spirit * Someone with 0 spirit is *dazed* * Damaged spirit returns at a rate of 1 point/day * Each time you drain spirit, you can do one of the following   + Gain a number of hit points equal to the spirit drained   + Gain half the spirit taken from the victim   + Gain one level in any of his magic skills * Any stats gained over your maximum are lost in 1d4 hours |
| Spirit Trap | 18 | VL | 20” | Perm | N | * You mark a circle on the ground and this creates a 1 hex prison for spirits * Any spirit trying to enter or exit the area has to save (SPI 21) or be trapped * Any spirit that fails its save cannot cross into or out of the area until it is physically broken |
| Spirit Walk | 18 | L | S | 4h | Y | * See below |
| **Fourth Circle** | | | | | | |
| Bind | 24 | VL | T | Perm | N | * See below |
| Paradox | 25 | VS | 10” | 1-6y | N | * See below |

Bind

This spell causes the target spirit to be bound to an item. The item absorbs the spirit and gains its powers. The item must be of fine quality and contain some amount of a special substance called spirit iron. Generally, such an item will cost 2000 pn or more to create.

The exact effects of the binding are up to the GM. The item will gain the mental and spirit-based powers of the target spirit. A being that could drain the life from someone at a touch would create an item that could do the same. A powerful wolf spirit might create an item that allows its owner to summon wolves and communicate with them.

The target spirit is allowed to make a SPI save vs. DL 25 to resist the effects of Bind. This spell works on disembodied spirits (usually trapped with the Spirit Trap spell) or living beings with their SPI score drained to 0. If a living being is the target, the save is based on their original SPI score, not the drained score.

Exorcism

This spell expels intruding spirits from a target. The spell requires a long time to cast and requires that the caster, or an assistant (who also has this rune, but not necessarily at 3rd Circle) remain active and with the victim throughout the casting. In addition, Exorcism requires the caster use an assortment of incense, herbs, oils and other accoutrements that cost from 100-300 pn.

During the casting of the spell, the spirit will try to do anything in its power to disrupt or destroy the mage and his assistant and escape. This could involve talking to the mage and trying to intimidate or trick him, or it could involve the use of powers or even physical violence.

When the spell is complete, the mage rolls for success. The DL of the spell is the SPI score of the spirit who is being expelled. Success means that the spirit is banished from the target body. Failure means that the spirit remains in the body and the mage is powerless to exorcise that spirit until he increases his magic skill. If the mage fails his skill roll by 8 or more points, then he must make a SPI save vs. the SPI of the spirit. If he fails the save, the malevolent creature may possess HIM.

Paradox

The mage poses a paradox to the target. The target may test his INT or SPI vs. DL 23 to disregard or resolve the paradox immediately, in which case, the spell has no effect. If the target fails his save, then he is consumed by the idea of solving the paradox.

He does nothing but think of the paradox and ponder its meaning. He will behave in a totally irrational manner, ignoring all but the basic necessities of survival and the next step in his “quest.” He will ignore friends, family, enemies and impending danger (though immediate danger to his person will be dealt with). He may lock himself in a room for weeks, travel for miles to visit the sea, purchase books and consult with scholars.

The spell lasts 1d6 years. Each year, the victim loses 1d6 points of WIL. Upon reaching 0 WIL, the target is permanently insane and can be cured only by powerful magic. Victims of this spell tend to end up without friends, impoverished and insane.

There are couple ways to cure a victim of this spell. The first is for the victim to meet someone that has survived this spell. There are a finite number of paradoxes that are known to the practitioners of this rune. Thus, it is possible for a survivor of the spell to know the answer to a particular Paradox. Upon talking to the survivor for 1 day, the victim gains a new saving throw at +6. Even if this save fails, there is a 10% chance that the survivor knows the answer to the Paradox and cures the victim.

The second way this spell can be foiled is by causing the target to forget he heard the Paradox through the use of an Alter Memory (or Psychic Surgery) spell. In this case, the victim gets a save against the Alter Memory spell at a DL of 12 (Psychic Surgery DL is still 22). If he fails the save, he forgets having heard the Paradox and is cured.

Possession

This spell allows the caster’s soul to take over a target body. The caster must either physically touch his target, or if he is spirit walking, his spirit must be in the same room. The target body must be dead, unconscious or have a SPI score of 0. If the target is unconscious, they get a SPI test vs. DL 17 to reject the possession. If the save is failed, the body is under the total control of the caster. The caster’s body is left in a comatose state. The caster may return to his body at any time, but doing so ends the spell.

The caster retains his mental attributes (INT, WIL, SPI, CHA), while his physical attributes (STR, DEX, AGI, SPD, TOU) become that of the target. The PER score is the average of the caster and his new body. At the GM’s discretion, the caster’s CHA score may be adjusted up or down depending on the appearance of the possessed body (a rotting corpse with a great personality still has a low CHA). Like the attributes, the mental skills of the caster are retained and the caster gains the physical skills of the target body. All the caster’s runes are transferred to the new body. If the target had runes, their use is lost, though the markings remain.

A dead body can be possessed for an indefinite period of time. However, the body is still dead and will rot, losing 1 point of each physical characteristic each day. When any of the stats reaches 0, the body is so rotted as to be unusable. A live body will not rot, but the target’s soul remains in the body, repressed. The repressed soul will fight for control of the body, getting a saving throw each 1d4 hours. A successful save returns the caster’s soul to his body.

Spirit Walk

This spell allows the caster’s soul to leave his body and walk in the world of spirits. This grants the caster the ability to see spirits and speak to them. The character is insubstantial and invisible to physical beings. He can be detected by magical means (like Spirit Sight), and mental spells requiring a SPI save can still affect him. He can cast spells that are direct and do not require a physical component.

Travel in the spirit world is based on the thoughts and memories of the spirit, as opposed to physical distance. While spirit walking, the character can quickly travel to places that he knows well. Such a trip takes a couple minutes regardless of the distance traveled. Places that are only nominally known to the character take from 10-60 minutes to reach. Searching for unknown places takes from 30-120 minutes or more and require a PER test at the GM’s discretion.

For example, a spirit wishing to return to his childhood home can do so in 2 or 3 minutes. A spirit traveling to a tavern he visited a couple times could take 30-40 minutes. Searching for an enemy hideout could take 2 hours or longer (and require a PER test).

While spirit walking, the character’s body lies in a comatose state. The character will not be able to see or feel his body, but will know if the body is being harmed. The caster can return to his body in a matter of minutes (as though it were a well-known location), but doing so ends the spell. If the caster’s body is killed while this spell is in effect, the spell becomes permanent (and no longer requires maintenance). The caster becomes a disembodied spirit that must roam until he can find a body to possess (by successfully casting the spell). If he cannot cast the Possess spell to inhabit a body, then he remains a spirit forever.

The character may maintain this spell for as long as he has the magic skill to do so. If he runs out of magic skill levels, he may use his SPI points to maintain the spell instead. If for some reason, the caster cannot return to his body before reaching 0 SPI, then his soul is destroyed forever*.*