## Tarus Spells

Priests of Tarus, or Tarusians, have six spell groups that allow them to further their investigation of the unknown.

**Fosiantau (History)** spells allow the priest to record and re-create events for all to see.

**Mensa (Mind)** spells enable the caster to use the knowledge of others for the duration of the magic.

**Mezuri (Measure)** spells are tools to assist the priest in their investigations of the world around them.

**Sciovorto (Knowledge)** spells allow the priest to directly manipulate the knowledge of the written word and thought.

**Sekreto (Secrets)** spells allow the priest to hide and obscure information from others.

**Subterfugo (Subterfuge)** spells allow the priest to distract, delay, or otherwise confuse others.

| **1. Fosiantau (History)**  1 Journal  2 Replay  3 Scribe Speak  4 Object Delve  5 Rebind  6 Place Delve  7 Map  8 Speech Delve  9 Seal It  10 Person Delve  11 Time Delve  12 Grave Delve | **2. Mensa (Mind)**  1 Truth Scan  2 Mind Scan  3 Combat Scan  4 Missile Scan  5 Location Scan  6 Grapple Scan  7 Object Scan  8 Language Scan  9 Person Scan  10 Skill Scan  11 Knowledge Scan  12 Spell Scan | **3. Mezuri (Measure)**  1 Heat Gauge  2 Micro Sight  3 Bat Ear  4 Time Gauge  5 Macro Sight  6 Eagle Eye  7 Span Gauge  8 Component Sight  9 Unicorn Tongue  10 Weight Gauge  11 Elemental Sight  12 Fox Nose | **4. Sciovorto (Knowledge)**  1 Lantern  2 Intone  3 Clear Sight  4 Drill  5 Impart  6 Clear Thought  7 Infuse  8 Render  9 Clear Perception  10 Ingrain  11 Clear Reason  12 Transfer |
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| **5. Sekreto (Secrets)**  1 Keep Secret  2 Encode/Decode  3 Hide Lies  4 Hide Scent  5 Hide Life Essence  6 Hide Message  7 Hide Aura  8 Hide Magic  9 Hide Object  10 Hide Self  11 Hide Casting  12 Mental Shielding | **6. Subterfugo (Subterfuge)**  1 False Witness  2 Minor Distraction  3 Jam Lock  4 Lies  5 Hide in Plain Sight  6 Drunk Yet Sober  7 Vanish  8 False Document  9 Persuasive Presence  10 Major Distraction  11 Alter the Past  12 False Target  13 Second Life |  |  |
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##### Fosiantau (History)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Journal** | |  |
| Time to Cast: | 4 rounds | This spell recalls a personal journal and writing materials from a pocket dimension, placing them in the caster’s hands. When the duration expires, the journal and pens return to the dimension, which can only be accessed by the same caster. |
| Resist Check: | none |
| Target: | none |
| Duration: | 2 + 1/F hours |
| Area: | 1 journal |
| Effect: | recalls diary |
|  |  |  |
| **2 – Replay** | |  |
| Time to Cast: | 1 minute | The caster concentrates on a memory, causing a vision of it to appear in the air before them. All present can see the portrayed memory. The vision will be as accurate as the caster’s memory, and cannot normally be falsified. |
| Resist Check: | none |
| Target: | LOS 5’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 10/F’ radius |
| Effect: | creates vision |
|  |  |  |
| **3 – Scribe Speak** | |  |
| Time to Cast: | 1 round | The caster must be touching a piece of parchment while casting this spell. The target’s words are inscribed directly onto the parchment for the duration of the spell. |
| Resist Check: | none |
| Target: | LOS 20 + 10/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | one parchment |
| Effect: | inscribes speech |
|  |  |  |
| **4 – Object Delve** | |  |
| Time to Cast: | 10 minutes | This spell allows the caster to see the history of an object. A series of short visions appears to the caster, starting with the most recent events and proceeding backwards ten years. Each finesse increases the time period by a factor of ten: 1 finesse for 100 years; two for 1,000; etc. The more intense the past happenings, the more detailed the visions. These visions can be shown to others with the *Replay* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single object |
| Effect: | recalls past |
|  |  |  |
| **5 – Rebind** | |  |
| Time to Cast: | 1 minute | This spell restores the binding of a book or tome to a like new condition. It does not improve the condition of the pages, but it will keep them from falling out. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one book |
| Effect: | restore binding |
|  |  |  |
| **6 – Place Delve** | |  |
| Time to Cast: | 10 minutes | This spell is the same as *Object Delve*, except it works on a location or building rather than a small object. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single location |
| Effect: | reveals past events |
|  |  |  |
| **7 – Map** | |  |
| Time to Cast: | 1 minute | The caster must first prepare a piece of parchment of sufficient size. They then mark their current location and a few of the surrounding landmarks. After casting this spell, their trail for the next six days is inscribed on the parchment. The caster must know the direction they are traveling and have their sight for the spell to function. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F weeks |
| Area: | one parchment |
| Effect: | records trail |
|  |  |  |
| **8 – Speech Delve** | |  |
| Time to Cast: | 10 minutes | Similar to *Object Delve*, this spell must be cast after the recitation of a holy writ. The spell then shows the past of the original speaker. Since many holy writs are very ancient, it may take all four allowed finesses to succeed. |
| Resist Check: | none |
| Target: | none |
| Duration: | instantaneous |
| Area: | one holy writ |
| Effect: | reveals past of original speaker |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Seal It** | |  |
| Time to Cast: | 1 minute | A brief blue glow appears around a container, which must be held by the caster while chanting this spell. From then until the spell is *Revoked*, or the container is opened, it is impervious to all non-magical damage from elemental forces, i.e., water, fire, crushing, falling, etc. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | one container |
| Effect: | seals against the elements |
|  |  |  |
| **10 – Person Delve** | |  |
| Time to Cast: | 10 minutes | This spell is similar to *Object Delve*, except that it works on a living, intelligent, and willing target. Since the magic depends on the memory of the materials making up the person and not on the person’s memory, it is not blocked by amnesia or mental illness. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | reveals past |
|  |  |  |
| **11 – Time Delve** | |  |
| Time to Cast: | 1 hour | This spell allows the caster to know, within 5%, the age of any material, object or person. |
| Resist Check: | special |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | reveals creation time |
|  |  |  |
| **12 – Grave Delve** | |  |
| Time to Cast: | 10 minutes | This spell is similar to *Person Delve*, except it may be cast on a corpse or skeleton. Delving extremely ancient bones may require several finesses. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single corpse |
| Effect: | reveals past |
|  |  |  |

##### Mensa (Mind)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Truth Scan** | |  |
| Time to Cast: | 2 rounds | Any statement heard by the caster will be followed by a gong noise, audible only to the caster, if the speaker believes the statement to be a lie. This magic cannot detect lies of omission or partial truths. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | hearing |
| Effect: | reveals lies |
|  |  |  |
| **2 – Mind Scan** | |  |
| Time to Cast: | 2 rounds | The caster poses a specific question, then casts this spell while touching the target (who cannot be themself). The willing target will give the answer, even if it was hidden from them by amnesia or most forms of mind magic (GM’s discretion) |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | remembers fact |
|  |  |  |
| **3 – Combat Scan** | |  |
| Time to Cast: | 1 round | While casting this spell and touching a willing or unconscious target, the caster gains the target’s basic fighting abilities, for the duration of the spell. The caster fights using the target’s combat modifier. |
| Resist Check: | special |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | fight like another |
|  |  |  |
| **4 – Missile Scan** | |  |
| Time to Cast: | 1 round | While casting this spell and touching a willing or unconscious target, the caster gains the target’s missile abilities for the duration of the spell. The caster shoots using the target’s ranged modifier. |
| Resist Check: | special |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | shoot like another |
|  |  |  |
| **5 – Location Scan** | |  |
| Time to Cast: | 2 rounds | The caster poses a single question, which the target can hear, know, and can be answered by naming or describing a location. If the target fails the resistance check, the caster pulls the answer directly from the target’s mind. This includes directions to get there if needed, but no information about what is there, or what blocks the route. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | remembers location |
|  |  |  |
| **6 – Grapple Scan** | |  |
| Time to Cast: | 1 round | While casting this spell and touching a willing or unconscious target, the caster gains the targets grappling abilities for the duration of the spell. The caster grapples using the target’s grapple modifier. |
| Resist Check: | special |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | grapple like another |
|  |  |  |
| **7 – Object Scan** | |  |
| Time to Cast: | 2 rounds | The caster poses a single question, which the target can hear, know, and can be answered by naming or describing an object. If the target fails the resistance check, the caster pulls the answer directly from the target’s mind. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | remembers object |
|  |  |  |
| **8 – Language Scan** | |  |
| Time to Cast: | 2 rounds | While casting this spell and touching a willing or unconscious target, the caster temporarily gains the target’s knowledge of a particular language. For the duration of the spell the caster can speak and understand this language as well as the target does. |
| Resist Check: | special |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | speak unknown language |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Person Scan** | |  |
| Time to Cast: | 2 rounds | The caster poses a single question which the target can hear, know, and which can be answered by naming and describing a person. If the target fails the resistance check, the caster pulls the answer directly from the target’s mind. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | remembers person |
|  |  |  |
| **10 – Skill Scan** | |  |
| Time to Cast: | 1 rounds | While casting this spell and touching a willing or unconscious target, the caster gains the target’s knowledge of a particular skill, for the duration of the spell. The caster can use this skill as well as the target does. |
| Resist Check: | special |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | use another’s skill |
|  |  |  |
| **11 – Knowledge Scan** | |  |
| Time to Cast: | 2 rounds | The caster poses a single question which the target can hear. If the target knows the answer and fails the resistance check, the caster pulls the answer directly from the target’s mind. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | remembers fact |
|  |  |  |
| **12 – Spell Scan** | |  |
| Time to Cast: | 2 rounds | While casting this spell and touching a willing or unconscious target, the caster gains the target’s spell abilities for the duration of the spell. The caster can use any spell of rank 12 or less which the target was able to use from one spell group specified at the moment of casting. The caster must use their own units to power these spells, and the units must be of the right elemental/divine/psionic type. |
| Resist Check: | special |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | use another’s spell knowledge |
|  |  |  |

##### Mezuri (Measure)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Heat Gauge** | |  |
| Time to Cast: | 1 round | While this spell is in effect, the caster can accurately measure the surface temperature of any object that they can see and is within the targeting of the spell |
| Resist Check: | none |
| Target: | LOS 20 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single surface |
| Effect: | measures temperature |
|  |  |  |
| **2 – Micro Sight** | |  |
| Time to Cast: | 1 round | The caster can closely examine objects and see details that could be missed with  normal vision. They can magnify this vision by 4 + 1/F times. The object must be within six inches of the caster’s eyes and illuminated by full sunlight (or its equivalent) for this spell to work properly. |
| Resist Check: | none |
| Target: | LOS 0.5’ |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | slightly magnify vision |
|  |  |  |
| **3 – Bat Ear** | |  |
| Time to Cast: | 1 round | The caster can hear noises 2 + 1/F times louder than normal. The caster is more susceptible to sound based attacks, adding one die to any sound based resistance checks. In addition, the caster subtracts one die from PER checks based on hearing and an additional die for every two finesses used to increase sound volume. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | multiplies sound |
|  |  |  |
| **4 – Time Gauge** | |  |
| Time to Cast: | 1 round | The caster designates two keywords while casting this spell, usually “start” and “stop.” When they speak the first, a mental timer is started, and when they speak the second, it stops. The spell announces to them alone the elapsed time to the nearest tenth of a second. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | accurately measures time |
|  |  |  |
| **5 – Macro Sight** | |  |
| Time to Cast: | 1 minute | This spell allows the caster to send their sight straight upwards (but not through solid objects) and get an overhead view with themselves at the center, much like a map. This does not affect lighting or visibility, but may be combined with other sight spells. |
| Resist Check: | none |
| Target: | LOS 200 + 50/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | get the big picture |
|  |  |  |
| **6 – Eagle Eye** | |  |
| Time to Cast: | 2 rounds | This spell increases the accuracy of the caster’s sight, allowing them to see objects as if they were 8 + 2/F times closer than they are. Atmospheric and light conditions may modify this spell (GM’s discretion). This also allows the caster to subtract one die from PER attribute checks based on vision. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | none |
| Effect: | magnify vision |
|  |  |  |
| **7 – Span Gauge** | |  |
| Time to Cast: | 2 rounds | The caster concentrates on any object they can see. They will know the distance to that object within one tenth of an inch. |
| Resist Check: | none |
| Target: | LOS 10 mets |
| Duration: | instantaneous |
| Area: | self |
| Effect: | measures distance |
|  |  |  |
| **8 – Component Sight** | |  |
| Time to Cast: | 2 rounds | While this spell is effect, the caster’s vision changes so that colors represent different  materials. They will be able to recognize any material they have previously seen with this spell. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | LOS 100 + 20/F’ |
| Effect: | determines composition |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Unicorn Tongue** | |  |
| Time to Cast: | 3 rounds | This spell greatly enhances the caster’s sense of taste. It increases their enjoyment of food, and allows them to recognize the composition of any food which they have tasted with this spell. They will also know by taste if a food or drink contains poison. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | heightened taste |
|  |  |  |
| **10 – Weight Gauge** | |  |
| Time to Cast: | 3 rounds | While touching the target, the caster will know its weight to within a tenth of a pound. This will not work on objects larger than three tons, and will return nonsense answers in a different gravity field. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single object |
| Effect: | measures weight |
|  |  |  |
| **11 – Elemental Sight** | |  |
| Time to Cast: | 4 rounds | The type and strength of elemental magic active within the area becomes visible to the caster for the spell’s duration. Fire magic is red, earth magic is green, water magic is blue, and air magic is yellow.  The caster may take one die off Arcana: Identify Spell and Arcana: Identify Magical Device. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | LOS 10 mets |
| Effect: | see magic |
|  |  |  |
| **12 – Fox Nose** | |  |
| Time to Cast: | 4 rounds | While this spell is in effect, the caster has a highly heightened sense of smell. They will be able to trail animals and people, and can detect many poisons by their smell. This also allows the caster to subtract one die from PER checks based on smell. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | increased smell |
|  |  |  |

##### Sciovorto (Knowledge)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Lantern** | |  |
| Time to Cast: | 1 round | This spell creates enough light, which emanates from the caster’s hand, to allow the caster to comfortably read texts. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | 3’ radius |
| Effect: | creates reading light |
|  |  |  |
| **2 – Intone** | |  |
| Time to Cast: | 2 minutes | Knowledge is passed down through the memorization of sacred spoken writ, and a priest's worth is measured by their memory of these writs. The caster uses this spell with a particular writ in mind. They then go into a trance-like state and can recite the writ in the voice of the original speaker. They are aware of what they are saying and what is going on around them during this trance, and they can break out of it at any time. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | caster |
| Effect: | speaks memorized knowledge |
|  |  |  |
| **3 – Clear Sight** | |  |
| Time to Cast: | 1 round | The target of this spell can see through any illusions or misdirections of a mechanical or magical nature. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | see through deception |
|  |  |  |
| **4 – Drill** | |  |
| Time to Cast: | 2 rounds | This spell puts the caster into a light trance, making it easier for them to memorize sections of written text. This works on ordinary writing, but not sacred spoken writs. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | one text |
| Effect: | memorize writing |
|  |  |  |
| **5 – Impart** | |  |
| Time to Cast: | 1 minute | Touching the target while casting this spell allows the caster to copy a holy writ into the target’s mind. Holy writ can only be transferred freely with the consent of both parties. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | transfer holy writ |
|  |  |  |
| **6 – Clear Thought** | |  |
| Time to Cast: | 1 round | This spell cancels any charm or coercion spells in effect on the target if they make a resistance check. |
| Resist Check: | 4d6 vs WIL accepts |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | cancels charms |
|  |  |  |
| **7 – Infuse** | |  |
| Time to Cast: | 1 minute | Uttering the key phrase of a holy writ while casting this spell imparts its true meaning to those who are listening and attempting to understand. |
| Resist Check: | willing targets |
| Target: | caster |
| Duration: | instantaneous |
| Area: | hearing |
| Effect: | causes understanding |
|  |  |  |
| **8 – Render** | |  |
| Time to Cast: | 1 minute | The priest can conjure a vision of an exact replica of any one page they have ever read. They can copy this to parchment while the vision lasts. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | reproduce page |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Clear Perception** | |  |
| Time to Cast: | 1 round | The target of this spell is devoid of all emotions for the spell’s duration |
| Resist Check: | 4d6 vs WIl negates |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | suppresses emotions |
|  |  |  |
| **10 – Ingrain** | |  |
| Time to Cast: | 1 minute | Speaking a holy writ while casting this spell causes any targets who fail the resistance check to use the writ as the driving force behind their existence. All targets, whether they make the resistance check or not, will remember the casting and the actions performed under its sway. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 100 + 25/F’ |
| Duration: | 2 + 1/F days |
| Area: | 10 + 3/F people |
| Effect: | redirect drive |
|  |  |  |
| **11 – Clear Reason** | |  |
| Time to Cast: | 2 rounds | While this spell is in effect, the targets gain two ranks of Exceptional INT for the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 30 + 10/F minutes |
| Area: | touched creatures |
| Effect: | increases INT |
|  |  |  |
| **12 – Transfer** | |  |
| Time to Cast: | 10 minutes | This spell allows the priest to pull the knowledge out of one mind and transfer it to another. The blanked mind immediately dies, and the receiving mind goes unconscious for 1d6 hours. This spell is only used when a priest is about to die, and then only on another priest of the caster’s Archive. To use it any other way is sacrilege, and is grounds for immediate and irrevocable excommunication. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | transfers all knowledge |
|  |  |  |

##### Sekreto (Secrets)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Keep Secret** | |  |
| Time to Cast: | 2 rounds | When this spell is cast, the caster thinks of a specific piece of knowledge. For the duration of the spell, any spell effect that attempts to reveal this information or determine that the caster even possesses this information will fail. This includes spells that detect lies and spells that extract knowledge. In the case of extracting a large amount of knowledge, this specific piece of information will be excluded. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | keep a secret |
|  |  |  |
| **2 – Encode/Decode** | |  |
| Time to Cast: | 1 minute | This spell is cast on a message that the caster can understand or a message that has previously been encoded with this spell. When encoded, the message text simply changes into different mundane text. The caster states a “key” when encoding this message. When cast on an encoded message, the caster states the key and the mundane message will revert to the original message.  If this spell is cast on a message that hasn’t been encoded or the wrong key is used, the message will change into gibberish and the message will be unrecoverable. A message encoded with this spell will not detect as magical. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single message |
| Effect: | coded messages |
|  |  |  |
| **3 – Hide Lies** | |  |
| Time to Cast: | 1 round | When the caster is under the effect of this spell, other spells that attempt to detect lies are less effective. If the spell has no resistance check, this spell simply fails to detect any lies told by the caster. If the spell does have a resistance check, the caster gets two dice off of the resistance check. In either case, the person using the detection spell doesn’t realize that this spell is in effect. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | hide all lies |
|  |  |  |
| **4 – Hide Scent** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the caster lets off no odor that could be detected by other creatures. This prevents tracking the caster by odor or detecting other things from them using their odor. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | hide smell |
|  |  |  |
| **5 – Hide Life Essence** | |  |
| Time to Cast: | 2 rounds | When this spell is cast, the caster’s life force and soul are hidden from the view of any other spells or senses that can see them. Any attempt to detect life, a soul, or anything that directly derives from either of these will not detect the caster. The caster will not detect as undead, but will not detect as having life either. Magic that affects the soul will still function on the caster, such as Deliver and Soul Blade. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | hide life/soul |
|  |  |  |
| **6 – Hide Message** | |  |
| Time to Cast: | 1 round | This spell can be used on any message in the caster’s possession even if they aren't directly touching it at the time. The message content is changed to seem to be a mundane message of little consequence. The message can be as short as a note to as large as a book, but must be a single message. The message will not appear to be magical under detection spells. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single message |
| Effect: | make hidden |
|  |  |  |
| **7 – Hide Aura** | |  |
| Time to Cast: | 3 rounds | This spell allows the caster to hide any type of aura they may produce that is detectable by other spells. The caster can name 1 + 1/(2F) types of auras they wish to hide when the spell is cast.  Examples of auras include: divine, elemental, captivation, motivation, emotional, etc. Any spell that doesn’t have a resistance check, will not detect any of the named auras. If the spell has a resistance check, the caster gets two dice off. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | hide auras |
|  |  |  |
| **8 – Hide Magic** | |  |
| Time to Cast: | 1 minute | This spell is cast on a single item that is magical or has a magical effect active on it. For the duration of the spell, any attempt to detect magic on the item is blocked and the item is detected as non-magical. In addition, revocation attempts on the item are more difficult, unless this spell is revoked first. This results in the spell effect getting an additional 4 + 2/F dice on *Counterspell* rolls. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single item |
| Effect: | hide magical aura |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Hide Object** | |  |
| Time to Cast: | 1 minute | This spell is cast upon an object in the caster’s hand. The object disappears into a pocket dimension that follows the caster around. After the duration is up, or the caster drops this spell, the object reappears in the caster’s hand. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single item < 50 lbs. |
| Effect: | hide object |
|  |  |  |
| **10 – Hide Self** | |  |
| Time to Cast: | 2 rounds | When the caster has this spell in effect on them, their body is hidden from physical or magical senses. They create no sound and cannot be heard when speaking (though if they cause something to make a sound, such as breaking a twig on the ground, it will still make a sound). They do not have an odor, and seeing them requires extra 2 dice from normal (if they aren’t trying to hide, it is easy to see them). |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | hide self |
|  |  |  |
| **11 – Hide Casting** | |  |
| Time to Cast: | special | This spell is used in unison with another spell that is being cast. This causes the caster to appear to not be casting, even when they are making the hand and verbal motions of casting. The caster must still spend the entire casting time of the hidden spell and may only move one-fifth of their movement while casting. All other restrictions for casting spells must be followed. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | hide own casting |
|  |  |  |
| **12 – Mental Shielding** | |  |
| Time to Cast: | 5 rounds | When the caster has this spell in effect, knowledge cannot leave the caster’s mind by any means. For example, knowledge cannot be extracted via spells, the caster cannot project mental thoughts and any abilities that can read minds will fail on the caster. Basically, this spell makes the caster’s mind unreadable and also prevents the caster from leaking knowledge via creature abilities or other spell effects that may be active on them. It may prevent other spells from functioning on the caster. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | prevent mind leaks |
|  |  |  |

##### Subterfugo (Subterfuge)

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – False Witness** | |  |
| Time to Cast: | 2 rounds | For the duration of the spell, anyone viewing the caster’s face will have a difficult time remembering any details about it. Unless the caster’s face is studied, witnesses will remember a different face of someone they also saw around the same time as the caster unless they make the resistance check. |
| Resist Check: | 5d6 vs PER negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | disguise face |
|  |  |  |
| **2 – Minor Distraction** | |  |
| Time to Cast: | 1 round | When this spell is cast, the caster thinks of a short sound in their head, such as glass breaking or something falling onto the ground. During the duration of the spell, the caster can then activate the spell (ending it) and cause the sound to play where the spell was originally cast. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS 5’ |
| Effect: | distracting sound |
|  |  |  |
| **3 – Jam Lock** | |  |
| Time to Cast: | 1 round | The caster uses this spell on a single lock. For the duration of the spell, the lock is two dice more difficult to open using the Opening Locks skill. If the caster finesses the spell four times, it will require two successful attempts in a row to successfully open the lock. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single lock |
| Effect: | make lock harder |
|  |  |  |
| **4 – Lies** | |  |
| Time to Cast: | 1 round | For the duration of the spell, all statements told by the caster are detected as lies via most methods that can be used to detect them, such as magic, scents, body language, etc. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | all lies |
|  |  |  |
| **5 – Hide in Plain Sight** | |  |
| Time to Cast: | 2 rounds | After casting this spell, the caster will look like a nondescript person appropriate to their location. This will alter their face and clothing, but not their body type or race. Anyone that observes the caster can attempt a resistance check of 3 dice against PER to see through this disguise, though each die the caster succeeds at in a Disguise skill check will increase the resistance check by an equal amount. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | create disguise |
|  |  |  |
| **6 – Drunk Yet Sober** | |  |
| Time to Cast: | 1 round | When this spell is active, the caster can drink 2 + 1/F times as much alcohol without suffering the ill effects from it. This would allow the priest to act drunk while being sober to gain information, for example. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 6 + 2/F hours |
| Area: | self |
| Effect: | make less drunk |
|  |  |  |
| **7 – Vanish** | |  |
| Time to Cast: | 1 round | The caster disappears in a puff of smoke and reappears a short distance away. The location the caster appears must be within the caster’s line-of-sight or a place the caster has been within the last 10 + 5/F minutes (and within the target range). |
| Resist Check: | none |
| Target: | 100 + 20/F’ |
| Duration: | instantaneous |
| Area: | self |
| Effect: | poof! |
|  |  |  |
| **8 – False Document** | |  |
| Time to Cast: | 1 minute | This spell allows the priest to create a forged document based on a valid one. This can be used to create a document with the caster’s name and picture on it, for example. In addition, the spell can duplicate magical effects on the document in ranks up to the number of dice the caster makes in the Forgery skill. The forged document will not appear magical (unless it was meant to be). At the end of the duration, the forged document vanishes. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single document |
| Effect: | forge document |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Persuasive Presence** | |  |
| Time to Cast: | 2 rounds | When the caster is under the effect of this spell, their very presence becomes comforting to those around them. This allows the caster to take two dice off  of any social skill rolls they make under the effect of this spell. They must have  the social skill in order to get dice off of the roll. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | more persuasive |
|  |  |  |
| **10 – Major Distraction** | |  |
| Time to Cast: | 1 minute | When casting this spell, the caster thinks of a significant distraction that could occur, such as a thief breaking into a window or creature roaming into a campsite. During the duration of the spell, the caster can activate the spell (ending it) and cause the distraction to occur. The distraction will be illusionary but will seem quite real to people viewing and hearing it. Anyone interacting with the distraction (attempting to fight it, fix it, etc.) can attempt a resistance check of four dice against CSE to realize the full nature of the distraction. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS 5’ |
| Effect: | large distraction |
|  |  |  |
| **11 – Alter the Past** | |  |
| Time to Cast: | 2 minutes | This spell is used in an area to alter the events that can be obtained from any form of past scrying spell. The caster visualizes the proper time and day while casting this spell along with an alternate version of events that can last for no longer than 10 + 5/F minutes. Any attempts to scry that time and day at the location where the spell is cast will see the alternate version of the past. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 6 + 2/F days |
| Area: | 100 + 50/F’ radius |
| Effect: | alter past scrying |
|  |  |  |
| **12 – False Target** | |  |
| Time to Cast: | 1 round | This spell creates a false version of the caster several feet away from their actual position and makes the caster effectively invisible for the duration. The false version of the caster is solid and takes damage as if it were the caster. It has the same defense values as the caster and can resist spells as the caster, but does not have any offensive capabilities. If this false target is “killed,” it falls over dead and remains until the spell duration expires. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | create false target |
|  |  |  |
| **13 – Second Life** | |  |
| Time to Cast: | 1 hour | This spell creates a clone of the caster that will go about the standard day-to-day business of the caster. The clone will not do any actual work, but will simply appear to an outside observer that they are doing work and can act as an alibi for the caster. The caster always knows where the clone is and can direct it to be in certain locations (assuming they would be normal for them to be in). The clone has no combat ability and cannot “adventure” with the priest. The clone does have the same amount of DP as the caster, can be injured, and heals at the same rate as the caster. If the clone dies, the spell is negated. If the caster touches the clone, they can send them to a pocket dimension and can bring them back by concentrating for two rounds. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F months |
| Area: | self |
| Effect: | create alibi |
|  |  |  |