## Isis Spells

Priests of Isis, or Isisites, have four groups of spells at their command that allow them to aid their fellow man.

The **Recover** spells allow the caster to assist the natural healing powers of an injured person or creature.

**Mending** spells heal ravaged bodies and minds.

**Mediate** spells allow the priest to prevent conflicts or bring them to an end when diplomacy fails.

**Gift of Life** spells focus on rapid healing and support in case when conflict is unavoidable.

| **1. Recover**  1–12 Recover | **2. Mending**  1 Anesthesia  2 Soothe Mind  3 Invigorate  4 Treat Disease  5 Arrest Death  6 Mend Critical Wound  7 Mend Senses  8 Detoxify  9 Mend Body  10 Remember  11 Clarity  12 Mend Lifeforce  13 Recall | **3. Mediate**  1 Saint Aura  2 Soothing Speech  3 Sense Hostility  4 Mercy of Isis  5 Suppress Hostility  6 Aerate  7 Non-lethality  8 Keep Away  9 Lesser Sanctuary  10 Delay Action  11 Idleness  12 Sanctuary | **4. Gift of Life**  1 Restorative Sleep  2 Revitalize  3 Bolster  4 Share Burden  5 Regenerate  6 Delay Harm  7 Chain Heal  8 Healing Surge  9 Save Life  10 Shield of Isis  11 Rejuvenate  12 Source of Life |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

#### 

##### Recover

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1–12 – Recover** | |  |
| Time to Cast: | special\* | This blessing of Isis grants her priests grand healing powers. For each rank of the spell used, the targeted creature gains 1d6 damage points up to their maximum.  The casting time of this spell varies based on the strength of the effect:  *Recover* 1-6 – 1 round casting time  *Recover* 7-12 – 2 round casting time  When used as a rank 7 or higher, any excess healing above normal maximum amount of DP is converted into temporary DP. Refer to *Chapter 8: Combat* for the general temporary damage points mechanic. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | restore health |
|  |  |  |

| Touch of Isis During the ritual the priest channels their life force to place a *Mark of Isis* on the object that holds some significance to them (holy symbol, personal belonging, etc). From then on the caster is aware of the location of the object (distance and direction) while on the same plane.  If the object is in possession of another creature, the caster knows, with certainty, how close to death the creature is. If the creature is within LOS 100’ of the caster, it is considered touched for the purpose of targeting any Isis spell.  The caster may have CSE/3 objects linked to them at any point in time. |
| --- |

#### 

##### Mending

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Anesthesia** | |  |
| Time to Cast: | 1 round | The target’s pain is temporarily reduced by using this spell. The target gains 1 + 1/4F ranks of *Resist Pain* for the duration. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | reduce pain |
|  |  |  |
| **2 – Soothe Mind** | |  |
| Time to Cast: | 1 round | The target’s mind is calmed and protected from outside influences. The target gains 1 + 1/4F ranks of *Resist Charm* for the duration. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | mental calming |
|  |  |  |
| **3 – Invigorate** | |  |
| Time to Cast: | 1 round | This spell awakens the target from non-magical sleep. The target is allowed to reattempt resistance check for any ***Unconscious*** status effect due to magical sleep at 1 die less. If successful, the target awakens.  When fully finessed, the spell also allows its target to press on regardless of how fatigued they might be. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single creature |
| Effect: | energy rush |
|  |  |  |
| **4 – Treat Disease** | |  |
| Time to Cast: | 1 round | An ill target feels better after having this spell cast on them. Any natural illness is cured. The target is allowed to reattempt a resistance check for any magical illness they currently suffer from at 1 die less. If successful, the target is cured of magical illnesses as well. Any status effects resulting from cured illnesses are negated. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | special |
| Area: | single creature |
| Effect: | heal disease |
|  |  |  |
| **5 – Arrest Death** | |  |
| Time to Cast: | 1 round | The spell places its target into a heavy coma. This coma stabilizes the condition of the target. No further blood will be lost, and if the target is dying due to a suffered critical wound, their death is postponed until the spell’s duration expires. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 day |
| Area: | single dying creature |
| Effect: | induce coma |
|  |  |  |
| **6 – Mend Critical Wound** | |  |
| Time to Cast: | 1 round | The caster places their hands on the creature that suffered any injuries due to a critical hit over the last minute. Such injuries are healed and their effects are negated. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | repair body |
|  |  |  |
| **7 – Mend Senses** | |  |
| Time to Cast: | 1 round | Casting this spell while touching the creature that lost any of their senses (vision, hearing, taste, smell or touch), restores lost senses, negating any status effects resulting from the lack of sense such as *Blinded* and *Deafened*. Any effect that would impose these status conditions in the next minute can be resisted at 1 less die. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | repair senses |
|  |  |  |
| **8 – Detoxify** | |  |
| Time to Cast: | 1 round | Touching a poisoned target while casting this spell causes all poisons and toxins in the target to change to a harmless substance. All active effects from poison are negated, except, of course, for death.  When fully finessed, the target also gains 2 ranks of *Resist Poison* creature ability for 2 hours. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | remove poisons |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Mend Body** | |  |
| Time to Cast: | 1 round | The priest lays their hands on the target to mend broken bones, restore damaged or lost organs and limbs as well as return proper control over body movements to the creature. *Bleeding, Paralyzed*and*Stunned* status effects are negated. The *Slowed* status effect is negated if applied as a result of a physical injury. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | heal body |
|  |  |  |
| **10 – Remember** | |  |
| Time to Cast: | 4 rounds | If a person has lost their memory due to physical or magical means, this spell allows the caster to reach deep into the target’s mind and pull isolated events to fore. If the target succeeds at a resistance check of four dice against PER, these events will jog their memory clear and restore their lost memories. |
| Resist Check: | 4d6 vs PER accepts |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | heal memory |
|  |  |  |
| **11 – Clarity** | |  |
| Time to Cast: | 1 round | A person under the effect of the spell has their mind cleansed of all ailments. *Charmed, Dazed, Frightened* and *Enraged* status effects are negated. Permanent ailments are suppressed for 1 day, but then continue as normal. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | clear mind |
|  |  |  |
| **12 – Mend Lifeforce** | |  |
| Time to Cast: | 2 rounds | The priest lays their hands on the creature suffering from various forms of drains (attribute, maximum damage points, etc). Effects that cause temporary loss of attribute points or maximum damage point pool are negated. The target may now recover drained damage points normally, including via magical healing, and are no longer prevented from using magical abilities. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | remove drains |
|  |  |  |
| **13 – Recall** | |  |
| Time to Cast: | 1 minute | The priest uses some of their own lifeforce to reignite life within a recently departed creature.  **This spell does not cost any experience when used on the creature for the first time.**  Refer to *Appendix D: Spell Clarifications* for general resurrection mechanics. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | resurrect |
|  |  |  |

##### Mediate

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Saint Aura** | |  |
| Time to Cast: | 1 round | The caster emanates an aura of holiness and desire for peace. Any creature failing the resistance check of four dice against their CSE attribute is compelled to treat the caster with respect and hospitality. The aura has no effect on creatures in combat. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | aura of peace |
|  |  |  |
| **2 – Soothing Speech** | |  |
| Time to Cast: | 1 round | Any word uttered by the caster has a calming effect. The caster takes one die off any *Acting: Persuasion* or *Psychology: Diplomacy* checks made in an attempt to prevent escalation of conflicts. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | easier diplomacy |
|  |  |  |
| **3 – Sense Hostility** | |  |
| Time to Cast: | 1 round | The priest casts this spell to be able to detect hostility and bloodlust directed at them or their allies. For the duration of this spell, creatures that are hostile or aggressive are outlined with shades of red with the shade corresponding to the intensity of hostility. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | detect hostile creatures |
|  |  |  |
| **4 – Mercy of Isis** | |  |
| Time to Cast: | reaction | When the caster sees **their opponent** dying, they may choose to use this spell. The target is aware of the intent behind this spell and, if willing, is left at 1 DP and unconscious.  Any further hostile actions against the target are prevented for the duration unless the attacking creature succeeds a resistance check of four dice against their CSE attribute. |
| Resist Check: | willing target |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | grant mercy |
|  |  |  |
| **5 – Suppress Hostility** | |  |
| Time to Cast: | reaction | The priest momentarily reduces the target’s hostility, preventing it from going all-out. The target failing the resistance check is prevented from using any weapon skills or maneuvers during their round, but may still make simple attacks. If the target is a spell caster, they are prevented from using any offensive spell above rank 6. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | stop hostility |
|  |  |  |
| **6 – Aerate** | |  |
| Time to Cast: | 1 round | The caster releases a barrier that pushes away any impurities in the air such as odor or noxious/poisonous fumes, negating any effects of them. Magical effects such as nomadic bombards, smoke screens, poison clouds are not negated but have their effects weakened making them 2 dice easier to resist.  When fully finessed this area moves with the caster. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F’ radius |
| Effect: | clear the air |
|  |  |  |
| **7 – Non-Lethality** | |  |
| Time to Cast: | 1 round | The caster applies a blessing of non-lethality to the affected creatures. A creature affected by this blessing may choose to make any damage originating from them to be non-lethal. This includes damage from weapons and spells. If an opponent would be put into *dying* or *dead* state by any damage originating from the affected creatures, they are instead left at 1 DP and unconscious. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | 2 + 1/F creatures |
| Effect: | make non-lethal |
|  |  |  |
| **8 – Keep Away** | |  |
| Time to Cast: | 1 round | The priest conjures a barrier that keeps creatures hostile to the caster out. Any hostile creature in the area must attempt a resistance check of 4 dice against their WIL attribute or be forced to spend all of their actions on moving away until they reach the edge of the area of effect. Any hostile creature entering the area must attempt the same resistance check or be unable to willingly enter for the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F’ radius |
| Effect: | keep out hostiles |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Lesser Sanctuary** | |  |
| Time to Cast: | 1 round | The priest shields the target from hostility. Any creature that attempts to attack the protected creature or target them with an offensive spell must attempt a resistance check of 4 dice against their CSE attribute or be unable to attack the protected creature for the duration.  If the target attacks, targets with a spell or harms their opponents in any way, the spell **immediately ends** and cannot be used for the rest of the combat. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | shield from hostility |
|  |  |  |
| **10 – Delay Action** | |  |
| Time to Cast: | 1 reaction\* | This spell is used in reaction to the initiative roll. The target of this spell is *Delayed*. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | delay turn |
|  |  |  |
| **11 – Idleness** | |  |
| Time to Cast: | 1 round | The priest makes the opposing party less driven. The spell targets the entire group of enemies (capping at around 50 creatures), the creature with the highest CSE attribute in the opposing party attempts a resistance check. If failed, all initiative rolls of the affected party are reduced by 4 and affected creatures cannot act on Quickened priority. |
| Resist Check: | 6d6 vs CSE negates |
| Target: | LOS 120 + 30/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | up to 50 creatures |
| Effect: | make lethargic |
|  |  |  |
| **12 – Sanctuary** | |  |
| Time to Cast: | 1 round | Any opponent attempting to strike or otherwise directly attack the caster, even with a targeted spell, must attempt the resistance check. If they succeed, they may attack and target the caster normally and are no longer affected by this spell. If the resistance check is failed, the opponent cannot follow through with the attack and that part of their action is lost. They can no longer attack the caster for the duration of the spell. This spell does not impact area of effect spells that do not target the caster directly.  If the caster attacks, targets with a spell, or harms their opponents in any way, the spell **immediately ends** and cannot be used for the rest of the combat. |
| Resist Check: | 6d6 vs CSE negates |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | protect from combat |
|  |  |  |

##### Gift of Life

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Restorative Sleep** | |  |
| Time to Cast: | 4 rounds | Creatures affected by this spell gain 1 rank of the *Regeneration* creature ability for the duration of their next full rest period. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | one full rest period |
| Area: | 2 + 1/F creatures |
| Effect: | heal faster |
|  |  |  |
| **2 – Revitalize** | |  |
| Time to Cast: | none | This spell is used in conjunction with a check against *Medicine: First Aid*. The caster gains a die off for the check. When fully finessed it can also apply to *Medicine: Revive*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | first aid |
|  |  |  |
| **3 – Bolster** | |  |
| Time to Cast: | 1 round | The priest magnifies the target’s life force, increasing their current and maximum DP pools by 10 + 5/2F. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | bolster against damage |
|  |  |  |
| **4 – Share Burden** | |  |
| Time to Cast: | 1 reaction\* | This spell is cast as a reaction when a willing ally takes damage. During the round this spell is used, half of the damage points inflicted upon the target are instead taken by the caster. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | share damage |
|  |  |  |
| **5 – Regenerate** | |  |
| Time to Cast: | 1 round | When cast upon a living creature, this spell will allow the target to regenerate its body for the duration of the spell. The target heals 2d6 DP and additionally for 1d6 every round after the first one while the spell is active. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | heal during combat |
|  |  |  |
| **6 – Delay Harm** | |  |
| Time to Cast: | 1 reaction\* | The caster uses this spell as a reaction when a willing ally would take damage. A single source of damage is delayed until the start of the target’s next round of initiative. Delayed damage cannot be delayed further with another use of *Delay Harm* or any similar effect. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | delay damage |
|  |  |  |
| **7 – Chain Heal** | |  |
| Time to Cast: | none | This spell is used in combination with any other Isis spell that restores damage points. The spell then affects 1 + 1/2F additional creatures if they are valid targets for the original spell. If used on a non-instantaneous spell, the original spell’s effect only lasts for 1 round for additional creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | heal many |
|  |  |  |
| **8 – Healing Surge** | |  |
| Time to Cast: | none | This spell is used in combination with any other Isis spell that restores damage points. The amount of damage points restored is then doubled. If used on a non-instantaneous spell, the original spell effect is only doubled for the first round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | double healing |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Save Life** | |  |
| Time to Cast: | 1 reaction\* | As a reaction, the caster channels the power of life to heal a creature that is about to fall *Unconscious* or die as a result of DP loss. The targeted creature gains 6d6 damage points. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | save from death |
|  |  |  |
| **10 – Shield of Isis** | |  |
| Time to Cast: | 1 round | The target of this spell is protected from death. If the target would be put below 0 DP by a single damage source, the spell triggers and the target is at 1 DP and conscious instead. If the target would die as a result of a spell effect, this spell triggers and the effect is negated. The spell then ends.  Only **one instance** of this effect can be active on the target at any point in time. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | shield from death |
|  |  |  |
| **11 – Rejuvenate** | |  |
| Time to Cast: | 2 rounds | The caster shares their life force with touched creatures. For the duration of this spell, the creatures’ maximum and current DP pools are increased by 20 + 5/F. |
| Resist Check: | willing target |
| Target: | multitouch |
| Duration: | 10 + 5/F minutes |
| Area: | touched creatures |
| Effect: | guard against damage |
|  |  |  |
| **12 – Source of Life** | |  |
| Time to Cast: | 1 round | The caster turns into a source of restorative energy. Every ally in the area of effect heals 4d6 DP every round for the duration. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 40 + 10/F’ radius |
| Effect: | heal all allies |
|  |  |  |