

## 14 The College of Ensorcelments and Enchantments (Ver 1.1)

This College is concerned with general magic, but especially with charming and enchanting individuals and objects. Practitioners of this college are often known as Enchanters.

### 14.1 Restrictions

Adepts of the College of Ensorcelments and Enchantments may practice their arts without restriction.

The MA requirement for this College is 16.

### 14.2 Base Chance Modifiers

There are no modifiers to the Base Chance of performing any talent, spell, or ritual of the College except as listed in magic modifiers or under the descriptions of the specific spells, talents, and rituals of the College.

### 14.3 Talents

#### Wizardsight (T-1)

*Experience Multiple:* 150

*Base Chance:* Perception + 4% / Rank

*Effects:* The Adept may see objects or entities that are invisible — they appear to have a slight blue sheen around them. If the invisibility effect (excluding Walking Unseen) is of a higher Rank than the Wizardsight, the object or entity may not be clearly identified or directly magically targeted.

### 14.4 General Knowledge Spells

#### Charming (G-1)

*Range:* 15 feet + 15 / Rank

*Duration:* 1 hour + 1 / Rank

*Experience Multiple:* 500

*Base Chance:* 15%

*Resist:* Active, Passive

*Storage:* Investment, Ward

*Target:* Entity

*Effects:* The Adept may influence the actions of any one entity by casting a Spell of Charming over the individual. If the Generic True Name is known, the Base Chance is increased by 15. If the Individual True Name is known and used, the Base Chance is increased by 25.

The victim of the spell will then see the caster as their true friend and will readily accept most suggestions emanating from them. Sworn enemies of the caster (or of their race) will not be affected by this spell unless the victim's Individual True Name is spoken and, even then, the duration of the spell is halved.

The caster may either suggest actions to the victim or may order them to act in a certain way on pain of losing the caster's "friendship". Any suggestion that is not directly and obviously inimical to the victim's interests (as defined by the GM, but usually limited to actions that would be injurious or fatal to the victim) will be acted upon 90% of the time. The caster may only ensure 100% compliance with a request by making it an order based upon the friendship that binds the victim and caster together. In such instances, however, the victim immediately makes a Resistance Check. If they resist, then the spell is broken. Otherwise, the victim will accept the order and be 100% faithful to it for the remainder of the spell.

Whenever any suggestion is made that would lead to the victim's injury or death, another Resistance Check is made. If the check is unsuccessful, the victim will accept the suggestion, otherwise the spell will be broken.

#### Telekinesis (G-2)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 seconds + 10 / Rank

*Experience Multiple:* 300

*Base Chance:* 20%

*Resist:* None

*Storage:* Investment, Ward

*Target:* Entity or object

*Effects:* Allows the Adept to lift a target of weight up to 2 pounds and move it at the rate of 2 TMR. For each Rank of the spell Adept may move an additional 5 pounds or increase the speed by an additional 3 TMR.

#### Enchanted Sleep (G-3)

*Range:* 15 feet + 15 / Rank

*Duration:* 1 hour + 1 / Rank

*Experience Multiple:* 250

*Base Chance:* 15%

*Resist:* Active, Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Entity

*Effects:* The Adept may send the target, provided it normally spends any time sleeping, into a deep enchanted sleep which will last for the duration of the spell or until the entity is awoken by another entity (by being shaken, etc.). The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the spell wears off. If a General Knowledge counterspell of this college is cast upon an affected target by any Adept then the spell will immediately dissipate and the target can then be woken normally.

#### Walking Unseen (G-4)

*Range:* 1 foot + 1 / Rank

*Duration:* 1 hour + 1 / Rank

*Experience Multiple:* 100

*Base Chance:* 40%

*Resist:* None

*Storage:* Investment, Potion, Ward, Magical Trap

*Target:* Entity

*Effects:* The target of this spell may move unnoticed, not invisible. This means that it will not transmit light. As a consequence the target will cast a shadow (which may or may not be noticed depending on the lighting etc — even if noticed may not be connected to the target) and have a reflection in a mirror (or any reflective surface). However the target may not be noticed even if another entity is looking directly at him/her. It should be noted that a crystal of vision or similar would count as looking directly at the target, not as a reflection. An entity will get a perception check if the target becomes invasive on that entity's senses (e.g. standing in a frontal adjacent hex, or standing behind the entity with the target's hands over his/her eyes). Although the target is not invisible, it may be detected using any magical means for detecting invisible entities (e.g. witchsight).

If the target of the spell is touched by another entity, or that entity's possessions, then the spell is broken. The target of the spell may not break it voluntarily (other than by, for example, touching another entity). Once broken the spell must be recast.

#### Speaking to Enchanted Creatures (G-5)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 100

*Base Chance:* 40%

*Resist:* None

*Storage:* Investment

*Target:* Entity

*Effects:* The spell gives the Adept the ability to speak and understand the language of all magical creatures. One casting will allow communication with any fantastical creature, but will not allow the Adept to comprehend fantastical creatures talking amongst themselves or to other people affected by this spell.

#### Location (G-6)

*Range:* 10 miles + 5 / Rank

*Duration:* 1 hour + 1 / Rank

*Experience Multiple:* 200

*Base Chance:* 15%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* The Adept may determine the direction in

which they will find any person or object of their desire which they have previously encountered or studied and which is within range. The direction will be indicated by a large glowing arrow, only visible to the Adept. The arrow will not appear if the target is not within range. If cast, and the target is not within range, then the spell is dissipated. The arrow will not appear should the target come within range during the period the spell would normally have been in effect.

#### Mass Charming (G-7)

*Range:* 15 feet + 15 / Rank

*Duration:* Concentration: no maximum

*Experience Multiple:* 850

*Base Chance:* 5%

*Resist:* Active, Passive

*Storage:* Investment

*Target:* Entity

*Effects:* Charms 1 entity per Rank as long as the Adept maintains their concentration. The spell takes 3 minutes to take effect and the effects linger 3 to 5 minutes after concentration is broken.

The effects of the spell on the individuals are identical to the effects of Spell of Charming [G-1].

#### Invisibility (G-8)

*Range:* 15 feet + 15 / Rank

*Duration:* 5 minutes + 5 / Rank

*Experience Multiple:* 450

*Base Chance:* 45%

*Resist:* None

*Storage:* Investment, Potion, Ward

*Target:* Entity or object

*Effects:*

The target of this spell becomes invisible and may not be seen by non-magical means. An invisible thing does not have a shadow or a reflection. They have no impact on their environment as a result of the effects of light in any form. The converse is not true - light still affects the target (e.g. may still see, be hit by Blackfire etc.). Invisibility may be cast over objects or entities (and any possessions of either). An object's possessions are any thing which is totally enclosed by that object (e.g. coins in an invisible chest which is closed, but not one which is open). If a thing ceases to be a possession, then the spell will not affect it. Similarly if an object becomes a possession then the spell will affect it (i.e. an object put down by an invisible entity will become seen; a coin put in the invisible chest will become invisible). Note that light may not be a possession — if the target is carrying a lantern it will be invisible, but the light it emits will not.

The spell ceases to work whenever the target makes a strike check (whether resulting in a "hit" or not) that does not involve a Thrown or Missile weapon (used as such). This restriction does not apply to Invisibility when cast at rank 16 or higher. The target may always choose to end the spell at any time.

#### Evil Eye (G-9)

*Range:* 15 feet + 15 / Rank

*Duration:* 1 day + 1 / Rank

*Experience Multiple:* 300

*Base Chance:* 20%

*Resist:* Passive

*Storage:* Investment, Ward

*Target:* Entity

*Effects:*

Any target who fails to resist has their Strike Chance and Magic Resistance reduced by 1 per Rank (minimum of 1).

### 14.5 General Knowledge Rituals

#### Greater Enchantment (Q-1)

*Duration:* Ranks 0–10 a fortnight ; Ranks 11–19 3 months ; Rank 20 permanent until dispelled

*Experience Multiple:* 125

*Base Chance:* 80% + 1% / Rank

*Target:* Entity (not self)

*Cast Time:* 1 hour

*Material:* 1 ounce of black myrrh (+ 1 / Rank)

*Material Cost:* 500 sp (+ 500 / Rank)

*Effects:* The ritual takes 1 hour and requires that the Adept first draw a Pentacle within which both they and the subject of the ritual must remain during the entire ritual. The Adept must burn the black myrrh during the ritual. The target of this ritual will be either blessed or cursed (Adept's choice) with an increase or decrease in the target's Base Chance of doing anything or suffering any good or ill fortune by plus or minus 1 + 1 / Rank. All Strike Chances, Resistance Checks, etc. directly affecting the target will continue to be altered in this manner until the effects of the ritual wear off. If the ritual is used to curse, the curse is minor. This ritual cannot be performed on self.

### Creating Crystal of Vision (Q-2)

*Experience Multiple:* 200

*Base Chance:* 75% + 1% / Rank

*Cast Time:* 1 hour

*Effects:* The Adept can create a crystal that acts as a viewing crystal. They perform the ritual over an available piece of crystal (the bigger the crystal, the better the image will ultimately be) in their possession. The Adept must burn 1 ounce of ambergis during the ritual at a cost of 1,000 Silver Pennies. The resulting crystal may be used once per day for 10 minutes + 1 minute per Rank (GMs should carefully time consultations).

They may then view visions (usually precognitive in nature) concocted by the GM. At Rank 6 and above, they may use the crystal to spy into an area to see what is going on there. The maximum distance from the character to the area being spied into is 5 miles (+ 15 / Rank). To do so, the Adept must remain in the same place and take no other action.

If a crystal ball is used to look at a location then the ball will only look at the location specified. It can not then be commanded to move around. It will enable the observation of events in that location for its duration and will then clear. Once started it will continue to look at that location for its entire duration. If the user cannot form a clear mental image for the ball to focus on, or command it to focus on an unambiguously defined point in space, then it is the GM's discretion as to what the ball will show. These are mystical devices, not telescopes or x-ray machines. It is not possible to use detection talents (such as Detect Aura) through a crystal of vision.

### Creating Sleep Dust (Q-3)

*Experience Multiple:* 250

*Base Chance:* 80% + 1% / Rank

*Cast Time:* 3 hours

*Effects:* The Adept must spend 3 hours preparing and implementing this ritual and must expend 10,000 Silver Pennies (- 500 / Rank) to purchase the necessary ingredients prior to making the attempt. If the attempt fails, the ingredients are ruined and may not be reused or resold. If the ritual succeeds, one ounce (a single dose) of sleep dust results.

When thrown in the face of one target it has the effect of an instant Spell of Enchanted Sleep of the same Rank as the sleep dust. The sleep dust will only remain fresh for three weeks after manufacture.

The effects of sleep dust can be passively resisted by the victim, but with a reduction of 20 to their Magic Resistance.

### Manufacturing Poison Dust (Q-4)

*Experience Multiple:* 250

*Base Chance:* 80% + 1% / Rank

*Cast Time:* 3 hours

*Effects:* This ritual works in the same manner as Q-3 and employs the same numbers for all purposes. However, instead of causing the victim to fall asleep, it inflicts [D - 5] + 1 for every 2 (or fraction) ranks damage due to poisoning, on individuals who fail to resist. Like sleep dust, poison dust must be thrown in the face of the target.

## 14.6 Special Knowledge Spells

### Ventriloquism (S-1)

*Range:* 90 feet

*Duration:* 5 minutes + 3 / Rank

*Experience Multiple:* 100

*Base Chance:* 60%

*Resist:* None

*Storage:* Potion

*Target:* Self

*Effects:* The spell allows the Adept to project their voice and alter it so that it sounds like any other voice the Adept has heard. The voice may be projected so that it appears to be emanating from anywhere within the radius of the spell.

### Bolt of Energy (S-2)

*Range:* 15 feet + 15 / Rank

*Duration:* Immediate

*Experience Multiple:* 200

*Base Chance:* 50%

*Resist:* Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Entity or object

*Effects:* The Adept may cast a bolt of energy at a target and will, as a result, inflict [D - 5] (+ 1 per Rank) damage on the first entity or object that the bolt encounters.

### Opening (S-3)

*Range:* 15 feet + 15 / Ranks

*Duration:* Immediate

*Experience Multiple:* 150

*Base Chance:* 30%

*Resist:* Passive

*Storage:* Investment

*Target:* Object

*Effects:* Instantly opens any one object or portal, including those locked by Mage Lock (S-6). A door or lid will have all locks unlocked and bolts undone and will become immediately open (ajar).

### Enchant Weapon (S-4)

*Range:* 5 feet + 5 / Rank

*Duration:* 5 minutes + 1 / Rank

*Experience Multiple:* 250

*Base Chance:* 30%

*Resist:* None

*Storage:* Investment

*Target:* Object

*Effects:* Increases the Base Chance to hit with the weapon over which it is cast by 1 (+ 1 / Rank) and increases the damage done by the weapon by 1 for every 3 (or fraction) Ranks.

### Web of Entanglement (S-5)

*Range:* 15 feet + 15 / Rank

*Duration:* Concentration: maximum 15 minutes + 15 / Rank

*Experience Multiple:* 150

*Base Chance:* 35%

*Resist:* Passive

*Storage:* Investment, Ward

*Target:* Entity or object

*Effects:* This spell allows the Adept to project a sticky web, similar to a spider web in construction, from their fingertips at a target hex, object or entity. Any objects or entities standing between the Adept and the target are ensnared by the web along with the target. The web may only ensnare a number of human-sized entities equal to the Adepts's rank and so will stop at the hex at which this limit is reached (or maximum range).

The web continues until cut or until the Adept ceases to concentrate on it. In order to cut the web, a character must successfully strike with a weapon that does type B damage and must inflict at least 10 points of damage as a result of that single strike. The web has no defence.

Any ensnared entity must roll 1 × PS (2 × PS if they successfully resisted) in order to move themselves to an adjacent hex (which may be free of the web), or to perform an action within the web. A similar check is

required for any entity attempting to remove an object from the web. If an entity receives aid in removing themselves from the web, the PS of the aiding character may be combined with their own. Any dropped object will become ensnared by the web, as will any entity who comes into contact with it (up to the limit of the web).

### Mage Lock (S-6)

*Range:* 15 feet + 15 / Rank

*Duration:* 1 hour + 1 / Rank

*Experience Multiple:* 150

*Base Chance:* 30%

*Resist:* None

*Storage:* Investment

*Target:* Object

*Effects:* The spell may be cast over any portal (door, window, etc.) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. The Physical Strength(s) of all characters attempting to force a portal locked in this manner are added together and multiplied by the Difficulty Factor of the task. The Difficulty Factor is a function of the Rank of the spell:

Rank	Difficulty Factor
1-5	3
6-10	2
11-20	1.5

### Enhancing Enchantment (S-7)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 seconds + 5 / Rank

*Experience Multiple:* 300

*Base Chance:* 25%

*Resist:* None

*Storage:* Investment, Ward

*Target:* Area

*Effects:* The Rank of this spell is added to the Rank of one characteristic of any spell being cast within the area of effect. Note that the actual Rank of the affected spell is unchanged — only the effect of one characteristic is enhanced (as per double and triple effects).

While casting the Spell of Enhancing Enchantment, the adept specifies the spell characteristic to be affected. Only Range, Duration, Base Chance, or (where appropriate) Damage, may be affected by this spell.

A spell may never have a characteristic enhanced by Ranks greater than its own rank by the use of this spell (e.g. a Rank 6 spell that is cast within a Rank 8 Spell of Enhancing Enchantment will only gain the effects of 6 extra ranks in the affected characteristic).

Only spells that are cast are affected, not spells being released from any form of storage. The caster of the subject spell will be aware that their spell is being affected by enhancement during the pulse that they are preparing (as per high or low Mana). They will not know which characteristic is being affected nor the amount of enhancement. They may not restrict the effect of the enhancement, but may reduce the spell effects in the normal manner. If an attempt is made to cast a Spell of Enhancing Enchantment on an area that has some part of it under the effects of another Spell of Enhancing Enchantment, then the second spell will fail.

Special Duration, Range, or Damage effects may be caused by the use of this spell (e.g. Duration of Lesser Enchantment at Rank 20).

### Levitation (S-8)

*Range:* 15 feet + 15 / Rank

*Duration:* 10 minutes × [D - 5] × [Rank]

*Experience Multiple:* 125

*Base Chance:* 25%

*Resist:* Active, Passive

*Storage:* Investment, Ward, Potion

*Target:* Entity

*Effects:* Causes the target of the spell to rise into the air 15 feet (+ 1 / Rank) at the rate of 1 foot / pulse. The spell is limited to vertical movement and will in no way propel the target horizontally.

**Enchant Armour (S-9)***Range:* 15 feet + 15 / Rank*Duration:* 30 minutes + 30 / Rank*Experience Multiple:* 200*Base Chance:* 20%*Resist:* None*Storage:* Ward, Investment*Target:* Entity

*Effects:* This spell adds 2 (+ 2 / Rank) to the target's defense versus physical weapons. At Rank 11 and above it also permits the target's armour to absorb 1 additional point of damage. The target must be armoured.

**Wizard's Eye (S-10)***Range:* 15 feet + 15 / Rank*Duration:* 1 minute + 1 / Rank*Experience Multiple:* 200*Base Chance:* 20%*Resist:* None*Storage:* Potion*Target:* Self

*Effects:* The Adept creates an invisible, intangible eye which they can move around within a radius equal to the spell's range. The eye originates in the same spot as the Adept and operates as would any normal eye except that it is not attached to the Adept physically. Wizard's Eyes have a TMR of 10.

The eye can move through solid objects but will see only blackness while within an object. The eye can be seen with witchsight or other means of detecting invisible objects. It is possible to use the eye to target spells, but the range is determined from the Adept, not from the eye. The eye (and hence the Adept) is susceptible to magical effects if the effect can affect eyes (e.g. Flash of Light, blindness).

**Slowness (S-11)***Range:* 15 feet + 15 / Rank*Duration:* 10 seconds  $\times$  [D - 5]  $\times$  [Rank]*Experience Multiple:* 300*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Potion, Investment, Ward, Magical Trap*Target:* Entity

*Effects:* The spell affects 1 (+ 1 / 2, or fraction, Rank) targets. All entities subject to this spell have their running, crawling, flying, or swimming speed halved and have the time it takes them to do anything on the Tactical Display doubled (e.g. they could only attack once every two pulses).

**Quickness (S-12)***Range:* 15 feet + 15 / Rank*Duration:* 10 seconds  $\times$  [D - 5]  $\times$  [Rank]*Experience Multiple:* 300*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Potion, Investment, Ward*Target:* Entity

*Effects:* The spell affects 1 (+ 1 / 3, or fraction, Ranks) targets. The targets' Initiative Value is increased by 10, and they can perform Actions twice as often.

**14.7 Special Knowledge Rituals**

There are no Special Knowledge Rituals of the College of Ensorcelments and Enchantments.