

16 The College of Sorceries of the Mind (Ver 1.6)

This version of the College is probationary, and is under trial for two years (as of September 2001). All characters that join this College do so under the understanding that if this version is deemed unplayable, it may be withdrawn or radically changed. At that point, all such characters may revert to the previous version or have the EP and time spent in this College refunded, to be re-spent freely in another College as if that College had been their original choice.

16.1 Introduction

The College of Sorceries of the Mind deals primarily with controlling or influencing the minds of others. Adepts of this College are variously known as Mind Mages, or Sorcerers. It is widely believed that Sorcerers can peer into the darkest nooks and crannies of the soul, and are near-universally feared.

Traditional Colours & Symbols: This college has no traditional colours or symbols as Sorcerers prefer to blend into society.

Restrictions: Adepts of the College of Sorceries of the Mind may practice their arts without restriction.

The Magical Aptitude requirement for becoming a member of this College is 11.

Modifications

The Base Chance of performing any talent, spell or ritual of the College of Sorceries of the Mind against a single entity target is affected by relative Willpower:

For each point the Adept's Willpower is above the target's Willpower	+1
For each point the Adept's Willpower is below the target's Willpower	-2

16.2 Talents

Resist Pain (T-1)

Range: Self

Experience Multiple: 300

Storage: Potion

Effects: The Adept is largely immune to pain. They cannot be tortured or stunned by physical means. In addition, if there is a chance that their concentration may have been broken, 5 (+ 1 / Rank) is always added to their Concentration Check. No matter what the circumstances the Adept will always have a chance of maintaining concentration. Like all magic, this talent is affected by cold iron. However, for a weapon to affect the talent, the weapon must be made of cold iron, must have done endurance damage, and must remain in contact with the body. If cold iron is used in the torture of a mind mage, the Adept adds their concentration bonus to the base chance of resisting the torture attempt.

Resist Temperature (T-2)

Range: Self

Experience Multiple: 250

Storage: Potion

Effects: The Adept is immune to climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. If the Adept is attacked by fire, ice, heat or cold (whether magical or not) then the damage points are reduced by 1 + 1 per 5 full ranks.

Sense Danger (T-3)

Base Chance: PC + 3 / Rank

Experience Multiple: 300

Storage: Potion

Effects: The Adept may sense the presence of a hazard to the Adept's life or wellbeing. Generally this may be interpreted as a "bad feeling" about a person

or an object, or a sense of foreboding about a situation. This talent operates continuously and unconsciously. The Adept may also add 2 + 2 / Rank to the chance of detecting an ambush (see Ranger) and to the chance of detecting a trap (see Spy/Thief).

16.3 General Knowledge spells

Control Animal (G-1)

Range: 30 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 100

Base Chance: 40%

Resist: Passive

Target: Non-sentient entity

Storage: Investment

Effects: The Adept gains control over one non-sentient entity within range. Control is lost if the entity leaves the range but recommences if range is re-entered. The Adept does not receive any sensations from the animal. If the Adept releases the animal or their concentration is broken the animal may attack the Adept. The Adept controls the animal's mind and therefore need not know how to make a bird fly: the Adept commands the animal to do something and the animal knows how to do it. The animal will comply within the spirit of the command.

Control Person (G-2)

Range: 30 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 650

Base Chance: 30%

Resist: Active, Passive

Storage: Investment

Target: Sentient Entity

Effects: The Adept gains absolute control over every action of one sentient entity within range. The Adept does not receive any sensations from the target. The Adept does not need to know the target's language to control them. Control is lost if the target leaves the range but recommences if range is re-entered. They may control the physical activities of that target, and use the target's physical skills where known, but may not cause the target to cast spells.

The Adept may not use their own skills through the target. The target always acts as if they were also affected by a Spell of Slowness (E&E S-11) unless they choose not to resist the spell, or subsequently decide to co-operate with the Adept's commands. The spell continues in effect until the Adept's concentration is broken or the Adept chooses to release the target. The target is aware of the control, and although the target is unable to do anything about it at the time, they will remember being controlled. The Adept may force the target to act in direct opposition to the target's own wishes. Suicidal instructions however, grant the target another magic resistance which, if successful, dissipates the spell.

Empathy (G-3)

Range: Touch until Rank 10

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: None

Storage: Investment

Target: Entity

Effects: The spell allows the Adept to feel the emotions and physical sensations which the target of the spell is currently experiencing. It also allows the Adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 which the Adept agrees to subtract from their own Fatigue (never Endurance). The additional fatigue subtracted by the Adept is damage fatigue, not spell fatigue. This spell may not be used to regenerate spell or tiredness fatigue, but only reduces/transfers damage. At Rank 10 or higher, the Adept can cast this spell on a target who is within 15 feet (+ 15 / Rank over 10) or less from them. This spell may be cast on self, but only

to cure endurance damage. On a 'Double' effect, 3 Damage Points are cured for each point inflicted on the Adept; a 'Triple' effect allows for 4 points per point inflicted on the Adept.

ESP (G-4)

Range: 30 feet + 15 / Rank

Duration: 30 seconds + 10 / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept can sense the presence and general mood (but not the exact nature) of all entities within range of the spell. The Adept has a general idea of where each entity is, say to within 90 or 60 degrees, the accuracy of which may increase with rank. ESP will detect the presence of an entity even if that entity is mind cloaked. Spells cannot be targeted through ESP.

Hypnotism (G-5)

Range: 15 feet + 15 / Rank

Duration: Concentration: no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: Active, Passive

Storage: Investment

Target: Entity

Effects: The spell causes an entity to accept suggestions from the Adept. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile target. The target may be enabled to remember otherwise forgotten details through appropriate questioning.

Once the target has been hypnotised, the Adept can make suggestions which the target will readily accept unless they conflict directly with their best interests. The target will never remember where these suggestions came from.

The Adept may choose up to 1 (+ 1 / 5 Ranks) of the above suggestions to be active in a post-hypnotic manner, which the target will continue to implement for 3 (+ 3 / Rank) hours after the spell ceases. The target will stop following all other suggestions once the spell ceases.

Limited Precognition (G-6)

Range: Special

Duration: Immediate

Experience Multiple: 150

Base Chance: 20%

Resist: May not be resisted

Storage: Potion

Target: Self

Effects: The Adept may see (unclearly) up to 1 (+ 1 / Rank) hours into their own future and may foresee possible events. The Adept's player should describe a plan of action, and the GM will describe a vision based on the consequences of those actions, which can be as literal or metaphorical as the GM wishes. The clarity and detail of the vision will be dependant on the Adept's rank. Should the Adept foresee their own death, a fright check may be appropriate. This spell cannot be recast immediately with a different plan; the Adept must wait until they have taken some action to change their situation. This spell works at any range.

Mind Shield (G-7)

Range: Self

Duration: 1 hour + 2 / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted

Storage: Potion

Target: Self

Effects: The Adept cloaks their own mind so that

their thoughts cannot be detected or “read”, e.g. by Telepathy or other mind reading talents, spells or rituals. The Adept’s Resistance versus Mental Attack is increased by 10 (+ 2 / Rank) while the spell is in effect. Mind Cloak does not block ESP or Empathy. The Adept can cast Mind Speech as normal, and may choose to decline Mind Speech from an external source.

16.4 General Knowledge Ritual

Binding Will (Q-1)

Range: 10 feet
Duration: 1 day + 1 / Rank
Experience Multiple: 500
Base Chance: 10% + 5% / Rank
Resist: Passive
Cast Time: 1 hour
Effects: The Adept may bind the will of an entity so that they become the loyal retainer of the Adept and serve them in all things. The target must be in range during the ritual but may be unconscious or otherwise restrained. The target gets an additional resistance check at the beginning of each following day and if required to do anything suicidal. If they successfully resist, the binding is broken and they are free. The target is then aware that they have been under an external influence. The Adept may never release the binding voluntarily, and until the duration expires the binding continues, even if the Adept dies (the target will do everything possible to get the Adept resurrected). If the ritual backfires, the Adept loses D10 from their Willpower in addition to any other backfire effect; Hypnotism (G-5) cures this loss.

16.5 Special Knowledge Spells

Disruption (S-1)

Range: 15 feet + 15 / Rank
Duration: Immediate
Experience Multiple: 400
Base Chance: 25%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Object or Entity
Effects: The Adept causes an object or corporeal entity (substantial rather than insubstantial) to pulsate, doing [D + 1] (+ 1 / Rank) points of damage if the target fails to resist, and half damage to any target that successfully resists. At Rank 10 or above, the target’s internal structure and surface will be partially disrupted, requiring the arts of a healer or artisan of rank equal to (spell Rank / 3, or Rank / 6 if the target resisted the spell) to prevent or remove the scarring (damage can be cured normally).

Force Shield (S-2)

Range: Self
Duration: 10 minutes + 10 / Rank
Experience Multiple: 250
Base Chance: 40%
Resist: None
Storage: Potion
Target: Self
Effects: This spell creates an invisible protection around the entire body which increases the Defence of the Adept by 5 (+ 1 / Rank) against all attacks at any range.

Healing (S-3)

Range: Touch
Duration: Immediate
Experience Multiple: 375
Base Chance: 40%
Resist: None
Storage: Investment, Potion
Target: Entity
Effects: The Adept may heal the target of 2 (+ 1 / Rank) Damage Points that have been removed from the target’s Fatigue or Endurance. Endurance damage is healed first, wrapping to Fatigue damage. On a multiple effect, the Damage Points restored may be multiplied.

Mental Attack (S-4)

Range: 15 feet + 15 / Rank
Duration: 10 seconds + 10 / Rank
Experience Multiple: 350
Base Chance: 25%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: The Adept may cast this spell at any entity within range who can be seen or whose position has been pinpointed via Telepathy. If the target fails to resist, they fall unconscious and at Rank 15 and above the Target loses [D - 5] from Willpower. The Willpower loss is recoverable via Hypnotism, Remove Minor Curse or naturally at one point every 3 days. Repeated casts may further reduce the targets Willpower to a minimum of 1.

Mind Speech (S-5)

Range: 30 feet + 30 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 400
Base Chance: 20%
Resist: May not be resisted
Storage: Investment
Target: Entities
Effects: Allows the Adept to choose a Principal Target, plus up to 1 + 1 / Rank other targets, who may then communicate mentally to each other as if talking aloud in a group. The entities may be targeted via the Spell of Telepathy (at the time of casting). If an entity subsequently goes further than 30 feet + 30 / Rank from the Principal Target, their participation ceases until they re-enter that range. A language in common is required for normal speech. At Rank 10 and above visual images may be transmitted. All communication requires the same level of concentration as for normal speech. The spell dissipates if the Principal Target is killed.

Multiple casts are a special case. If one or more entities are part of two or more spells, and are within range of all of their Principal Targets, then every target of those spells may speak to each other as if in one group. This can effectively increase the working range of the effect.

Phantasm (S-6)

Range: Special
Duration: Concentration: no maximum
Experience Multiple: 400
Base Chance: 1%
Resist: May not be resisted
Storage: Investment
Target: Entity
Effects: This spell creates an insubstantial, magical beast that must be targeted at a particular victim which is either visible to the Adept or located through the spell of Telepathy. The target may interpret the beast as being a phantasm from their own worst nightmare. Lack of imagination, however, does not offer any protection or immunity. The Adept has no control over the shape of the creature.

The phantasm appears beside the Adept, and then travels straight towards the target at a TMR equal to 1 + 1 / Rank, passing through walls, air etc. When in melee range of the target the Phantasm always does [D - 4] (+ 1 / Rank) damage each pulse, including the pulse when it arrives at the target.

The phantasm is only substantial to, and visible to, the target and thus can be directly affected by the target (using spells or magical weapons). Anyone may cast a Mind College Special Counterspell over the area currently occupied by the phantasm to dissipate it. The phantasm is immune to all other spells and weapons.

The Phantasm’s magic resistance, defence and initiative are all zero and it always acts last in the pulse. The phantasm has a single combined Endurance and Fatigue of 20 (+ 5 / 3 Ranks).

The phantasm dissipates when: its endurance drops to zero; it is dispelled by counterspell; its target dies or leaves the plane; the Adept drops or loses concen-

tration. The Adept has some awareness of the phantasm’s location, and is aware of its dissipation.

Telekinesis (S-7)

Range: 15 feet + 15 / Rank
Duration: Concentration: maximum 10 seconds + 10 / Rank
Experience Multiple: 250
Base Chance: 25%
Resist: None
Storage: Investment
Target: Entity or object
Effects: Allows the Adept to lift and manoeuvre a target weighting up to 2 pounds and move it at the rate of 2 TMR. The Adept may move an additional 5 pounds or move the chosen target at an additional 3 TMR per Rank. The Adept may increase both mass and speed by applying separate ranks to each. Gross movement is automatic, although fine movements require an MD check and should attract negative modifiers for range.

Telekinetic Rage (S-8)

Range: 30 feet + 5 / Rank
Duration: Instantaneous
Experience Multiple: 750
Base Chance: 1%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Area
Effects: The Adept creates an instantaneous, magical storm that fills the area within range with roiling, body-wrenching forces. All objects and entities that fail to resist, are hurled away from the Adept until they are out of the area of effect, or they strike a solid barrier.

The storm inflicts [D - 5] (+ 1 / foot travelled) of magical damage and is inflicted once only, at the time of casting. The damage is not contingent on striking an object. Additional damage may be done on hitting a wall, entity or other substantial object.

Telepathy (S-9)

Range: 30 feet + 30 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 550
Base Chance: 10%
Resist: Passive
Storage: Potion
Target: Self
Effects: The spell gives the Adept the ability to read the surface thoughts of any entity within range who fails to resist. Each target may only resist each Telepathy once, regardless of whether they move in or out of the range of the spell.

Each pulse, the Adept may use their telepathy to either locate the minds that are within range, or to read the thoughts of a particular mind. The Adept need not know the language of the entity whose thoughts are being read, but will have difficulty comprehending the thoughts of alien minds. Animal thoughts are usually very primitive and can summed up in a single word, e.g. “food”, “danger”, “sex.”

It is not possible to utilise a target’s senses and the Adept may only gain an impression of physical sensations if the entity is concentrating on them, e.g. savouring a meal.

Telepathy may be used to target the Mind Speech, Mental Attack and Phantasm spells.

Targets are not aware that their thoughts are being read. Concentration checks should be required of targets who try to control their thoughts by reciting poetry etc.

Transmutation (S-10)

Range: 15 feet + 15 / Rank
Duration: 10 minutes + 10 / Rank
Experience Multiple: 1000
Base Chance: 1%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity or Object

Effects: The Adept may transmute and rearrange the elemental components of any target that fails to resist, transforming it into any form of the same mass that the Adept desires. A living entity can only be rearranged into another living form, and objects into objects. This spell cannot confer skills or magical abilities, but the target will acquire the non-magical features of the new form such as wings, gills etc, and may use them. If the new form is maintained without disruption for the duration of the spell, the target will revert to its original shape.

Undetectability (S-11)

Range: Touch

Duration: 10 minutes + 10 / Rank

Experience Multiple: 450

Base Chance: 15%

Resist: May not be resisted

Storage: Potion, Investment

Target: Entity

Effects: The target is totally undetectable by physical senses. Changes to the physical environment which are made by the target and are entirely within 5 feet (+ 1 / Rank) (e.g. leaves tracks, opens doors, picks up an object) will be unnoticed by normal observers. Other entities will automatically take such changes in their stride (e.g. will just walk through the previously shut door, will not sit down on the chair that the target whipped out from under them but go and get another drink instead).

Magical observation (Wizards Eye, Witchesight, Clair-audience etc) will not detect the target. The spell does not however, affect indirect observation, such as Locate, Telepathy or ESP.

The Adept may nominate, at the time of casting, up to 1 (+ 1 / 3 full Ranks) entities who will ignore the workings of the spell.

The spell will dissipate if the target is in physical contact with another entity for more than 5 seconds (other than the nominated entities) or makes a strike check for a non-ranged attack (regardless of its success). The target may choose to end the spell at any time.