

## 17 The College of Naming Incantations (Ver 2.0)

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characters that join this College do so under the understanding that if this version is deemed unplayable, it may be withdrawn or radically changed.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.

The College of Naming Incantations is concerned with the essential truths and underlying realities that make up the world and with the knowledge of auras and true names. Naming Incantations is one of the two oldest Colleges of Magic and just as the Entities branch grew out of runic magic so too do the Thaumaturgical Colleges have their roots in Naming. Adepts of this College are commonly called Namers.

The Naming College holds that magic is a form of deception, a manipulation of reality, whereby Mages use mana to impose their will on the world. The College's abilities include divining the true nature of things and enforcing those truths by protecting against and preventing magic. Living beings express their true nature and intrinsic essence in their auras and names, and Namers study these in order to understand, protect, restore, and gain control over them. It is said that in the ancient days Namers were capable of commanding the sea, the wind, and the rocks by their names — but if this is true then that knowledge has long been lost. Namers still learn the names of the plants that grow in the earth, but they have little influence over them.

Many Namers also learn the healing arts, and perhaps this is linked to a desire to restore beings to their true state.

Given its abilities in neutralising magic, and the low Magical Aptitude requirement, the College attracts considerable interest from individuals engaged in the arts of war. Many Adepts use it as a means to protect themselves against hostile magics, while they operate in a more physical manner.

**Traditional Colours:** No particular colour has a strong association with the College, as astrologically magic is of all colours, and of none.

**Traditional Symbols:** Members of this College sometimes wear small symbols made of iron, (insufficient to cause them any inconvenience), symbolising their ability to neutralise magic. Circles or spheres are very common, harkening perhaps to circles of protection.

**Magical Aptitude:** The MA requirement for this College is 1.

### 17.1 Restrictions

Adepts of the College of Naming Incantations may practise their arts without restriction. Some abilities may require that the Namer know a particular Generic or Individual True Name, or have learned a particular Counterspell.

### 17.2 Benefits

#### Language

Due to their knowledge of True Names, Namers may Rank any Language in the Protonic Language Group as if they already know another language in that group at Rank 5. (See Languages §39.7).

#### Ranking Names

- Both Generic and Individual True Names take 1 week  $\times$  Rank to be achieved.
- Ranking Names requires no EM.
- The maximum Rank for True Names is 20.
- Ranking of Names may be done alongside other forms of Ranking.
- Namers may Rank one Name in addition to other forms of ranking.

#### Modifications

The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Naming Incantations:

Never before encountered target's generic type	-15%
Has not learned target's Generic True Name	-10%
Each Rank achieved with target's Generic True Name	+1%
Each Rank achieved with target's Individual True Name	+2%

All modifiers are cumulative.

In addition, each Rank achieved with the target's Individual True Name reduces the target's Magic Resistance by 1%.

### 17.3 Talents

#### Detect Aura (T-1)

*Experience Multiple:* 75

*Base Chance:*  $2 \times PC (+5 / \text{Rank})$

*Resist:* May only be actively resisted

*Target:* Entity, Object, Area, Volume

*Effects:* The Base Chance is reduced by 1% for every foot after the first five from the Adept. See the Detect Aura Talent (§9.1) for the results of this talent. In addition to other information gained, the Namer also receives the target's Generic True Name, if any.

#### Expel Magic (T-2)

*Experience Multiple:* 75

*Resist:* May only be passively resisted

*Target:* Object, Area, Volume

*Effects:* This talent allows the Namer to dissipate a magical spell stored in a Ward, Magical Trap, Potion, or Invested Item. In order to use this talent, the Namer must specify the name of the spell to be affected and cast the appropriate Counterspell on the target with the specific intent of dissipating the stored magic. The chance of the stored magic resisting destruction is  $50\% [(+3 / \text{Rank of the stored magic}) - (3 / \text{Rank of this Talent})]$ . If successful all of the magic of the same type stored within the target is destroyed. The appropriate Counterspell is the one that affects the magic stored not the storing magic. For example, a Ward of Enchanted Sleep would require the use of an E & E General Knowledge Counterspell. Possessions gain a single Resistance Check but use the better of the chance above, or their wielder's MR.

#### Quick Cast (T-3)

*Effects:* Namers may cast any Counterspell that they know without preparing it first.

### 17.4 General Knowledge spells

The entire general spell knowledge of the Namer college consists of the ability to cast Counterspells. A Namer may cast a Rank 0 Counterspell against any College of magic with which they are familiar. Counterspells at Rank 0 do not count towards the Namers MA limit for spells and rituals.

Familiarity with all of the commonly encountered Colleges will be taught to a Namer during their apprenticeship, and beginning Namers will have the ability to cast all of the Counterspells of the standard Colleges at Rank 0. If a Namer encounters Collected magic of a form with which they are not familiar they may familiarize themselves with the College by one of the following methods:

- By using the Ritual of Divination on an Adept of that College.
- By Divinating a magical effect produced by that College, provided that it is still in effect.
- By spending a day's study with a Namer who is already familiar with the College.

Once they have done this they will be able to cast Rank 0 Counterspells against that college.

Unlike other Adepts, Namers may gain Rank with Counterspells that are not of their College. Namers rank all Counterspells as General Knowledge spells of the Namer College. Once a Namer begins to rank a Counterspell it will count towards the Namers MA limit for spells and rituals as normal.

For full details on the use of Counterspells see 10.2

### 17.5 General Knowledge Rituals

#### Dissipation (Q-1)

*Target:* Entity, Object, Area, Volume

*Base Chance:* As per Counterspell + Ritual preparation

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*Cast Time:* 1+ hours, maximum 10

*Actions:* Concentration

*Concentration Check:* Standard

*Effects:* By engaging in Ritual Spell Preparation a Namer may use a Counterspell to dissipate the effects of a spell. The Namer must perform at least one hour of Ritual Spell Preparation at the end of which they must cast the appropriate Counterspell, and specify the name of the spell to be dissipated. Only spells (not rituals) may be dissipated using this technique. It is not possible to achieve Rank with this ability since it is not an independent ritual, but rather a specialized use of Ritual Spell Preparation.

### 17.6 Special Knowledge Spells

#### Bane (S-1)

*Range:* 10 feet + 10 / Rank

*Duration:* 30 seconds + 5 / Rank

*Experience Multiple:* 300

*Base Chance:* 20%

*Resist:* Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Area

*Effects:* This spell strengthens reality and stabilizes the mana in an area 15 feet in diameter (+ 10 / 5 Ranks) such that all magical Cast Chances are reduced within the area by 5% (+ 3 / Rank). This will affect spells and rituals, and talents with base chances. The spell has no effect on stored magics (such as invested items), shaped items, or magic without base chances.

#### Banishment (S-2)

*Range:* Self

*Duration:* 10 seconds + 10 / Rank

*Experience Multiple:* 200

*Base Chance:* 20%

*Resist:* No

*Storage:* Potion

*Target:* Self

*Effects:* Through use of this spell, a Namer may banish a summoned being back to its own plane. While the banishment spell is in effect, the appropriate Counterspell cast by the Namer at a summoned entity will cause the entity to return to its own plane, unless it resists. The Counterspell must match the type of spell or ritual used in the summoning of the creature. In general the spells/rituals affected are the elemental summonings (Summon Fire Elemental, etc.), all Greater Summonings, Dark/Light Sphere conjuration and Fire college Efrete and Salamander summoning. The Call Patron ability of Agents is not classified as a summoning spell and is not affected. The being to be banished may actively and passively resist the Counterspell.

#### Compel Obedience (S-3)

*Range:* 15 feet + 5 / Rank

*Duration:* Concentration: max. 10 minutes + 10 / Rank

*Experience Multiple:* 400

*Base Chance:* 20%

*Resist:* Active, Passive

*Target:* Entity

*Storage:* None

*Effects:* The Adept may cast this spell over 1 (+ 1 / 4 Ranks) targets whose Generic True names are known to them. Those targets who fail to resist may be commanded by the Adept to perform actions that are both within their physical capabilities and in their true natures. Commands are given in the Namer tongue and will be understood by all entities. Commands must be short and simple, such as: "Stop!", "Wait here", "Follow me", "Hide under the table". Entities can only be compelled to perform actions that they might perform naturally. For example, brigands who were involved in a combat might be compelled to "Flee!", but if those same brigands felt they were winning the fight, they would heed no such compulsion but could perhaps be directed to a different target. If the spell is cast at targets with different GTNs the Namer must use the lowest applicable base chance modifier.

If the Adept chooses to pronounce a target's Individual True Name as part of the spell then only one entity may be affected but the Namer is vested with much greater control over that entity, even against its nature. It is possible for the target to defy the Namer, but there are serious consequences for disobedience. Should the target decline to obey any command of the caster that is not obviously suicidal, they must make a WillPower check of  $[1 \times \text{WP} - (1\% \text{ per Rank that the Namer has with the target's ITN})]$ . This check does not break the spell. Should the target fail their check, they will feel great pain and immediately take damage equal to half of the Namer's Rank with this spell. This damage cannot be resisted.

#### Disjunction (S-4)

*Range:* 10 feet + 10 / Rank

*Duration:* 1 minute + 1 / Rank

*Experience Multiple:* 300

*Base Chance:* 30%

*Resist:* Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Object, Area

*Effects:* This spell prevents stored magics within an object or area from coming into effect. Magics that are affected by this spell include Wards, Invested items, Potions, Magical Traps, and permanent magics that need to be triggered. If a potion under the effects of a Disjunction is consumed, the potion will take effect after the spell effect ceases, provided it is still inside an entity. Other items will simply be unable to be triggered, and no charges will be lost.

#### Dispel Magic (S-5)

*Range:* Self

*Duration:* 5 seconds + 5 / 4 Ranks

*Experience Multiple:* 400

*Base Chance:* 5%

*Resist:* No

*Storage:* Potion

*Target:* Self

*Effects:* While the Dispel Magic is in effect, the appropriate Counterspell cast at a target may dissipate magic. The Counterspell must match the type of spell to be dissipated, and the Adept must specify the name of the spell that they wish to remove. If the Counterspell is successfully cast, the chance of the magic being dispelled is 50%  $[(+ 3 / \text{Rank with Dispel Magic}) - (3 / \text{Rank of the target magic})]$ . This spell cannot remove the effects of rituals, or remove curses.

#### Forbidding (S-6)

*Range:* 10 feet + 10 / Rank

*Duration:* 10 minutes + 10 / Rank

*Experience Multiple:* 250

*Base Chance:* 30%

*Resist:* Passive

*Storage:* Investment, Ward, Magical Trap

*Target:* Area

*Effects:* This spell creates a thin, invisible wall, 10 feet high and 20 feet long. The Adept may increase either height or length by 1 foot per Rank. This barrier obeys all of the usual rules for insubstantial walls. A single Generic or Individual true name is crafted into the forbidding. To those entities whose names are contained therein, or if seen by means of Witch-

sight or similar, the wall appears bluish and crackling with magical energy. If a Generic True Name is in the forbidding, then to those named who fail to resist upon initial contact the forbidding is completely solid to them and they are unable to pass through it. If they resist, the barrier is insubstantial, as it is those those who are not named by it. If an Individual True name is placed in the forbidding then in addition to the Generic effects, the entity must resist each contact with the barrier or suffer  $[D - 4] + 1 / \text{Rank}$  damage, even if they are able to pass through the wall because they initially resisted.

#### Mana Sense (S-7)

*Range:* Self

*Duration:* 5 minutes + 5 / Rank

*Experience Multiple:* 200

*Base Chance:* 20%

*Resist:* No

*Storage:* Potion

*Target:* Self

*Effects:* This spell allows the adept to "sense" the mana flows within 10 feet (+ 10 / Rank). If a spell is cast or magic triggered within range, the Adept will see it flying off towards its target. Similarly, if the target of any spell is within range, the Adept will see the magic impact. If the Adept chooses magical Pass actions of Concentration with this spell in effect, they will be able to see Adepts drawing mana, and be able to see if a target resists a spell or not. While concentrating the Adept will have a  $(2 \times \text{PC})$  chance of being able to distinguish the College of the magic they can see, the name of the spell, and whether the spell is low, medium, high or very high in rank.

#### Scry Shield (S-8)

*Range:* 10 feet + 5 / Rank

*Duration:* 10 minutes + 10 / Rank or Special

*Experience Multiple:* 300

*Base Chance:* 20%

*Resist:* No

*Storage:* Investment, Ward, Magical Trap

*Target:* Volume

*Effects:* This spell protects an area from scrying by Wizard Eyes, Crystals and Waters of Vision, Bard's Ear and similar divinatory magics of a Rank equal to or less than the rank of the Scry Shield. It does not prevent normal vision, infravision, Witchsight and similar spells. A Scry Shield is a shell over the protected volume, so once the area is penetrated by any means, e.g. on foot or by flying, spells cast inside the protected volume work normally. At Rank 20 this spell alarms the Adept that an attempt to divine into the volume by magical means has taken place, provided that the Adept is within the volume at the time. This spell may be cast as a ritual if the Adept so chooses. In this form casting takes 10 hours and the duration is increased to 4 weeks (+ 1 / Rank).

#### Spell Barrier (S-9)

*Range:* 10 feet + 5 / Rank

*Duration:* 1 minute + 1 / Rank

*Experience Multiple:* 300

*Base Chance:* 30%

*Resist:* No

*Storage:* Investment, Ward, Magical Trap

*Target:* Volume

*Effects:* The Adept creates a thin, glowing, translucent wall which blocks the passage of magic. The barrier is either 10 feet high and 20 feet long as a wall, or 10 feet high and 5 feet in radius as a ring. The Adept may increase any dimension — other than thickness — by 1 foot per Rank. This barrier obeys all of the usual rules for insubstantial walls. Any magic cast in such a way that a direct line drawn from the caster to their target passes through the wall (from either side) has a 40%  $[(+ 3 / \text{Rank with this spell}) - (3 / \text{Rank of the target magic})]$  chance of having its energies dissipated. If a spell passes through more than one Spell Barrier only a single roll for dissipation should be made, with the highest dissipation chance being used.

#### True Seeing (S-10)

*Range:* 10 feet + 5 / 2 Ranks

*Duration:* 30 seconds + 10 / Rank

*Experience Multiple:* 300

*Base Chance:* 25%

*Resist:* No

*Storage:* Investment, Ward, Magical Trap

*Target:* Area

*Effects:* Within the area of the spell those things that have been magically altered to appear other than they truly are may be detected. True Seeing may detect invisible or insubstantial things, the visual component of illusions, and entities and objects that have been magically rearranged or transformed (such as by curses). The chance of detecting such things with True Seeing will depend upon the rank of this spell, and the rank of the concealing or transforming magic. For odd magical abilities without a Rank the GM should substitute some appropriate alternative (such as [MA - 10]).

**True Seeing is of lesser or equal Rank** Slight imperfections may be revealed, (e.g. invisible figures shimmer a little, the colour of an illusion may appear a bit off, etc.), and there is a  $(1 \times \text{PC})$  chance of an observer scrutinizing the area noting this.

**True Seeing is of higher Rank** More major imperfections may be noticed. (e.g. invisible figures have a slight will-o'-the-wisp glow, toads that are really Princes may have tiny gold crowns, ). The detection chance rises to  $(2 \times \text{PC})$ .

**True Seeing is 10+ Rank higher** The imperfections in concealing and transforming magics become quite obvious, (e.g. invisible figures appear ghostly, illusions may appear painted or translucent, etc.). Detection is automatic.

### 17.7 Special Knowledge Rituals

#### Divination (R-1)

*Range:* 5 feet + 1 / Rank

*Duration:* Immediate

*Experience Multiple:* 250

*Base Chance:* 40% + 10 / Rank

*Cast Time:* 1 hour or 3 hours

*Resist:* No

*Target:* Entity, Object, Area

*Material:* None

*Actions:* Concentration

*Concentration Check:* Standard

*Effects:* There is no possibility of backfire from this ritual. By use of this ritual a Namer may determine if an individual, object, or area is currently, or has been recently, under the effects of magic a spell by employing the Ritual of Magic Divination. If the ritual is successful, the nature of all magic in effect (exact names and Colleges) is revealed to the Namer. If the magic is of non-college origin general effects are revealed. In the case of magic that is no longer in effect, for each 5% under the Cast Chance that the Namer rolled, magic that expired an extra week ago is revealed. For example if a Namer rolled 12% under their Cast Chance magic that expired upto two weeks ago would be revealed — in addition to all magic currently in effect.

If the Namer wishes they may perform an Ancient Divination. The Base Chance of the ritual is reduced to 40% (+ 2 / Rank), and the Cast Time increased to 3 hours. If successful the Namer will learn the exact nature of all enchantments, magical mechanisms, triggering conditions, curses, side-effects, etc., placed upon an entity or object even if they are of non-college origin. If an object has an Individual True Name the Ancient Divination will reveal its existence, though not the actual name.

#### Expulsion (R-2)

*Range:* 5 feet + 1 / Rank

*Duration:* Immediate

*Experience Multiple:* 300

*Base Chance:* 10% + 5 / Rank

*Cast Time:* 1 hour

*Resist:* Active, Passive

*Target:* Entity

*Material:* None

*Actions:* Concentration  
*Concentration Check:* Standard  
*Effects:* This Ritual will return one entity to its plane of origin, regardless of how it got to the current plane. Upon completion of the ritual, if the target fails to resist, they will be immediately returned to the point from which they left their plane of origin.

### Interregnum (R-3)

*Range:* 10 feet  
*Duration:* Special  
*Experience Multiple:* 250  
*Base Chance:* MA + 4% / Rank  
*Cast Time:* 2 hours  
*Resist:* Active, Passive  
*Target:* Entity or Object  
*Material:* None  
*Actions:* Concentration  
*Concentration Check:* Standard  
*Effects:* The targeted entity or object has all magical effects currently upon them, that are of lesser or equal rank to the Interregnum, suspended. Whilst suspended their durations will not reduce, but the magic will have no effect. The duration of the Interregnum may be chosen by the Adept at the time of casting, from a minimum of 1 day to a maximum of:

Rank	Duration (maximum)
0-10	1 day (+ 1 / Rank)
11-15	1 month
16-19	3 months
20	1 year

### Remove Curse (R-4)

*Effects:* Namers have a greater ability to remove curses than do the Adepts of other Colleges. Namers learn the normal Remove Curse ritual (see §11.3) as R4 of this College, but gain a bonus to Base Chance of + 2 / Rank for Minor curses and + 1 / Rank for Major curses (including Death Curses).

### Sealing (R-5)

*Range:* 20 feet +20 / Rank  
*Duration:* 1 day + 1 / Rank  
*Experience Multiple:* 300  
*Base Chance:* 20% + 4 / Rank  
*Cast Time:* 1 hour  
*Resist:* None  
*Target:* Area  
*Material:* Chalk, paint, blood, cornmeal or other symbol making materials  
*Actions:* Chanting and inscribing symbols  
*Concentration Check:* Standard  
*Effects:* This Ritual seals an area against entities from a single, specific, named plane. The name of the plane must be known to the Adept, and the name of the plane that the Adept is currently occupying cannot be used. No entity whose plane of origin has been sealed against can voluntarily enter the sealed area. They will stop at the boundary and refuse to go any further. Any entity taken into the area against their will (or without their knowledge, e.g. unconscious) will attempt to leave the area as quickly as possible. If an attempt is made to summon an entity from the named plane into the area the summoning will fail. Any entities from the named plane who are inside the area when the sealing is created are unaffected, but should they leave the area they will be unable to re-enter it.

### True Form (R-6)

*Range:* 5 feet  
*Duration:* Immediate  
*Experience Multiple:* 300  
*Base Chance:* 20% + 3 / Rank  
*Cast Time:* 3 hours  
*Resist:* Active  
*Target:* Entity, Object  
*Material:* None  
*Actions:* Concentration  
*Concentration Check:* Standard  
*Effects:* By means of this ritual the Adept may force a target that has been magically altered, cursed, or rearranged into a form other than their natural one to assume their true form and nature. It will not remove effects that could occur naturally. For example,

the ritual would restore the form of a human that had been cursed into the shape of a toad, and would return to flesh a human turned to stone but would do nothing to remove a curse of weeping sores or restore a lost limb.

### True Speaking (R-7)

*Range:* 10 feet  
*Duration:* 30 minutes  
*Experience Multiple:* 300  
*Base Chance:* 40% + 3 / Rank  
*Cast Time:* Special / 1 hour  
*Resist:* Active, Passive  
*Target:* Entity  
*Material:* None  
*Actions:* Asking questions  
*Concentration Check:* Standard  
*Effects:* By means of this ritual the Adept may attempt to force an entity who is present to speak the truth. The Adept must prepare for 30 minutes after which they may question the entity for the remaining 30 minutes of the 1 hour ritual. The effects of the ritual do not last beyond the hour. The target need not answer or speak at all, but if they fail to resist and they choose to answer the Adept's questions, they must, to the best of their knowledge, speak no falsehoods. They need not volunteer information. The GM rolls for the success of this ritual and need not inform the Adept's player of the result.