

The Liminal Court

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Items

Nightmare Robes

These robes are the colour of migraines and nausea.

They weigh 2 lbs, provide 3 points of Protection, 7 Spell Armour but these protections do not stack with those provided from cloth, leather or metal armour.

They automatically halve damage from Telekinetic Rage, and their weight is divided by 3 when they are the target of Telekinesis. The wearer triples the weight they can lift when they are the target of their own Telekinesis spell and in that case they spend 1 less FT, to a minimum of 1.

Sleeping in these robes opens the wearer's mind to strange, twisted visitations, preventing any recovery of FT for the first four hours

Avant-Bras of Shielding

This vambrace is made from the iridescently blue, partially metallic carapace of a massive beetle from another realm. It weighs 3 lbs. It does not add to Protection, Endurance Armour or Damage Reduction. While it is worn, the wearer may ignore these Specific Grievous Injuries:

06–07 Oh no! Your opponent's weapon has entered your left arm's elbow joint and the tip has broken off. Take 2 Damage Points immediately from Endurance and that arm is useless until the sliver has been removed by a Healer of Rank 3 or above. Also, increase the chance of infection by 30.

09–10 You have been stabbed in your left arm. Drop whatever you were holding in it and take 2 Damage Points immediately from Endurance. It will take a full week for the arm to be of any use to you whatsoever.

26–27 Bad luck! Your left hand has been severed at the wrist. Take 2 Damage Points to Endurance immediately and 1 point per pulse from Fatigue thereafter (Endurance when Fatigue is exhausted) until you are dead or the bleeding is staunched by a Healer of Rank 0 or above. If you live, reduce your MD by 2.

61–67 Your left arm is crippled by a wicked slash! Take 2 damage Points immediately to Endurance and drop anything you have in your primary hand. The arm is unusable until healed, which should take 2 months.

Note: If the result is:

44–50 A slash along one arm, and it's a bleeder! Take 2 Damage Points immediately from Endurance and lose 1 point from Fatigue (Endurance when Fatigue is exhausted) each pulse until the bleeding is stopped by a Healer of Rank 1 or above or you die.

then the wearer rolls a D10 and a D5. If the D5 result is greater than the D10, then the injury is applied to the right arm. In all cases where a Specific Grievous Injury is ignored, the weapon's damage is still applied directly to EN, modified by Endurance Armour and/or Damage Reduction.

The vambrace can store three shields, none greater than a human-sized tower shield. Stored shields encumber at 1/3rd of their weight.

Three times a day, resetting at dusk, an equipped shield may be swapped for a stored shield. This is a Reflex Action.

A new shield may be added to the vambrace at dusk on a Tuesday the process taking until the fall of night, but in any case, can hold no more than three.

Wand of Heat Transfer

This long wand is 23 inches long but weighs 7 oz and is made from the tip of a Biahkee's wing bone. Although hollow, it is as strong as tempered steel.

It is a Spell Rack.

Once a day, resetting at dawn, a Fire spell Cast through the wand can be reversed to manifest its effects as cold.

Reversing non-damaging spells like, say, Wildfires to create an icy path and traverse water is a worthy challenge. A book on the consequences of such attempts is being kept in Seagate.

Potion of Improved Healing

This potion weighs 4 oz, and need not be Prepared before it can be used if it is attached to a convenient belt or strap on the hip or torso.

Once taken, the potion heals 3 rollup D10 + 8 damage

Ring of Terror

This ring is made from a transparent metal as ductile as gold. It weighs 3 oz and must be worn on the middle finger of the wielder's right hand, which digit will turn as black as a witch's heart.

It is a Spell Rack, but its matrices may only be used for Incantations of Phantasm or Nightmare spells. Matrices bought for the ring are advanced separately to any other Spell Rack.

Coffin Nails × 11

These cigarettes are so black as not to reflect any light. The tobacco is dark, fibrous and moist, and when it burns, smells of burning boot leather.

They may be used to create a miracle pool for a cunning master plan. The consumer comes up with a plan and is advised to make it as general as practical. Key elements may need more explanation as the DM sees fit.

Having determined the plan, the consumer may choose to smoke a Coffin Nail, sacrifice 1 or more PC points to provide a reroll should their alarms fail or some secure line of communication fails to resist being decrypted.

The consumer may choose to smoke a Coffin Nail, sacrifice 1 or more WP points which will provide a reroll for each of their hench entities if they succumb to threats, bribes or seduction, fail to obey instructions, keep to their assigned timetable or attempt to flee combat.

The consumer may choose to smoke a Coffin Nail, sacrifice 1 or more EN points, which will provide a reroll for anything else that fails.

Once the PC, WP and EN points have been spent, the consumer may choose to specify what they are guarding against, and the DM is enjoined to be generous in this. Or, they can leave it in the hands of the DM who will make determinations based on their understanding of the situation.

All PC, WP and EN points may be bought back in the normal way.

Formula of the Oil of Prying (Rank 4 Alchemy)

On a Tuesday, upon the westering of the sun, buy, without haggling a sheep, lamb or goat. Take from it the heart, liver and kidneys, cutting from it the hard, white fat theereof. Give this unto a boy of twelve, yea, and with a pot great enough that he may wear it upon his head. Let the fat be laid into the water, yea and with the dessicated eye of an owl and as much dried sage as will fill the hand of a boy of twelve. Charge such a boy to watch as it heats that it boileth not, for it must soften in like wise as the expression of a boy of twelve hardens. When it has been reduced by half, pour it through a cloth of fine linen, doubled twice, unto a clean alembic.

Discard the cloth and restore the emulsion with clean water five times. But, on the last occasion, do not restore the emulsion. It may be that a boy of twelve, spurning the burden, requireth a bribe. But a sum as great as six pennies be so great as to strike at the special trust between Alchemist and apprentice. Yea, and it be better to boil a boy of twelve down for his virgin fat than to weaken in the face of this avarice.

If a boy of twelve has not been boiled down for his virgin fat, then pour off the oil but none of the water into a pot that holdeth but a finger of salamoniac and leave it to settle for the passing of a day. Remove the finger, and it will now be a grey soap that is harsh and grainy, but the oil will be clear and light. To test that the operation has been successful, leave in the pot until noon of the day thereafter, and if it hardens, then it has failed. Otherwise, pour into glass phials as long as a man's least finger and about as wide.

The oil costs 1 truesilver guinea to produce a phial and the chance to produce it is MA + 6 times Alchemist Rank. An Alchemist can produce as many phials as 1 for every 2 Ranks, and, regardless of Rank, no more oil than 10 drams may be produced by a single operation (each phial containing 2 drams of the oil) and weighing 1/4 of an ounce in total.

The oil is a superfluid and if pouured onto an entity, object or area no greater than seven hexes, even though the dose is tiny, it will spread to cover it within a minute. The Adept can Cast the Ritual of Flame Sight, which, if successful, reveals the following information: The nature of all magic in effect (exact names and Colleges). If the magic has no College, then the general effects are revealed. In the case of magic that is no longer in effect, for each 5 points under the Cast Chance that the Adept rolled, magic that expired an extra week ago is revealed. For example, if an Adept rolled under their Cast Chance by 12, magic that expired up to two weeks ago would be revealed — in addition to all magic currently in effect.

If the Adept wishes they may choose to pry deeper, by reducing the base Cast Chance to 20% and increasing the Cast Time to 3 hours. If successful the Adept will learn the exact nature of all enchantments, magical mechanisms, triggering conditions, curses, side effects, etc., placed upon an entity or object even if the origin is not founded upon a College. If an object has an Individual True Name this deeper prying will reveal its existence, though not the actual name.

The Jewelled Bracer of the Pit of Eitr

This jewelled bracer is 18 cms long. It is made from brass and bands of black jade, weighing 13 oz. It is a fetching ornament for a woman's left forearm, if a little creepy. It is a vambrace, providing 4 points of Defence and allowing the wearer to ignore Specific Grievous Injuries to the left wrist, forearm and elbow, but not the damage. In other words, the damage is still applied but the limb is not specifically damaged.

A catch on the bracer may be pressed, which will reveal a similarly bejewelled wasp which is 15 cms long and weighs 7 oz. Its wings are carved from delicate panes of carnelian.

Once a day, resetting at dawn, it is a legal target for a weapon spell, except Dark Sword, Shadowed Sword, Spectral Weapon or Rune Weapon.

PS: 9	MD: 15	AG: 22
MA: -	EN: 7	FT: 10 + Rank
WP: 18	PC: 18	PB: 12
TMR: 12	NA: Metallic body reduces damage by 10	

It automatically Resists any fire or cold damage
reduces physical, fire and cold damage by 10
cannot be Stunned or Feared
has a Defence of 42 on the ground, 62 in the air
doubles range penalties
is treated as a creature of the element that animates it

The wasp may be directed to attack a target by the Animator if they are able to maintain communication with it. This does not require a Pass Action upon launch of the wasp. However, they are required when changing targets.

It does not benefit from Rituals of Enchantment.

It is treated as a Dart and has the Animator's Skill with it.

Weapons Dart: BC 40%, [D + 2], A Class, Ranged, Close, Rank = Animator's.

Damage and Strike Chance increase as determined by the weapon spell, and the Animator's Skill.

It does not have a rating for Melee, since it will mostly attack by executing a Dive Action every other Pulse. It may, however, land on a target to deliver attacks every Pulse, which are rated as Close.

The wasp does not benefit from the Healing Skill or magic, but can be Mended. It will recover 1 point of damage lost from EN every four days it is not used and 1 point of FT every hour once EN is fully recovered.

Note: The wasp does not really have a PS value of 9, this merely represents how difficult it is to hit and the amount of mayhem it may engender as a consequence of panic.

Yellow Potion of Health

This potion weighs 4 oz and need not be Prepared before it can be used if it is attached to a convenient belt or strap. The potion will break if the DM decides that the owner may have unsuccessfully avoided a powerful blow, and a percentile roll to avoid destruction exceeds 70.

This potion can only be used once in a 5 second period of time, cures 2 rollup D10 points of damage, does not require a Pass Action, and in fact can only be taken during the Military Scientist Time Out phase. If there is no Military Scientist to provide a Time Out, the potion does nothing.

The Utility Lamp of Lost Ubar

The compact, brass-bound lantern is made for engineers, riggers, and mechanists who work in dim boiler rooms. Its housing is cylindrical, made from polished brass plates riveted together with thick copper seams. A set of vented louvres near the top allows heat to escape, each one shaped like the gills of a mechanical fish.

A reinforced glass chimney—slightly smoked and etched with geometric engraving—protects the interior glow. Inside, a coil of amber filaments pulses like bottled lightning, powered by a miniature alchemical battery: a clockwork dynamo wound by a side-mounted key. When the lamp is shaken, the filaments stutter and re-brighten as if waking from sleep.

A hinged cage of brass bars can be snapped over the glass to protect it during fieldwork. The handle is a comfortable, leather-wrapped grip attached to an articulated copper arm, allowing it to swivel and lock at various angles. Beneath the base, tiny rubberised feet prevent it from sliding across metal floorplates and the like.

When activated, the lamp gives off a steady, warm amber light with faint motes of gold drifting inside the glass—residue of the aetheric charge. A small dial allows the user to shift between low glow, full beam, and hazard strobe, each setting producing a different hum from the internal dynamo. On overload, the lamp emits a soft, electrical whir, as if frustrated steam was trapped inside.

Once a day, by wiping it down with a clean rag, the genie within may be summoned for no longer than four hours. Work that takes longer than four hours will not be undertaken until an emolument of 1 truesilver guinea is paid for the first overtime hour, doubling every overtime hour thereafter. The maximum number of overtime hours is four and luncheon is expected after the second overtime hour.

Ymir, The Genie of the Utility Lamp

Ymir is a small technodjinn 45 cms tall who wears a red bolero jacket and a lemon-coloured turban with a dark green sarpech. His skin colour is brown with intensely green eyes and he has a finely dressed moustache which he often strokes while affecting depth of thought. He is nothing of the sort, being impulsive and driven by his passions.

He is a member of the College of Air Magic, and knows all of the General Knowledge magic at Rank 6, except for Purification, which is Rank 10. He also knows the Air Spring Ritual at Rank 6.

PS: 7	MD: 18	AG: 22
MA: 14 (16)	EN: 7	FT: 18
WP: 18	PC: 13	PB: 19
TMR: 5	NA: Mists reduce damage by 3	

Aerial Affinity (T-1)
Detect Fumes (T-2)
Predict Weather (T-3)

Calm (G-1)

- Range: 350 feet
- Duration: 105 minutes
- Base Chance: 70%

Feather Falling (G-2)	Speak to Avians (G-5)
<ul style="list-style-type: none"> • Range: 70 feet • Duration: 3h 30m • Base Chance: 60% 	<ul style="list-style-type: none"> • Range: 70 feet • Duration: 7 hours • Base Chance: 70%
Mage Wind (G-3)	Storm Calling (G-6)
<ul style="list-style-type: none"> • Range: 70 feet • Duration: 8 hours • Base Chance: 50% 	<ul style="list-style-type: none"> • Range: Special • Duration: 4 hours • Base Chance: 60%
Mist (G-4)	Summon Avians (G-7)
<ul style="list-style-type: none"> • Range: 140 feet • Duration: 70 minutes • Base Chance: 40% • Effects: • Conjures 4000 ft³ of mist 	<ul style="list-style-type: none"> • Range: 5 miles • Duration: Immediate • Base Chance: 50%
Vapour Breathing (G-8)	Wind Whistle (G-9)
<ul style="list-style-type: none"> • Range: 70 feet • Duration: 4 hours • Base Chance: 55% 	<ul style="list-style-type: none"> • Range: Special • Duration: 6 hours + D10 • Base Chance: 60%

Binding Air (Q-1)

Duration 2 hours + 2 / Rank (8 hours)

Experience Multiple 300

Base Chance MA + 3 / Rank (35%)

Cast Time 30 minutes

Effects The Adept may gain control of the element of air by using this ritual. The Adept may 1000 cubic feet of air (+ 500 / Rank) (4,000 cubic feet). They may do anything with the element, even tethering an Air Sprite to a location. This will require regular propitiation of the Sprite of 1 truesilver guinea a month in special incenses and perfumes. This creature can guard the volume it is set to watch over and Bind the air therein. Its chance to detect a threat is 18 + 1 / Rank (24%).

This may be made permanent by Binding the Sprite to a polished Tempest Stone at least as big as a stone mason's thumb nail and costing at least 13 truesilver guineas. A point of EN must be sacrificed by the Adept or another sentient entity to the stone.

This ritual may not be used over an area occupied by an elemental and cannot be used in any way to control an elemental.

Air Spring (R-1)

Duration Rank × Rank hours (36 hours)

Experience Multiple 150

Base Chance MA + 5% / Rank (47%)

Resist None

Storage None

Target Area

Cast Time 1 hour

Material None

Actions None

Concentration Check Standard

Effects The Adept can open a one way portal 2 feet in diameter to the elemental plane of Air from which fresh, clean air flows. The rate of flow is 5 cubic feet (+ 5 / Rank) per second (35 cubic feet per second, 125 cubic feet per Pulse). Additionally any modifier for being enclosed is reduced by 5.

Ymir is a Rank 3 Courtier and has taken Dress Sense & Entertaining once each, but has chosen Bureaucracy three times, so acts as if he is Rank 5 at it.

Ymir never earns Experience directly, it must be surrendered to him by one who retains his services. His services are always for at least a year and a day, and may be extended by the same amount. His services are exclusive, although, obviously, they may be passed between friends and allies or sold to the highest bidder.

He will not serve if he is not recompensed in some way. This includes Experience to advance his statistics and abilities. He is generally biddable, adhering to the desires of whoever holds his services. On each occasion, %ile dice are rolled, and if less than 90, Ymir's plans accord with whoever

holds his service. If 90 or higher, then he will spend as much of the Experience as possible on random advances.

Incantations

Phantasm - Terror

Range 15 feet + 15 / Rank

Duration Immediate, during Pulse

Resist Active, Passive

Target Entity

Effects The target of this spell is seized by uncontrollable fear and must roll on the Fright table. At the time of casting, the Adept may choose to modify the Fright Table roll up or down by an amount up to the rank of the spell. On a double or triple effect this modification may be doubled or tripled respectively.

Cost 1000 Experience.

Constraints Reduces FT value by 1

Phantasm - Inquisition

Range 15 feet + 15 / Rank

Duration Special

Resist Active, Passive

Target Entity

Effects The Adept can, by pointing at an entity, cause them extreme pain. Those who Resist reduce their Strike Chances by 30 and may only act every second Pulse until they Recover.

Those who fail can only take a Pass Action every second Pulse until they Recover. While the Adept points at them, requiring Concentration and a Pass Action, the victim suffers 1 point of damage for every 4 Ranks and is denied any opportunity to Recover.

Recovery Chance

Rank	Difficulty
0–4	4 × WP
5–9	3 × WP
10–14	2 × WP
15–19	1 × WP
20	1/2 WP

Recovery checks are made at the end of every Pulse, if they are not denied.

Cost 4000 Experience.

Constraints Unracks the spell, reduces FT value by 4

Hypnotism - Hypnos' Mist of Dreams

Duration Duration: 5 minutes

Effects This incantation allows the Adept to fill a spherical volume one hex in diameter with a mist which can only be seen by those whose Rank in Witchsight or Enhanced Vision is at least equal to the Rank of the spell. The diameter increases by two hexes for every 10 Ranks.

Entities must roll under $3 \times WP$ to avoid drifting off to sleep until they leave the volume. The effect of the incantation is subtle, and even if a target saves against the effect, must Break ($100 + \text{Rank in Hypnotism}$) and adding the value of their MA and PC to the result.

Victims that succumb to the incantation will sleep until the duration expires or until they have recovered all of their FT, whichever happens last.

Cost 2000 Experience.

Constraints Unracks the spell, reduces FT value by 1

Personalised Illusion - Nightingale Floor

Range 5 feet / Rank

Duration 1 hour (+ 30 minutes / Rank)

Effects This incantation of the Personalised Illusion spell requires the sacrifice of a nightingale. Upon Casting, the Adept enchant's Rank × Rank contiguous hexes of terrain, penalising any attempt to cross it using Stealth by three times the Rank of the spell.

Cost 750 Experience.

Constraints Unracks the spell, requires the sacrifice of a nightingale

Summoning Earth Elemental - Summon Glint

Duration 5 minutes (+1 / Rank)

Effects If the Cast is successful, Glint appears with EN of 10 and FT of 15. The summoner may assign points to either stat from a pool of 4 / Rank, with maximum EN of 40 and FT of 75.

Note: Glint does not need to be Controlled, but while under its effect, cannot be Banished.

Description Glint is a glass elemental in the shape of a scorpion. At Rank 0, it is the size of a wolf, growing to two hexes large at Rank 10 and three hexes large at Rank 20.

Comments Glint comes from a fractured plane but does not return there if it is not connected to the ground. It is sentient, but its thought processes are multi-faceted and alien. Its mind is not particularly difficult to detect, but very difficult to read. Any attempt to do this requires the Telepath to Break (100 + the Rank of the Spell of Summoning Earth Elemental) and adding their MA and WP to the result. Failure indicates 5 points of Confusion, each requiring a Pass Action to void.

Abilities Glint has Enhanced Vision at the same Rank as the spell that summons him. In addition, he can become Transparent for a number of Pulses equal to half the Rank of the summoning spell. This can only be penetrated with Enhanced Vision of at least equal Rank.

While concealed in this manner, Glint's Defence increases by 30 and he may not be targeted at range.

Glint takes half damage from weapons on the Swords table and from fire damage but takes twice as much from C Class damage. It does not Stun.

Base TMR is 8, but increases by 1 at Rank 10 and Rank 20.

Movement Rates Running: 400

PS: 20 + (2/Rank)	MD: 12 + (Rank)	AG: 16 + (1/2 Rank)
MA: 8	EN: 10 + Special	FT: 15 + Special
WP: 18	PC: 5 + (Rank)	PB: 8
TMR: 8 + (1/10 Ranks)	NA: Scales absorb 8 DP	

Weapons Glint may attack with each claw and stinger in a single Pulse. If both claws hit, then it gains the Bite as an extra attack.

- Damage increases by 1 for every Rank that is not zero and not a prime.
- Claw: BC 53%, [D + 4], C Class, Melee, Weapon Rank = Spell Rank / 3.
- Bite: BC 38%, [D + 2], B Class, Close, Melee at Rank 10+, Weapon Rank = Spell Rank / 5.
- Stinger: BC 63%, [D + 6], A Class, Melee, 10 feet at Rank 10, 15 feet at Rank 20, Weapon Rank = Spell Rank / 3.
- When it is a multi-hex creature, Glint gets a free Trample attack against every opponent in the volume it occupies:
- Trample: BC 38%, [2 rollup D10] C Class Damage, Close
- When it is a three hex creature:
- Trample: BC 48%, [3 rollup D10] C Class Damage, Close

Cost 3750 Experience.

Constraints Unracks the spell, reduces FT value by 2

Fire Arc - Saint Catherine's Wheel

Target Icon of Saint Catherine

Effects The Adept charges an Icon of Saint Catherine which lasts until the next dawn. Once it is exhausted, it cannot be charged again until then. While it is charged, it contains a pool of extra movement that is equal to 1 hex for each Rank in the Spell of Fire Arc: 1 at Rank 0, 21 at Rank 20, and the most that can be spent in a single Pulse is 1/3rd of the total. The movement is additional to their TMR but is not considered TMR. It can be in any direction, so long as it passes through an unobscured hex. Thus, movement is allowed up, down, sideways, backwards etc. Using the extra movement does not attract the penalties that using TMR can. For example, the wearer could specifically choose not to use their TMR, instead using this additional movement to travel to a target and deliver a melee attack with a non-pole weapon and without attracting a penalty.

Icon of Saint Catherine This miniature icon is an image of Saint Catherine painted onto a cartouche of jet 15 cms long by 7 cms wide and 1/2 a cm thick. The paints must be made brightly coloured gems, ground to a fine dust, steeped in naphtha and mixed with an equal amount of oil of the phoenix palm. The painting must be a masterwork of an artisan painter who specialises in miniatures.

This will cost 21 tsg.

If the Adept chooses to consume the icon, their AG is increased by 1 for every five Ranks in the spell which will last until the pool is exhausted. In addition, they may transform into a Catherine Wheel one megahex across. The Wheel spins and burns with silvery flames. It can execute a Charge Action that covers a number of hexes equal to three times the Adept's modified TMR and may move three dimensionally without restriction. Once invoked, it automatically exhausts any unused movement from the pool. Anything that comes into contact with the Wheel suffers 1 rollup D10 fire damage for every four Ranks, Resisting for half. Once the Wheel has terminated all of its movement, the spell ends.

Cost 4000 Experience.

Constraints Unracks the spell, requires an Icon of Saint Catherine, reduces FT value by 2.

Immolation - Embrace of the Fire Serpent

Effects The Adept is wrapped in the fiery embrace of a burning cobra, which will provide 2 Defence (+3 for every 2 Rank). As a Free Act, the Adept can extinguish the flames of the cobra, preventing it from doing any damage. They may, also as a Free Act, ignite the cobra so that it will inflict 1 point of Fire damage for every even Rank.

While it is alight, the cobra may be used to deliver a venomous bite. The Strike Chance is calculated from the Adept's Skill with Dagger and inflicts D10+3 A Class damage. Bonuses from Rituals of Enchantment, weapon spells and similar effects are ignored, however.

For every three ranks in the spell, the Penetration of the bite is increased by 1. If effective damage is done, a Burning Venom is injected into the victim which inflicts 1 point of damage for three Pulses, increasing to 2 points of damage for six Pulses at Rank 10 and 3 points of damage for nine Pulses at Rank 20.

Subsequent envenomations stack.

Cost 2500 Experience.

Constraints Unracks the spell, reduces FT value by 2.

Slow Fire - The Bearable Lightness of Being

Range Self

Duration 5 minutes (+5 / Rank)

Target Entity

Effects The Adept glows with a warm, faint light and may alter their weight once per Pulse as a Reflex Action for the duration. Their weight may be reduced by 1/20th of normal weight per Rank, beginning at Rank 0.

Falling Effects by Rank Ranks 0–4: The Adept may avoid harm from a fall by Breaking 100 and adding the spell's Rank.

Ranks 5–10: The Adept may avoid harm from a fall by Breaking 100 and adding the spell's Rank and their AG.

Ranks 11–15: The Adept may avoid harm from a fall by Breaking 100 and adding twice the spell's Rank and their AG.

Ranks 16–18: The Adept takes no damage from a fall unless landing on hazardous terrain (spikes, blades, etc.).

Rank 19: The Adept becomes buoyant in air, though cannot ascend.

Rank 20: The Adept may rise into the air at TMR 3 in the first Pulse, TMR 5 in the second Pulse, reaching a maximum climb rate of TMR 6 from the third Pulse onward.

The Adept may add the spell's Rank to Acrobatics checks. Certain feats normally considered impossible may become feasible at the DM's discretion. No horizontal movement is provided by this magic, although the Adept will be affected by the wind.

Cost 1000 Experience

Constraints Unracks the spell

Mental Attack - Mind Blast

Name Mind Blast

Spell Mental Attack

Effects This incantation of Mental Attack fills a volume that is 5 ft wide (+1 per Rank) and 15 ft long (+5 per Rank). Entities in the area are not knocked unconscious, but any who fail to resist find themselves confused and disorganized, and may not act until they have spent 1 Pass Action for every 3 or fraction Ranks. At Rank 20, this increases to a maximum of 8 Pass Actions.

If victims of this effect are attacked even if no damage is done, then they may Break 100: PC + WP + Sense Danger to recover their senses.

Cost 1000 Experience.

Constraints Unracks the spell, reduces FT value by 2.

Mental Attack - Creeping Senility

Range 15 ft + 15 ft / Rank

Duration Permanent

Resist Passive

Target Living sentient entity

Effects This incantation can be targeted at a single sentient entity within range. If they fail to Resist vs the Special Knowledge magic of the College of the Sorceries of the Mind or the College of Illusions, whichever is worse, then they immediately lose 5 WP and 2 MA. Every dawn, their MA is reduced by another point, until they are reduced to 0 and fall into a coma.

This is a Major Curse.

Cost 500 Experience.

Constraints Unracks the spell, reduces FT value by 1.

This incantation is not teachable.