

# Pavis Quest: Cults & Magic

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# Pavis Quest

## Details

Pavis Quest is an unofficial and non-profit game set in Glorantha. You need to own the official games set in Glorantha to use this and to understand the background. It was based on HeroQuest Glorantha published in 2015 plus various online sources. It was first published in 2000 and went out of print in 2020 when the rights to the name were sold to Hasbro. The default setting used is Pavis, the Big Rubble and Prax. The current game set in Glorantha is RuneQuest and can be found at <https://www.chaosium.com/runequest-rpg/>

Please see <http://www.glorantha.com/> for details about Glorantha.

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Pavis Quest: Cults & Magic 1.0

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## Pavis Quest

### Aspect

All characters have a general kind of magic called an Aspect. In this they have up to three skills which count as **Augmented**. They are selected from those available to their runes in the list below or from cults in which they have initiate or of higher status. An Aspect represent common magic, charms or taking on the attributes of ancestors, spirits or gods. A character can always use their aspect – it doesn't require any actions to cast. However, when they use their aspect it has some visible magical effect. Then awesomeness of these effects depends on the power of the character. They can include saying spells or charms, taking on god-like attributes or seeing ancestral spirits manifest for example. The following skills are available from runes.

Rune	Usual Description	Skills
☉	Air	Sword, Leadership & Oratory
♁	Animal	Survival, Unarmed
♁	Anti Chaos	Axe, Perception
☾	Blue Moon	Stealth, Knowledge
♁	Chaos	Bravery, Health
❄	Cold	Survival, Stealth
☾	Crescent Come Moon	Sword, Survival
☾	Crescent Go Moon	Persuasion, Health
☿	Darkness	Mace, Bravery
☠	Death	2 Weapons
♁	Disorder	Persuasion, Streetwise
☾	Dying Moon	Bravery, Knowledge
♁	Earth	Axe, Athletics
☾	Empty Half Moon	Tactics, Sword
♁	Fate	Tactics, Knowledge
♁	Fertility	Health, Persuasion
☼	Fire/Sky	Bow, Perception
☾	Full Half Moon	Gymnastics, Persuasion
☾	Full Moon	Knowledge, Perception
☺	Harmony	Medicine, Arts
☼	Heat	Spear, Craft
♁	Hunger	Stealth, Survival
☼	Illusion	Stealth, Arts
♁	Law	Knowledge, Literacy
☼	Light	Perception, Bow
♁	Luck	Any One
♁	Magic	Knowledge
♁	Man	Customs
♁	Mastery	Leadership & Oratory, Tactics
♁	Movement	Gymnastics
♁	Plant	Health, Survival or Water Life
☿	Shadow	Stealth, Gymnastics
♁	Spirit	Knowledge
♁	Stasis	Health, Bravery
♁	Trade	Persuasion, Streetwise
♁	Truth	Perception, Bravery
♁	Water	Flail, Trident, Water Life

## Cult Membership

### Cult Descriptions

This section describes how to use cults in the PavisQuest rules. Actual details of the cults as well as many specific rules can also be found in the various Chaosium cults books. Some cults have a section called Membership. If what follows is in brackets it is not an actual requirement but failing to meet it would make a character unusual otherwise it is a definite requirement. This is often a summary of what is described in detail in the actual cults books. Some cults have sub-cults which can be worshipped by members of the main cult. Sub-cults provide a limited range of extra spells or sometimes skills and each has a rune the character must have to join it. Some of these sub-cults are also listed separately because a character can join them as their own separate cult or as an allied cult as well as a sub-cult. Note that following God Learner theories some of these cults are actually worshipers of the same entity. This may be recognised to some extent by their worshippers however often the way the entity is worshipped, the name it is called and the aspects of it that are emphasised vary regionally. Some alternative names are listed.

### Cult Skills

This is a list of cults available to PCs and major NPCs. The list of cult skills indicates those it provides at ½ price to initiates. A character can increase one of these by 1 level by on becoming an initiate of the cult during character generation. This represents training the character received from the cult before the game begins. Each cult lists types of Customs (Culture) that can be used with the cult. If it says Customs (Own) then the cult is so widespread that any standard Customs from character generation can be used and the Cult teaches the local customs for approaching them. If it says Customs (Any) the cult is widespread trade cult that teaches members other customs so they can do business there such as teaching languages. This doesn't mean that any culture can be used as the cult skill. If the character does not come from this culture they can instead learn Customs (Cult) so they can operate in it. All Cults teach Customs (Cult) as a cult skill. The character also learns to speak any cult language like Earthspeech or Firespeech using their Customs. Customs (Lunar) indicated for some cults indicates they are Lunar Cults in which Lunar Citizens speak to each other in New Pelorian and have common customs and practices. If a PC chooses to join one of these cults before play they are assumed to have learned this at 0.

### Types of Membership Available

All are assumed to have Lay Members, Initiates, Priests and God-Takers. Special cases are shown in the descriptions which can include having not having the above, having Rune Lords, Shamans, Shaman-Priests, Assistant Shaman-Initiates and Sorcerers. If a cult has both Priests and Rune Lords they will have Rune Lord-Priests. Lunar cults allow their members to join lunar sorcery schools which aren't part of the cult as well.

### Spirit Societies

Initiation into a Spirit Society allows the member to join the listed Spirit Cults (with the other normal requirements) but share Rune Points (used to cast Rune Magic) between them instead of keeping them separately as normal.

Cult	Description	Cult Skills	Runes
Aldrya	Goddess of the Primal Forest, Goddess of the Elves, Ruler of the Woods, Queen of the Aldryami, <i>Major Rune Cult, Membership: (Aldryami)</i> . Allied Spirit: elf bow, plant. Initiates: <i>Membership: (elves only)</i> . Rune Lords: <i>Membership: (elves only)</i> . Assistant Shaman-Initiates. Shamans-Priest. Elder Sisters: <i>Membership: dryads</i> who go straight to this status which is similar to priests. Gardeners: <i>Membership: Rune Lord or Elder Sister</i> which is similar to a high or chief priest). No God Talkers.	Athletics, Bow, Perception, Stealth, Customs (Aldryami), Survival, Gymnastics	†□X
Annilla	Goddess of the Blue Moon, Goddess of Tides, Keeper of Mysteries, Sister of Lokarnos, The Bat Winged, <i>Ancient Moon Goddess</i> . Allied Spirit: bat, stone from the Blue Moon Plateau.	Customs (Uz, Lunar), Stealth, Perception, Knowledge	●⊕ – Blue Moon ≠

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Cult	Description	Cult Skills	Runes
Aranea	Goddess of Spiders, Grandmother of Spiders <i>Ordinary Rune Cult, Spirit Tradition</i> . No Priests, Assistant Shaman-Initiates, Shamans-Priests. <i>Membership: friend of spider spirits, enemy of insect spirits.</i>	Customs (Uz), Stealth, Athletics, Survival	●▼*
Argan Argar	God of Surface Darkness, God of Trade, Messenger and Translator, Surface Ruler, <i>Ordinary Rune Cult</i> . Allied Spirit: rat, lead bracelet. Nightcult: cult of the Kitori and Holy Country Humans ● initiates can be sorcerers of the Black Arkat Sorcery School. The Only Old One: ●	Customs (Any, Uz), Streetwise, Literacy, Persuasion	●H
Asrelia	Koveria, Goddess of the Earth's Wealth, Hoarder, Grandmother of Wealth, Goddess of Grandmothers and Old Women, <i>Major Rune Cult, Life Stage Cult (3)</i> . <i>Membership: (Female)</i> . Allied Spirit: dog, gold coin necklace. No God Talkers. Aleshmara: X	Customs (Own), Streetwise, Knowledge, Literacy (Theylayan)	□Xπ
Babeester Gor	Earth Avenger, Temple Guardian, Goddess of Revenge, Goddess of Terror, The Avenging Daughter, Corpse Born, Goddess of the Axe, Blood Drinker, <i>Major Rune Cult</i> . <i>Membership: Female, Unmarried</i> . Allied Spirit: axe, bloodstone amulet. Rune Lords. No Priests. No God Talkers.	Customs (Own), Axe, Perception, Perception, Survival	□†
Bagog	Scorpion Goddess, Queen of the Scorpion People, Eater, <i>Ordinary Rune Cult, Spirit Tradition</i> . Assistant Shaman-Initiates. Shaman/Priests. No Priests.	Customs (Scorpion Folk)	▼▼●*
Barntar	Orlanthi Ploughman and Farmer, The Honest Carl, <i>Ordinary Rune Cult</i> . <i>Membership: Male</i> . No Priests.	Customs (Own), Craft (Ploughing), Survival, Sword, Devices, Stealth, Athletics, Leadership & Oratory, Perception, Health	◻□
Basmol	Durbaddath, Lion God, Hunter in the Celestial Forest, Enemy of Tada, <i>Ordinary Rune Cult, Spirit Tradition</i> . Assistant Shaman-Initiates. Shaman-Priests. No Priests.	Customs (Basmoli), Survival, Unarmed	▼†
Bearpaw	Zolan Zubar, One of the Seven Winds, <i>Spirit Cult</i> , <i>Membership: (Heortling) must throw gambling sticks on Freezeday of Truth Week each season and then offer 1 PP and sacrifice 20L 1D14 days later</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring, Talastari)	◻●
Bisenslib	Goddess of Alkoth, Long-Legged, The Uncovered, Rice Field Goddess, Ancestor Worship, <i>Ordinary Rune Cult, Spirit Tradition</i> . Assistant Shaman-Initiates. Shaman-Priests. No Priests. No God Talkers.	Customs (Dara Happan)	*X
Black Fang	The Bandit, Murderer for Hire, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No Priests. No God Talkers.	Customs (Heortling), Stealth	X
Bloody Tusk	The Tusk Rider's Cult, <i>Minor Rune Cult</i> , Allied Spirit: Tusker. Rune Lords. No Priests. No God Talkers. Sub Cults: Aram Ya-Udrum ▼† The Darkness Demon †X Gouger □†	Customs (Aramites), Mounted Spear, Survival, Mace, Axe	□▼†

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Cult	Description	Cult Skills	Runes
Breath Friend	Hhu Ho, One of the Seven Winds, <i>Spirit Cult, Membership: (Heortling) must throw gambling sticks the day the Defender Storm arrives and offer 1 PP and sacrifice 20L 1D10 days later, Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.</i>	Customs (Heortling, Alkoring)	GO
Brother Dog	Hunting Dog, <i>Spirit Cult, Membership: human, never harm a dog and will not be attacked by a dog. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.</i>	Customs (Dog)	▽
Burners	The Many Friends, <i>Spirit Society. Assistant Shaman-Initiates. Shaman-Priests. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. Allows shared RP between fire spirit cults.</i>	Customs (Praxian)	⊙
Cacodemon	God of Lawlessness and Ogres, <i>Ordinary Rune Cult. Rune Lords.</i>	Customs (Ogre), Persuasion, Stealth	♣♠†
Caladra and Aurelion	Volcano Twins, Gods of Volcanic Fertility and Harmony, <i>Ordinary Rune Cult. Membership: cannot use swords, flails or maces or learn Water Life. Allied Spirit: volcanic rock amulet.</i>	Axe, Spear, Customs (Caladran), Knowledge, Arts (Sing, Play Lyre)	⊙□IIIⅩ
Cannibal Cult	Man Eater Spirit Cult, <i>Spirit Cult. Assistant Shaman-Initiates. Shaman-Priests. No Priests. No God Talkers</i>	Customs (Praxian)	⌘
Chalana Arroy	Erissa, Goddess of Healing, The White Goddess, Lightbringer, <i>Greater Rune Cult, Membership: Pacifist Except vs Chaos, cannot learn Weapons. Allied Spirit: harmless creature such as a butterfly or dove. Subcults: Erissa O Sisters of Mercy III Zotullu III</i>	Medicine, Customs (Own), Literacy, Craft (Alchemy), Survival, Health	IIIⅩ
Chalk Man	Hill Spirit, <i>Spirit Cult, Membership: (Heortling). Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.</i>	Customs (Heortling)	□π
Chaosium Surveyors	Lunar Sorcery School. <i>Membership: Initiate of a Lunar Cult. Lunar Sorcerer. Gains mastery of the ♣ rune and the Summon Sorcerous technique.</i>	Summon	♣
Condor	Condor Spirit, Fourth Feathered Rival, Unsacred Bird, <i>Spirit Cult, Membership: (Praxian). Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.</i>	Customs (Praxian)	▽
Daka Fal	Praxian Judge of the Dead, Keeper of the Courts of Silence, Ancestor Worship, Grandfather Baboon, <i>Ordinary Rune Cult, Spirit Tradition. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.</i>	Customs (Own)	⌘⌘
Danfiver Xaron	Bridge of the Seeker, Gatekeeper, Lunar New God of Penitents, The Savage Guardian, One of the Seven Mothers, <i>Lunar New God, Membership: Penitent (Ex-Criminal). No Lay Members. Allied Spirit: bearskin cloak.</i>	Customs (Lunar), Unarmed, Bravery, Perception, Flail	●III†
Dark Eater	Darkness Spirit, <i>Spirit Cult, Membership: Always feed the Dark Eater. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.</i>	Customs (Praxian)	●
Daxdarius	Pelandan War God, Hoplite God, God of Victory, <i>Ordinary Rune Cult. Allied Spirit: shield. Rune Lords.</i>	Customs (Pelandan, Darsentite, Naverian), Athletics, Spear, Shield, Tactics, Oratory & Leadership	III†



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Cult	Description	Cult Skills	Runes
Deep Well	Seleran, One of the Seven Winds, <i>Spirit Cult, Membership: (Heortling) must throw gambling sticks on the first day of each season and then offer 1 PP and sacrifice 20L 34-38 days later.</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring)	ᚠᚱ
Deezola	The Binder Within, Keeper of Vows, Avenger of Wrongs, the Unshakeable One, New Lunar Goddess of Healing, One of the Seven Mothers, <i>Lunar New God, Life Stage Cult (2).</i> Allied Spirit: dove.	Customs (Lunar), Medicine, Persuasion, Literacy (New Pelorian), Arts (Dance, Singing), Gymnastics, Health	● (Dying) ᚧᚦ
Defender	Veren Vu, One of the Seven Winds, <i>Spirit Cult, Membership: (Heortling) must throw gambling sticks in the last seven day of each season and then offer 1 PP and sacrifice 20L 1D8 days later.</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring)	ᚠᚠ
Dendara	The Good Wife, Wife of Yelm, Goddess of Virtue, Spindle Goddess, Great Lady of Heaven, <i>Major Rune Cult, Life Stage Cult (2).</i> Requirement: Female. Companion: spindle, hearth stone.	Customs (Culture), Medicine, Survival, Health	ᚧᚦᚦᚦᚦᚦ
Dew Maid	Dew Spirit, <i>Spirit Cult. Membership: make sure no one sees Dew Maid.</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	ᚠᚦᚦᚦ
Doburdun	Darsenite God of Thunder and Lightning, <i>Minor Rune Cult.</i> Companion: throwstick.	Customs (Darsenite), Thowstick, Gymnastics	ᚠ
Donandar	Divine Musician, God of High Music, Source of Music, God of Primal Music, <i>Ordinary Rune Cult.</i> Companion: musical instrument.	Arts (Acting, Play Instrument, Sing, Dance), Customs (Any), Persuasion, Gymnastics	ᚦᚦᚦ.
Earth Witch	Serdrodosa, <i>Ordinary Rune Cult, Spirit Tradition.</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Own)	ᚦᚧ
Eiritha	Busenari, Herd Mother, Herd Beast Goddess, Goddess of Cattle, Finger Goddess Protectress, <i>Major Rune Cult.</i> Requirement: (Female). Companion: herd animal, herd animal totem, cattle goad. Earth Cult.	Survival, Customs (Own), Axe, Survival, Health	ᚦᚧᚦᚦ
Entekos	Molanni, Queen of the Air, Goddess of the Right Air, Mother of Moons, Goddess of Calm, Lady of Summer Air, Beloved Goddess, The Unmoving, Mother of Drought, <i>Ordinary Rune Cult, Life Stage Cult (2-3).</i> Companion: swallow, silver bracelet.  Subcults: Doburdun: God of Thunder and Lightning ᚠ Shafesora: Beloved Goddess of Rain ᚠ	Arts, Customs (Own), Persuasion, Gymnastics	ᚠᚦᚦᚦ
Entropic Alchemists	Lunar Sorcery School. Membership: <i>Initiate of a Lunar Cult. Lunar Sorcerer.</i> Gains mastery of the ᚦ rune and the Command Sorcerous technique.	Command	ᚦ

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Cult	Description	Cult Skills	Runes
Ernalda	Earth Queen, Wife of Many, The Green Lady, Mother of Vengeance, Maker of Kings, Binder, Giver of Customs, Mother of Barbarians, Mother of Demons, Seseeradeva the Scarlet Serpent. <i>Greater Rune Cult, Life Stage Cult (2)</i> . <i>Requirement: (Female)</i> . Companion: pig, basket. Earth Cult. Subcults: Eninita: god of child birth ☒ Jolly Fat Man: ☒ Kero Finn: ☒☐ Nandan: man as woman ☒	Customs (Own), Gymnastics, Arts (Singing, Dance), Persuasion, Streetwise, Health	☒☐III
Erтеленари	Bear Goddess, Mother Bear, Girls Goddess of Arir and Anadiki, <i>Ordinary Rune Cult, Life Stage Cult (2)</i> . <i>Requirement: (Female)</i> . Companion: bear, bear totem.	Customs (Pelandan, Darsenite, Naverian), Persuasion, Unarmed, Survival, Health, Athletics, Axe	▼☐
Etyries	Messenger of the Gods, Herald of the Moon, Lunar Goddess of Trade and Communication, The Pathfinder, <i>Lunar New God</i> . Companion: mule, pot.	Customs (Lunar), Customs (Any), Persuasion, Streetwise	☉H
Eurmal	Rakenvæg, Trickster, Fool, Liar, Raven, Hare Man, Carrot God, God of Trickery, God of Deceit, The Deceiver, The Betrayer, <i>Greater Rune Cult</i> . No God Talkers.	Customs (Heorling, Alkoring), Persuasion, Stealth, Gymnastics, Streetwise	..I
Evening Star	Evening Star Spirit, <i>Spirit Cult</i> . <i>Membership: never join or ally with darkness or chaos cults</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	○
Father of Independents	Ferryman Spirit, <i>Spirit Cult</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	✱✱
Fire Snake	Flaming Earth Spirit, <i>Spirit Cult</i> . <i>Membership: never put water on a fire, Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉☐
Flamal	God of Vegetation, Father of Seeds, <i>Greater Rune Cult</i> . Companion: plant, seed.	Survival, Customs (Own), Health	†III
Flintnail	Stone Mason of Pavis, <i>Minor Rune Cult</i> . Rune Lords. Divine Intervention only summons a one-use item.	Customs (Old Pavic), Craft (Masonry), Craft (Armourer), Craft (Redsmith), Axe, Mace	☐☐III
Foundchild	Hunter, <i>Ordinary Rune Cult</i> . Rune Lords. No Rune Priests. No God Talkers.	Customs (Own), Bow, Spear, Stealth, Survival, Perception	†III
Frog Woman	Frog Spirit, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	✱▼☒
Gamara	Redalda, Hippoi, Horse Goddess, Servant Goddess, The Armless Howler, Horse-Loving, the Shorn Goddess, <i>Minor Rune Cult</i> . Companion: horse, saddle.	Customs (Own), Riding	☉▼

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Cult	Description	Cult Skills	Runes
Gagarth	The Wild Hunter, <i>Ordinary Rune Cult</i> . Companion: sword. No Lay Members. No God Talkers.	Customs (Heortling, Alkoring, Praxian), Sword, Survival, Riding, Spear, Bow	☉†
Gark	The Calm, God of Eternal Peace, Eternal Life and Zombies, <i>Ordinary Rune Cult</i> . Allied Spirit: skull, zombie.	Customs (Cult), Persuasion	☉☉☉
Gerra	Goddess of Suffering, Releaser of Grief, Goddess of Endurance, Goddess of Sorrow, <i>Ancient Moon Goddess, Life Stage Cult (2-3)</i> . Allied Spirit: stone.	Bravery, Customs (Lunar, Pelandan), Health	☐†● Dying Moon
Ghost Darters	Ghost Fighters, The Hidden Paths, <i>Spirit Society</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between spirit cults specialising in fighting other spirits.</i>	Customs (Praxian)	☉
Good Shepherd	Shepherd Spirit, <i>Spirit Cult, Requirements: initiate of Eiritha</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	*☉
Gorakiki	Mother of Insects, <i>Major Rune Cult, Spirit Tradition</i> . Assistant Shaman-Initiates. Shaman-Priests. No Priests.	Riding, Customs (Uz)	●☐
Gorgorma	Goddess of Horror, Mother of Nightmares, Keeper of Secrets, Terror, <i>Major Rune Cult. Membership: Priests must be female or be male eunuchs, female members must ritually scarify their bodies. Worshippers can't be members of any fertility, light or harmony cult.</i> Allied Spirit: raven, raven amulet. No Lay Members. No God Talkers.	Customs (Dara Happan, Lunar), Stealth, Persuasion, Streetwise	☐†● Dying Moon
Grain Goddesses	Esra Barley Mother, Pelora Wheat Mother, Everina Rice Goddess and many others. Included within other earth cults so not treated separately	Customs (Own)	☐†☉
Grandmother of Spiders	Giant Spider Ancestress, <i>Spirit Cult, Requirement: Friend to all spiders and enemy to all insects.</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	●☐
Granny Vo and Uncle	Power of Nature Before Man, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring)	*
Great Rhino	<i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☐☐
Gustbran	Smith God, Bonfire God, Lowfire, Source of Many Torches, <i>Ordinary Rune Cult</i> . Allied Spirit: smith's tool, firestarter.	Customs (Own), Craft (Bronze Smith), Craft (Potter), Craft (Brickmaker)	☉*
Heler	Rain God, Loyal God, Beloved Goddess of Rain, The Shapechanger, God of Mists, The Blue God, The Blue Woman, The Blue Ram, Shepherd God, Shafesora, <i>Ordinary Rune Cult</i> . Allied Spirit: trident, bluestone amulet, sapphire pendant.	Customs (Own), Trident, Water Life, Medicine, Arts (Singing), Flail	☉☉☉
Helpwoman	Gatherer Goddess, Nomad Camp Goddess, The Matron, Old Woman, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Own)	*III
Himile	Uz God of Cold, Lord of Ice Daemons, <i>Major Rune Cult</i> . Allied Spirit: ice daemon, ice amulet. No Lay Members.	Customs (Uz), Mace, Persuasion, Survival	●
Hungry Fire	Hungry Flame Spirit, <i>Spirit Cult. Membership: (Praxian), sacrifice a herdbeast or enemy each season by burning, Cult</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉

## Pavis Quest

Cult	Description	Cult Skills	Runes
Hon-eel	The Artess, the Dancer, Goddess of Tarsh and the Redlands, Goddess of Maize, Fertility and Rebirth, The Red Earth, Third Inspiration of Moonson, <i>Lunar New God, Life Stage Cult (2)</i> . Allied Spirit: bat, bird, sickle, sacrificial knife	Customs (Lunar), Gymnastics, Persuasion, Arts	●X□
Humakt	<p>God of War and Death, Separator and Divider, Guardian of Hell, God of Endings, Keeper of Oaths, Slayer of Men, Deathbringer, <i>Greater Rune Cult. Requirement: (Unmarried, Childless, Not a Farmer), Receive a Gift and a Geas on Initiation and any number on becoming a rune master. Never come back from the dead.</i> Allied Spirit: sword. Rune Lords. No Rune Priests. No God Talkers.</p> <p>Subcults:            Hiia Swordsman: Grazer Hero †            Indrodar Greydog: Enemy of Undead †            Yan Starcere: Protector †            Makla Man: †</p> <p>Gifts and Geases: these are a list of gifts with the associated geases:</p> <ul style="list-style-type: none"> <li>• +1 and T in Sword: Never use weapons other than swords and daggers</li> <li>• B2 in a cult non weapon skill: silent on Freezeday each week including casting magic.</li> <li>• +1 Death or Truth rune: sacrifice 2 unspent XP to Humakt each High Holy Day.</li> <li>• Choose a specific sword which always makes breakage saves: never lie.</li> <li>• Gain the special characteristic Sixth Sense: never participate in an ambush.</li> <li>• B2 to Resist Poison and Disease: never use poison.</li> <li>• Gain the ability to use Detect Undead at will with no test or cost: an initiate can only use cult rune magic - use no magical items not specifically associated with the cult.</li> <li>• Choose a specific sword to deal E3 damage: the Heal spirit magic spell doesn't work on the character.</li> <li>• Choose a specific sword which will cause an extra Hurt if it causes any Hurts: never use a shield.</li> <li>• Choose a specific sword which has B2 to hit: can't wear Heavy or Extra Heavy Armour.</li> <li>• B1 when rolling to recover from Stunned: drink no alcohol.</li> <li>• Gain 1 rune point: never refuse a challenge to single combat.</li> <li>• Immune to Fear and Demoralize: never retreat from a combat.</li> </ul>	Customs (Own), Sword, Dagger, Craft (Bronze Smith, Blacksmith), Leadership & Oratory, Riding, Perception, Sense Assassin (Initiates+ only)	†Y
Hwarin Dalthippa	The Conquering Daughter, Goddess of the Lunar Provinces, Goddess of Roads, Goddess of Jilaro, Ruler of Barbarians, Goddess of Victory, Goddess of Crafts, The Builder, <i>Lunar New God</i> . Allied Spirit: spear, shield. Rune Lords. Subcult: Jillaro III, <i>Requirement: Rune Priest</i>	Customs (Lunar), Craft, Leadership & Oratory, Tactics, Arts (Dance, Music), Spear, Sword, Riding, Gymnastics, Shield, Mounted Bow, Mounted Spear	●R○

## Pavis Quest

Cult	Description	Cult Skills	Runes
Hyena	Hyena Spirit, Eater of the Dead, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	▽Ⅰ
Inora	Goddess of the Mountain Top Winter, White Princess, <i>Ordinary Rune Cult</i> . Allied Spirit: snow alynx.	Customs (Heorling, Alkoring, Praxian, Uz), Survival, Athletics, Health	☉☉Ⅹ
Iphara	Goddess of Fog, <i>Ordinary Rune Cult</i> . Allied Spirit: silver amulet.	Customs (Heorling, Alkoring), Stealth	☉..#
Iphigios	The Crafter, <i>Lunar New God</i> . Allied Spirit: craft tool.	Customs (Lunar), Arts, Craft	☉..
Irrippi Ontor	The Brown Man, First Arrow of Light, Lunar New God of Wisdom and Learning, Master of Secrets, One of the Seven Mothers, <i>Lunar New God</i> . <i>Requirement: Lunar Sorcerer</i> . gains mastery of the ☉ rune and the Command Sorcerous technique. Member of Irrippi Ontor School. Allied Spirit: bat.	Customs (Any), Literacy (Any), Knowledge	☉ΥΟ
Issaries	God of Trade, The Talking God, God of Exchange, Patron of Travellers, God of Speech and Poetry, Lord of Orators and Wit, God of Weights and Measures, Escort of the Dead, Lightbringer, <i>Ordinary Rune Cult</i> . Allied Spirit: staff, mule. Subcults: Garzeen: The Middleman, Shopkeeper # Goldentongue: God of Wandering and Travel # Herald Goodword: The Messenger #	Customs (Own, Any), Streetwise, Persuasion, Leadership & Oratory	#
Jajagappa	Catcher of Souls, Hunter of the Dead, Net Keeper, Dog-Headed, <i>Ordinary Rune Cult, Spirit Tradition</i> . Allied Spirit: net, dog. Assistant Shaman-Initiates. Shaman-Priests. No Priests.	Customs (Own), Medicine, Persuasion	IIIⅩ
Jakaleel the Witch	The Spindle Hag, One of the Seven Mothers, Mistress of Black Magic, Keeper of Secrets and Source of Mastery, Seeker in the Darkness, Source of Misery, <i>Lunar New God, Spirit Tradition</i> . Assistant Shaman-Initiates. Shaman-Priests. No Initiates. No Priests. No God Talkers. Allied Spirit: darkness creature such as a bat or dog.	Customs (Lunar), Knowledge	☉☉†
Jar-eel	The Razoress, Incarnation of the Red Goddess, <i>Lunar Incarnation of the Red Goddess</i> . Allied Spirit: scimitar.	Customs (Lunar), Sword	☉IIII♠
Kana Poor	Scribe of Time, Wielder of Age, The Chronomancer, Third Arrow of Light, <i>Lunar New God</i> . Allied Spirit: chronometer.	Customs (Lunar), Knowledge, Perception	☉Υ
Kastok	Warrior Emperor, Dara Happan Hero Cult, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No Priests		☉
Kero Fin	Goddess of Dragon Pass, Mother of Orlanth, Goddess of Rule in Dragon Pass, Mother of Mountains, <i>Ordinary Rune Cult, Life Stage Cult (2)</i> . Allied Spirit: stone.  Subcults: The Desired One: power of sovereignty over Dragon Pass. <i>Requirement: ruler or potential ruler of Dragon Pass</i> Orogeria: lady of the wilderness. ☉ Sorana Tor: goddess of human sacrifice. ☐	Customs (Heortling, Alkoring), Athletics, Leadership & Oratory, Perception	☐Ⅹ
Kolat	Orlanthi Wind Spirit Cult, <i>Ordinary Rune Cult, Spirit Tradition</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring),	☉Ⅹ

## Pavis Quest

Cult	Description	Cult Skills	Runes
Krarsht	Goddess of Hunger and Intrigue, The Waiting Mouth, <i>Ordinary Rune Cult</i> . Rune Lords.	Customs (Cult), Stealth, Streetwise, Perception, Blowgun, Net, Sword	𐌶𐌵𐌹
Krjalk	Lord of Monsters, The Traitor, <i>Minor Rune Cult</i> . <i>Requirement: non-chaotic being that wishes to receive the Conversion spell or chaos creature which has undergone a major transformation</i>	Customs (Own)	𐌶𐌹𐌺𐌺
Kyger Litor	Mother of Trolls, Ancestress, Ruling Goddess, <i>Major Rune Cult</i> . <i>Requirement: (Uz)</i> . Allied Spirit: beetle, armour. Rune Lords. Assistant Shaman-Initiates. Shaman-Priests.	Customs (Uz)	●𐌹
Lanbril	God of Thieves, The Faceless God, <i>Ordinary Rune Cult</i> . Allied Spirit: tool, piece of jewellery, dagger, or small animal. Rune Lords	Customs (Any), Gymnastics, Stealth, Streetwise, Perception, Dagger, Sword, Devices	𐌺.𐌺
Lightning Boy	Yavor Lightning, Lightning Spirit, The Lightning Spear, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉
Local Spirit	Spirit of a local feature - <i>Spirit Cult</i> .		Varies
Lesillia	Blue Moon Mother, Incarnate Moon, Queen of Mernita, <i>Ancient Moon Goddess, Life Stage Cult (2)</i> . Allied Spirit: blue beads.	Customs (Lunar, Darsenite), Bow, Gymnastics, Medicine, Health, Persuasion, Streetwise	☾☉
Lhankor Mhy	Buserian, Knowledge God, Seeker and Sage, Keeper of Laws, Scribe of the Immortals, Greybeard, Lightbringer, Scribe and Sky Watcher, Yellow God, God of Priests, Master of Insight, Keeper of the Frame, God of Scribes, <i>Major Rune Cult, Sorcery School</i> . Can become a sorcerer in the Lhankhor Mhy School with the Command Sorcerous Technique and mastery of the Y rune. Allied Spirit: pen.	Literacy, Knowledge, Customs (Any, Own), Craft (Bookbinding)	𐌶
Lodril	Turos, DuTukkos, Veskarthan, Baba Ulodra, God of the Warm Earth, Spear God, Volcano God, Broad and Strong Master of Labour, Wide God of Earth and Below, God of Fire, Father of the Lowfires, The Spear Shaper, Raiser of Hills, Father of Mountains, the Long Runner, the Old Hunter, <i>Major Rune Cult</i> . Allied Spirit: obsidian amulet.	Customs (Own), Spear, Health, Athletics, Craft	𐌹☉𐌺
Lokarnos	God of Transport and Trade, God of Merchants, Waggon God, Bringer of Sacrifices, <i>Ordinary Rune Cult</i> . Allied Spirit: gold coin, waggon.	Customs (Any, Own), Literacy, Streetwise, Perception, Riding	☉𐌹
Mahome	Hearth Goddess, Campfire Goddess, One of the Lowfires, <i>Minor Rune Cult</i> . Allied Spirit: Firestarter, hearth stone.	Customs (Own)	☉𐌹
Mallia	Mother of Disease, One of the Unholy Trio, Bringer of Chaos, <i>Ordinary Rune Cult, Spirit Tradition</i> . Assistant Shaman-Initiates. Shaman-Priests. No Priests. No God Talkers.	Customs (Own)	☉𐌹
Maran Gor	Goddess of Earthquakes and Destruction, Goddess of the Cold Earth, Goddess of Quakebeasts, Goddess of Fighting, She of the Axe and the Club, <i>Major Rune Cult</i> . <i>Requirement to be a God Taker or Priest: Unmarried Childless Female or Eunuch</i> . Allied Spirit: axe, mace. Earth Cult.	Customs (Own), Axe, Mace, Athletics, Perception	☐𐌺

## Pavis Quest

Cult	Description	Cult Skills	Runes
Mastakos	Charioteer of the Gods, <i>Greater Rune Cult</i> . Allied Spirit: moving object. No Lay Members.	Customs (Heartling, Alkoring), Riding	᚛
Mee Vorala	Goddess of Fungi, <i>Major Rune Cult</i> . Allied Spirit: fungus. No Lay Members.	Customs (Aldryami), Craft (Cultivate Fungus)	●†ᚫ
Mistress Calm	Calm Air Spirit, <i>Spirit Cult</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	ᚾIII
Monkey King	Monkey Spirit Cult, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	ᚫᚫ
Moon Gazers	Lunar Sorcery School. Membership: <i>Initiate of a Lunar Cult</i> . <i>Lunar Sorcerer</i> . Gains mastery of the ☉ rune and the Summon Sorcerous technique.	Summon	☉
Moon Girl	Descending Moon Spirit, Spirit Cult, One of the Spirits of Moonbroth. Assistant Shaman-Initiates. Shaman-Priests.	Customs (Praxian, Lunar)	☉᚛
Morning Star	Morning Star Spirit, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉
Mostal	The Maker, The World Machine, <i>Sorcery School</i> .	Customs (Mostali)	ᚫ□
Natha	Mistress of Balance, Ruler of the Second Underworld, Goddess of the Empty Half, Destroying Avenger, Mother of Assassins, She of the Knife and the Bell, The Red and Black Goddess, <i>Ancient Moon Goddess</i> . Allied Spirit: bell, knife. Rune Lords.	Customs (Lunar, Pelandan, Navarian), Dagger, Sword, Stealth, Gymnastics, Bravery	ᚫ†
Naveria	Goddess of Women, Wife of the Red King, Traveller, Slayer of Ko, Queen of the Red City, The Renewer, <i>Ordinary Rune Cult</i> , <i>Life Stage Cult (1-2)</i> . Requirements: (Female). Allied Spirit: staff, sparrow.	Customs (Dara Happan, Naverian, Darsenite, Pelandan), Arts (Cooking, Dancing), Crafts (Brick Making), Gymnastics, Customs Culture), Persuasion, Health	☉ᚫ᚛
Night Woman	Night Spirit, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	●ᚫ
Nysalor	The Bright One, God of Illumination, <i>Worshipped by Default by Illuminates but has no other effects</i> . Allied Spirit: none.		●ᚫᚫ . Black Moon.
Oakfed	Wildfire Spirit, One of the Lowfires, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉
Odayla	Arakang, Bear God, Hunter God, The Deep Hunter, King Bear of Arir, The Upright, The Wise, <i>Ordinary Rune Cult</i> . Allied Spirit: bear, bear totem. Rune Lords. No God Talkers. No Priests.	Customs (Own), Athletics, Stealth, Bow, Spear, Perception, Survival	ᚫᚫ
Orani	Son of Storm Bull, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.		ᚫ
Order of Day	<i>School of Illumination</i> . Novice or teacher membership only.	Customs (Lunar), Illumination, Knowledge, Bravery	III● Black Moon

## Pavis Quest

Cult	Description	Cult Skills	Runes
Orogeria	Wild Huntress, Keeper of the Wild, Goddess of the Ascending Blue Moon, Keeper of Life and Death, Great Huntress, Ulurda, <i>Ancient Moon Goddess, Life Stage Cult (1)</i> . <i>Requirements: Female</i> . Allied Spirit: bow, falcon.	Customs (Lunar, Own), Bow, Spear, Gymnastics, Perception, Survival, Stealth	☉†III
Orlanth	King of Storms, The Thunderer, The Rebel, God of Raids, God of Warriors, Bringer of Death, God of Murder, Defthands, Disruptor, Breaker of Bonds, Hurler of Thunderbolts, The Thief, Horse-Binder, Lightbringer, Karborn Father of Bears. <i>Greater Rune Cult. Storm Cult. Requirement: Male</i> . Allied Spirit: sword, alynx. Rune Lords (Adventurous), No Priests (Adventurous), No God Talkers (Adventurous). Subcults (must join at least one): Adventurous: warrior god ƛ Thunderous: storm god ☉ Rex: Ruler 𐌹 <i>Requirement: tribal ring or city ring</i> Lightbringer 𐌹  Other Subcults: Barntar ☐: Plough god Gurundyer ☉: hero of Langst, Companion of Lightning Vinga ƛ: <i>requirement: female</i> , Orlanth's daughter	Customs (Own), Sword, Tactics, Gymnastics, Stealth, Leadership & Oratory, Perception, Spear	☉ƛ
Ostrich Mother	Ostrich Spirit, <i>Praxian Spirit Cult. Requirement: (Praxian)</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉▽☐
Ourania	Goddess of the Sky and Heavens, Virgin Goddess, The Heavenly Power, <i>Major Rune Cult</i> . Allied Spirit: swift, mirror.	Customs (Dara Happan, Pelandan), Perception, Knowledge, Literacy (Any)	☉III
Pavis	City God of Pavis, <i>Sorcery School, Minor Rune Cult</i> . Rune Lords.	Customs (Old Pavis), Craft (Masonry), Mace, Axe, Medicine	♠☐△III
Pelaskos	The Sea Fisher, <i>Ordinary Rune Cult</i> . Allied Spirit: fish hook.	Customs (Own), Water Life	≠III
Purifiers	Lunar Sorcery School. Membership: <i>Initiate of a Lunar Cult. Lunar Sorcerer</i> . Gains mastery of the ☉ rune and the Command Sorcerous technique.	Command	☉
Polaris	Celestial General, God of Battle, Pole Star, Keeper of the Sky Dance, Rigsdal, <i>Ordinary Rune Cult</i> . Allied Spirit: helmet. Rune Lords. Subcults: Arraz: servant of Dayzatar ☉ Urvairinus: Warrior Emperor III Hastatus: spear-man ☉	Customs (Dara Happan), Shield, Spear, Tactics, Perception, Leadership & Oratory, Bravery	☉III△
Pole Star	Star Spirit, <i>Spirit Cult. Membership: (Praxian), never join or ally with darkness or chaos cults</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	☉△
Porcharngo	The Cosmic Cancer, <i>Minor Rune Cult</i> . Allied Spirit: gorp or chaos spawn. <i>Requirement: must have an obvious chaos feature. Priests must have had Corruption cast on them</i> . No Lay Members. No God Talkers.	Customs (Own)	∞☛
Rainbow Girl	Messenger Spirit, <i>Spirit Cult. Membership: try to resolve conflict peacefully first</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	𐌹III☉



## Pavis Quest

Cult	Description	Cult Skills	Runes
Raven	Three Feathered Rivals, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	∴▽
Red Emperor	Moonson, Lord of the Four Quarters, Staff and Pillar to God, Leader of the Egi, Emperor of Dara Happa, <i>Lunar New God</i> . <i>Membership: Initiate of the Red Goddess</i> . No God Talkers. No Priests. Removed from all previous cult restrictions. Serve the Emperor directly.	All	⊕⊗✠
Red Goddess	Rufelza, Sedenya, Teelo Imara, Goddess of the Whole Moon, Goddess of the Red Moon, Sister of Chaos, Lurker on the Veil, Fourth Arrow of Light, Mistress of Time, The Face and the Mask, <i>Greater Cult</i> . <i>Membership: Illuminated</i> . No Lay Members. No Priests. No God Talkers. High Priestess is the ranking initiate at a temple. Imitates regain Rune Points as though they were priests. Subcults: Crater Makers. <i>Requirement: Must have a moon rune at D14+</i> Scarlet Scimitar. <i>Requirement: soldier in the Lunar Army or as a reward for service</i> . Gain a red kopis that counts as an enchanted iron weapon with an additional +1 change of saving. Once a week, but not on Black or Dying day, can cast Truesword on it.		⊗⊕⊗
Red School of Masks	Moon Spirits, The Hidden Paths, <i>Spirit Society</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between lunar spirit cults</i> .	Customs (Praxian, Lunar)	⊕ All Phases
River Horse	Headwater Spirit, <i>Spirit Cult</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	⊗⊗
Ronance	Fertility Spirit, <i>Spirit Cult</i> . <i>Membership: Initiate of Eiritha</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	⊗⊗
Sakkar	Eater of Men, God of Fear, Sabretooth God, <i>Ordinary Rune Cult</i> . Allied Spirit: sakkar, sakkar totem. Rune Lords. No Rune Priests. No God Talkers.	Customs (Dara Happan, Alkoring), Unarmed, Spear, Stealth, Sword, Athletics	▽†
Shadow People	The Many Friends, <i>Spirit Society</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between night spirit cults</i> .	Customs (Praxian)	●
Serpent Dancers	The Hidden Paths, <i>Spirit Society</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between animal spirit cults</i> .	Customs (Praxian)	⊗
Seven Mothers	Restorers of Sedenya. Danfive Xaron, Deezola, Irripi Ontor, Jakaleel, Teelo Norri and Yanafal Tarnils worshipped collectively. Can join with any moon phase or either of the other runes. <i>Lunar New Gods</i> . Rune Lords.	Perception, Customs (Lunar), Sword, Literacy (New Pelorian), Health	⊗† Moon can be any phase
Seven Winds	Wind Spirit Cult, <i>Spirit Society</i> . <i>Membership: (Orlanthi)</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows sharing of RP between wind Spirit Cults. Usually the Seven Winds</i> .	Customs (Heortling, Alkoring)	⊗
Shargash	The Red Planet, Destroyer, God of War and Destruction, Master of Strength, Slayer of Umath, Lord of Alkoth, The Devourer, Tolat, Jagrekriand, <i>Ordinary Rune Cult</i> . Allied Spirit: mace. Subcults: Alkor: city god of Alkoth ⊕ Eusibus: Upon the Hilltops, Protector of Emperors ⊕ Kendathalus: controller of Oslira †	Customs (Dara Happan), Mace, Spear, Athletics, Tactics, Gymnastics	⊗†

## Pavis Quest

Cult	Description	Cult Skills	Runes
	Urkarmascha: enemy of Darjiin † Urndudud: the Thunderer, breaker of the sky dome ǻ		
Silver Deer	Lunar Spirit, <i>Spirit Cult</i> . <i>Requirement: carry no weapons</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Lunar, Praxian)	⊕ Any Phase
Sisters of the New Consciousness	Headed by Deneskerver the Great Sister of the Red Emperor and <i>Lunar Demigod</i> . <i>School of Illumination</i> . Novice or teacher membership only.	Customs (Lunar), Leadership & Oratory, Illumination, Knowledge	⚬● Black Moon
Sisters of the Veil	Lunar Sorcery School. Membership: <i>Initiate of a Lunar Cult</i> . <i>Lunar Sorcerer</i> . Gains mastery of the ⚬ rune and the Combine Sorcerous technique.	Combine	⚬
Sky Gazers	The Many Friends, <i>Spirit Society</i> . <i>Requirement: (Praxian)</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between sky spirit cults following stars that came to the Wastes in the great Darkness</i> .	Customs (Praxian)	⊙
Star Witches	Star Spirits, The Hidden Paths, <i>Spirit Society</i> . <i>Requirement: female (Praxian)</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between star spirit cults</i> ,	Customs (Praxian)	⊙
Storm Bull	Urox, Bisos, God of the Desert Storm, Chaos Fighter, Berserk God, God of the Eastern Dust Storm, God of Violence, Pelandan Bull God, The Good God, The Provider, The Fighter, Returns to Life, <i>Major Rune Cult</i> . Allied Spirit: horned helmet, weapon, riding animal. Rune Lords. No Rune Priests or God Talkers. Can use Perception to Sense Chaos. Storm Cult.	Customs (Own), Bravery, Weapons, Perception, Survival, Riding	⚔⚔⚔
Subere	Goddess of the Dark Within, <i>Greater Rune Cult</i> . <i>Requirement: Darkness creature or initiate of a Darkness cult</i> . Allied Spirit: none.	Customs (Uz)	●R
Sun Hawk	Three Feathered Rivals, <i>Spirit Cult</i> . <i>Requirement: never lie</i> . Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	⊙†⚔
Sunset Society	The Hidden Paths, <i>Spirit Society</i> . <i>Requirement: male</i> , <i>Allows shared RP between underworld spirit cults</i> .	Customs (Praxian)	●
SurEnslib	Heron Goddess, Commander of Snakes, Chief Goddess of Darjiin, The Long Legged, the Snapper, Marsh Mother, Ancestor Worship, <i>Ordinary Rune Cult</i> , <i>Spirit Tradition</i> . No Priests. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers.	Customs (Darjiini), Water Life	⚔⚔⚔
Teelo Norri	Young Life, Lunar New Goddess of Youth and Innocence, One of the Seven Mothers, <i>Lunar New God</i> , <i>Life Stage Cult (1)</i> . Lay Members only. Lay members are children or those who wish to access the poor fund of the Seven Mothers Cult. Her Priestesses are members of Priestesses of the Seven Mothers who take on this role.		⊙⚔⚔
Telmor	Hsunchen Wolf God, <i>Ordinary Rune Cult</i> , <i>Spirit Tradition</i> . No Priests. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers.	Customs (Telmori), Unarmed, Gymnastics	⚔†
Thanatar	The Severed God, Tien and Aytar, <i>Ordinary Rune Cult</i> . Allied Spirit: human. Rune Lords. Subcults (Priests Only join one of these or stay as Thanatar). 1 Gift and associated geases on Initiation, another on reaching each further rank in the cult. Than †●⚔ Aytar Y⚔	Customs (Cult), Literacy, Stealth, Craft (Alchemy), Streetwise, Sword, Garotte	●†⚔Y

## Pavis Quest

Cult	Description	Cult Skills	Runes																																										
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Theed	Goddess of Rape, Mother of the Broos, One of the Unholy trio, Bringer of Chaos, <i>Ordinary Rune Cult, Spirit Tradition Requirement: Male Broo.</i> Rune Lords. Shamans as Priests. No Priests. No God Talkers.	Customs (Broo)	☩☩																
Thirstless	The Many Friends, <i>Praxian Spirit Society. Requirement: (Praxian), Allows shared RP between water spirit cults.</i>	Customs (Praxian)	☩																
Tholm	Descender Hawk, God of Falconry, The High Flyer, <i>Ordinary Rune Cult.</i> Allied Spirit: hawk.	Customs (Dara Happan), Gymnastics, Perception, Mounted Bow, Mounted Spear	☩☉																
Three Bean Circus	Spirits of Peace, <i>Spirit Cult. Requirement: carry no weapons.</i>	Customs (Praxian)	☩☩☩																
Thunderbird	Three feathered Rivals, Storm Bird, <i>Spirit Cult</i>	Customs (Praxian)	☩☩☩☩																
Twin Stars Society	Moon Spirits, The Many Friends, <i>Spirit Society.</i> Amongst traditionalists this is part of the Hidden Paths and is called the Hidden Ancestors Spirit Society. Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests. <i>Allows shared RP between moon spirit cults.</i>	Customs (Praxian, Lunar)	☉☉																
Twin Stars Spirit Cult	Twin Moon Spirits. <i>Spirit Cult.</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian, Lunar)	☉☉																
Ty Kora Tek	Annara Gor, Goddess of the Dead, Keeper of the Third Underworld, The Serpent Haired, Preparer of Corpses, Guardian of Graves, Queen of the Dead, Keeper of the Dead, Grandmother, Keeper of the House of Dead Gods, Mistress of the Faceless Ones, <i>Major Rune Cult.</i> <i>Requirement: female.</i> 1 Skill, Allied Spirit: stone from a tomb.	Customs (Own), Literacy	†☐*																
Uleria	Goddess of Love in Every Form, Goddess of Fertility, Goddess of Lust, Desire and Nakedness, Goddess of Life, <i>Greater Rune Cult.</i> Allied Spirit: dove, jewellery mirror.	Persuasion, Arts, Gymnastics, Customs (Own), Health	☩																
Uncle Frost	Thula Varnei, One of the Seven Winds, <i>Spirit Cult, Membership: (Heortling) must throw gambling sticks two week before the winter solstice and offer 1 PP and sacrifice 20L 1D3 weeks later,</i> Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring)	☩☉																
Urvarinius	Warrior Emperor, Dara Happan Hero Cult, <i>Spirit Cult</i>	Customs (Dara Happan)	☉☐																
Valind	God of Winter, The North Wind, The Winter King, The Snow Storm, <i>Major Rune Cult.</i> Allied Spirit: ice stave.	Customs (Heortling, Alkoring), Athletics, Survival, Perception, Weapons	☩☉																
Verithurusa	Seeking Red Moon, Goddess of New Experience, Goddess of Growth, The Movement to Maturity, The Innocent	Customs (Lunar, Dara Happan),	☉☩☉																

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Cult	Description	Cult Skills	Runes
	Goddess, <i>Ancient Moon Goddess, Life Stage Cult (1)</i> . Requirement: (Female), Unmarried. Persuasion 0, B1 Base Move. Allied Spirit: gem.	Bow, Gymnastics, Persuasion, Spear, Shield, Stealth	
Vivamort	God of Unlife, God of Vampires, Empty Immortality, <i>Ordinary Rune Cult</i> . Allied Spirit: vampire ghost. Rune Lords.	Customs (Own), Stealth, Perception	☾☾●
Votank	Balzaring Ancestor, Ancestor Worship, <i>Ordinary Rune Cult, Spirit Tradition</i> , Assistant Shaman-Initiates. Shaman-Priests., No God Talkers	Customs (Balazaring)	✚✚
Voria	Arira, Provaria, Spring Maiden, Handmaiden, Goddess of Girls, Maidens, and Innocence, Goddess of All That Will Be, <i>Major Rune Cult, Life Stage Cult (1)</i> . Requirement: (Female) Virgin. 1 Skill, 0. Allied Spirit: mouse, bracelet. No Initiates - Lay Members and Priestesses only.	Persuasion, Health, Customs (Own), Gymnastics	☐☒
Voudisea	Esrolian Cavalry Hero Cult, <i>Spirit Cult</i> .	Customs (Esrolian)	▼
Vrimak	Lord of Eagles, Fire Eagle, Father of Birds, Portion of Yelm, <i>Ordinary Rune Cult</i> . Requirement: <i>hate serpents including reptiles, draconic creatures, river gods, water elementals, darkness creatures including Uz, bats and ducks</i> . Allied Spirit: eagle.	Customs (Dara Happan), Bow, Leadership & Oratory, Perception, Spear, Gymnastics	☉▼
Wachaza	War God of the Sea, God of Waterspouts, Lord of the Final Death, He of the Net and Trident, Curse of the Deep, Wargod of the Middle Sea Empire, <i>Major Rune Cult</i> . Allied Spirit: trident.	Customs (Merfolk), Gymnastics, Trident, Net, Perception	☾†●
Waha	God of the Praxians, The Butcher, Great Khan, <i>Praxian Spirit Cult, Ordinary Rune Cult</i> . Requirement: Praxian. Shamans as Priests, Rune Lords.	Customs (Praxian), Survival, Stealth, Riding, Perception, Tribal Weapons	†✚
White Bull Brotherhood	The Hidden Paths, <i>Spirit Cult Society</i> . Requirement: (Praxian), Allows shared RP between air and movement spirit cults.	Customs (Praxian)	☾☾
Wrong Season	Uuuh Hu, One of the Seven Winds, <i>Spirit Cult, Membership: (Heortling) must throw gambling when it starts to get hot and then before the summer solstice and offer 1 PP and sacrifice 20L</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Heortling, Alkoring)	☾☒
Xentha	Protective Goddess of Night, Shadow of Yelm, Night Woman, <i>Major Rune Cult</i> . Requirement: <i>sacrifice 1 PP each day in order to go out daylight</i> . Gain 1 PP if below max each nightfall. Allied Spirit: lead amulet.	Customs (Own), Stealth	●☒
Xiola Umbar	Goddess of the Dark Solace, Dark Healer, Protractor of the Weak, Defender of the Helpless, Midwife of the Uz, <i>Major Rune Cult</i> , Allied Spirit: lead amulet.	Customs (Uz), Medicine	☒●III
Yanafal Tarnils	Ram and Warrior, Second Arrow of Light, One of the Seven Mothers, Lunar God of War, <i>Lunar New God</i> . Allied Spirit: kopis. Rune Lords, No God Talkers. No Priests. May gain one gift and geas on initiation. On becoming a rune lord may change selection and gain as many others as wished. A rune lord can choose more each holy day.  Gifts and Geases	Customs (Lunar), Sword, Tactics, Craft (Bronze, Iron), Medicine, Leadership & Oratory, Rude, Perception	☉†Y

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Cult	Description	Cult Skills	Runes
	<ul style="list-style-type: none"> <li>• B1 Sword. Never sheath weapon without drawing blood. For each time this</li> <li>• geas is taken, increase the number of times blood must be drawn.</li> <li>• B1 in any cult skill. Do not use skill outside of regimental service.</li> <li>• Cult Rune +1. Pay double tithing of PP each holy day and double tithes (an</li> <li>• adventurer taking this geas twice would pay triple PP and tithes, and so</li> <li>• on each time the geas is received).</li> <li>• +1 and Talented in a cult skill. Sacrifice P1 from a tune to Yanafal Tarnils each High Holy Day.</li> <li>• Increase armour points and improve save of all regimental equipment by +1. Never lie to a fellow Death cultist.</li> <li>• Need never eat. Never eat. The geas is the gift.</li> <li>• Need never drink. Never drink. The geas is the gift.</li> <li>• Need never sleep. Never sleep. Cultist cannot gain benefit from healing trances which invoke sleep.</li> <li>• Immune to Demoralize spell. Never retreat in combat.</li> <li>• Gain a permanent Chaos Gift. Mistrust all Chaos, except cult members.</li> </ul>		
Yara Aranis	Goddess of the Reaching Moon, Eater of Horses, Six-Armed, Great Defender, Keeper of the Crimson Web, <i>Lunar New God</i> . Allied Spirit: wooden or pottery beads. Allied Spirit: sickle sword.	Customs (Lunar), Sword, Tactics, Spear, Arts (Dance), Persuasion, Knowledge	☐†● Dying Moon
Yarandros	The Charger, The Great Horseman, Tarshite Cavalry Hero, <i>Spirit Cult</i> .	Customs (Alkoring)	▼
Yelm	God of the Sun, Celestial Emperor, Lord of the Day, Dispenser of Power, Father of Fire, Protector of Emperors, The Constant, Protector of the Weak, Maker of Classes, <i>Greater Rune Cult</i> . Allied Spirit: eagle, hawk. Rune Lords, Shamans. Subcults: Arraz: servant of the gods ☉ Raibamus: city god ☉ Ulkamoon: club god, Mace 0 † Urengerum: the archer †	Customs (Own), Mounted Bow, Riding, Medicine, Leadership & Oratory, Mounted Spear	†☉☒
Yelmatio	Antirius (Dara Happa), Kargzant (Grazelands, Pent), Elmal (older Heortling name), God of the Winter Sun, Preserver of the Light, Lightfore, Guardian of Forests, The Sun Dome God, <i>Ordinary Rune Cult</i> . Requirement: (Male). Receive a gift and geas on initiation and another on becoming a rune master. Allied Spirit: spear, hawk. Rune Lords. Subcult: Monroug: herocult ☉  Roll for a gift (D18) and then for the number of geases shown: 1. +1 in a skill chosen by the character (1) 2. Can use the spirit magic spell Farsee at will with no cost or casting (2) 3. Become T + 1 in Bow (3) 4. Become T +1 in Spear (3) 5. Can use the rune magic spell Catseye permently (3)	Customs (Own), Tactics, Mounted Bow, Perception, Mounted Spear	☉Y

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Cult	Description	Cult Skills	Runes
	<ol style="list-style-type: none"> <li>6. Can communicate with horses (2)</li> <li>7. Choose two Customs-Culture at 1. Character learns Customs - Culture skills at E2 (1)</li> <li>8. Athletics B1 (1)</li> <li>9. Health B1 (1)</li> <li>10. Magical Resistance B1 (1)</li> <li>11. Gymnastics B1 (1)</li> <li>12. Gain the special ability Attractive (1)</li> <li>13. Size +1 or -1 at the option of the character (2)</li> <li>14. Can communicate with birds (2)</li> <li>15. Fire is H3 to damage the character (1)</li> <li>16. Recover from Power Drain and regain Power Points twice as fast (1)</li> <li>17. Recover naturally from damage twice as fast (1)</li> <li>18. Knowledge B1</li> </ol> <p>Geases (D24):</p> <ol style="list-style-type: none"> <li>1. Eat no mammal meat on Fireday.</li> <li>2. Eat no mammal meat in Fire Season.</li> <li>3. Never eat any meat but bird.</li> <li>4. Celibate every Fireday*.</li> <li>5. Celibate every Truth Week*.</li> <li>6. Celibate every Fire Season*.</li> <li>7. Never tell a lie.</li> <li>8. Never seek shelter from a storm.</li> <li>9. Never let a horse suffer in it can be stopped.</li> <li>10. Never wear extra-heavy armour.</li> <li>11. Never wear heavy armour.</li> <li>12. Never wear medium armour.</li> <li>13. Never wear light armour.</li> <li>14. Never use a small shield.</li> <li>15. Never use a flail or whip.</li> <li>16. Never use a mace.</li> <li>17. Never use a sword.</li> <li>18. Never flee from or surrender to worshippers of Zorak Zoran.</li> <li>19. Never speak to or help Uz.</li> <li>20. Never speak to help Orlanth worshippers.</li> <li>21. Never refuse a request for help from Aldryami.</li> <li>22. Never eat horse-meat.</li> <li>23. Never love any but earth cult worshippers.</li> <li>24. Never bathe.</li> </ol> <p>*All three is total celibacy.</p>		
Yelorna	Virginal Celestial Goddess, Unicorn Goddess, Star Huntress, <i>Ordinary Rune Cult. Requirement: (Female).</i> Allied Spirit: night hawk, jewellery, shield. Unicorn Riders: <i>Requirement: must be D18 Riding, a female virgin and undertake a quest to gain a unicorn</i> , Rune Lords (Star Ladies).	Customs (Praxian, Dara Happan), Riding, Mounted Spear, Mounted Bow, Dagger, Spear, Shield, Leadership & Oratory, Survival	☉†
Ygg	Sea Storm, <i>Ordinary Rune Cult, Requirement: member of a pirate crew, 1 Skill, No Rune Priests or Godtalkers</i> , Rune Lords Subcult: Wavebeater ☉	Customs (Pirates), Water Life, Spear, Sword, Tactics	☉‡
Yinkin	God of Alynxes, Brother of Orlanth, God of Sensuality, Hunter God, <i>Ordinary Rune Cult.</i> Allied Spirit: alynx.	Customs (Heorling, Alkoring), Stealth, Survival,	☉▼●

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		Persuasion, Gymnastics	
Young Elementals	Elemental Servants of the Goddess Damosel Darkness Squire Sea Lady Land Liege Light Mistress Moon		● ⌘ □ ⊙ ⊖
Zebra Founder	Praxian Spirit Cult, <i>Spirit Cult</i> , Assistant Shaman-Initiates. Shaman-Priests. No God Talkers. No Priests.	Customs (Praxian)	▽
Zola Fel	God of the Zola Fel River, <i>Ordinary Rune Cult</i> . Allied Spirit: fish, fish amulet. Rune Lords. Subcults: The Cleansed One ⌘ Diros the Boatman ⌘	Customs (River Folk), Water Life	⌘⌘⌘
Zong	Troll Hunter God, <i>Ordinary Rune Cult</i> . Rune Lords. No Rune Priests. No God Talkers.	Customs (Uz), Sling, Mace, Stealth, Survival, Perception	†III
Zorak Zoran	God of Hate and Violence, Dark Eater, Stealer of Fire, Lord of the Legions of Death, Killer of Flamal, The Torturer, God of Slaughter, Commander of Undead, <i>Major Rune Cult</i> . Allied Spirit: mace, skull. Rune Lords. No Rune Priests. No God Talkers.  Subcults: Amanstan: fire spirit ⌘	Customs (Uz), Athletics, Mace, Sling, Shield	●†⌘



## Pavis Quest

### General Magic Rules

#### Power Points

To determine a creature's Power Points look up their best rune of the following table.

Best Rune	Power Points
D3	3
D4	4
D6	5
D8	6
D10	7
D12	8
D14	9
Each +1	+1

Some spells add to a character's Power Points but they cannot have more than twice their standard Power Points at any time. Creatures (with a few exceptions) regain all their power points each day divided up evenly. The abbreviation for Power Points is **PP**.

Power Points	Time to Get 1 Back
3	8 hours
4	6 hours
6	4 hours
8	3 hours
12	2 hours
18	1 ½ hours
24	1 hour

#### Memory

Memory is used for holding spirit and sorcery spells in mind. Calculate the character's memory using their XD.

XD	Memory
D3	2
D4	3
D6	4
D8	5
D10	6
D12	7
D14	8
Each +1	+1

Modify Memory as follows:

- Skilled in Knowledge: +1
- Expert in Knowledge: +2
- Skilled in Customs: +1
- Expert in Customs: +2

#### Rune Points

Rune Points are used when casting Rune Magic Spells. Gaining a Rune Point for a character costs 2 XP. The abbreviation used in **RP**. A character can't have more RP than the average of its XD.

#### Temples and Shrines

To be able to regain Rune Points a character needs access to a temple or shrine. A character may need to set up a portable or temporary shrine when on expeditions which could last some time and where returning to a temple or shrine could be a problem. This is done with the blessing of their priest. The shrine will contain things like a devotional statue, incense burners, sacrificial items and so on. Such a shrine costs 60L to set up and 16L a season to support. A different shrine is needed for each cult.

## Pavis Quest

### Regaining Rune Points

An initiate can regain their Points by attending a day of worship on holy day, high holy day or in sacred time or by attending a weekly holy day which takes 2-3 hours. The cost of this is built into the tithe paid to the cult. It takes place in a shrine or temple of their cult. The character makes a skill test for worship. This uses Customs (Culture) that matches their cult.

For Lunar cults it is also possible to use Knowledge. The difficulty depends on the temple or shrine attended. The difficulty can be improved by making a valuable sacrifice. It is also possible for a character to personally maintain a holy site with regular offering and sacrifices at a cost of 150L per season. If they do this they can make an additional worship roll on the seasonal and high holy days to gain extra RP. Cults ranks higher than initiates gain more points.

Customs (Culture) or Knowledge	Vs Difficulty
Major Success	Gain Extra Points
Success	Gain Normal Points
Failure	Gain Reduced Points
Major Failure	Gain No Points

<b>Difficulty</b> Portable Shrine 8 Shrine 7 Holy Site 7 Minor Temple 6 Major Temple 5 Great Temple 4
<b>Sacrifice</b> 15L E1 50L E2 300L E3

<b>RP Gained for Initiates</b> <b>Extra/Normal/Reduced</b> Weekly Holy Day 2D4/1D4/0 Seasonal Holy Day 2D8/1D8/1D3 High Holy Day All/2D8/1D8 Sacred Time All/2D8/1D8
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<b>RP Gained Rune Levels</b> <b>Extra/Normal/Reduced</b> Weekly Holy Day 2D6/1D6/0 Seasonal Holy Day All/All/1D6 High Holy Day All/All/2D8 Sacred Time All/All/2D8
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<b>RP Gained Associated Cults for Seasonal or High Holy Day Only</b> <b>Extra/Normal/Reduced</b> Initiate 2D4/1D4/0 Rune Levels 2D6/1D6/0
<b>RP Gained for Holy Site</b> Seasonal or High Holy Day: 2D3/1D3/1

With permission of the temple, often as a result of good service, a character can place a votive image in their temple. The image costs 50L. Each seasonal or high holy day the character gains 1 RP for each image.

<b>Votive Statue</b> Cost 50L 1 RP on Holy and High Holy Days
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### Committed Rune Points

It isn't possible to regain RP that are currently committed to magic with a duration. So the magic must end before the points can be regained. Note that permanent enchantments with have been created by sacrificing XP have no Duration so the RP used to create them can be regained. Also, spells that create a permanent effect by changing the world or creating something don't have a duration.

### Magical Resistance

Some spells called Attack Spells are resisted by Magical Resistance. An individual or thing's Magical Resistance is equal to the **average** of its **weakest** rune. Everything has a magical resistance but living things and those inhabited by spirits, guardians or demons tend to have much more than inert matter which can be assumed to have 3. Conscious creatures can choose not to use their magical resistance.

### Runes and Difficulty

Each magical spell or ability is associated with a Rune. Sorcery can be associated with more than one rune. Except for sorcery if the ability requires a roll to overcome magical resistance or cause another effect it uses that rune. Sorcery can use the best out of character's Δ or κ runes or for Lunar Sorcery a ⊕ phase. Alternatively, it can use the lower of the runes of the spell. Chaos magic uses either the ♡ rune or ⊕ phase. The value of a spell is the value of its rune. The resistance of a spell (like magical resistance) is the average of its rune. Some magic has a set difficulty listed in its description. If it doesn't have a difficulty then it always has its listed effect.

Use the rune of the spell or: Sorcery: Δ, κ, ⊕ phase or lowest rune Chaos: ♡ or ⊕ Phase
---

### Attack Spells

An attack spell is any spell cast directly on an unwilling target that isn't a Physical Agent or something that alters the environment around a target. It uses the caster's rune. Some spells are always attack spells. The difficulty of an attack spell is the target's **magical resistance** or if it shows another skill, in () it will use this if its higher. If the result is a Success it has a

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listed effect and it also has another better effect listed for a Major Success. If an attack spell has a Duration it can be Dispelled or Dismissed but not otherwise.

### Reinforcing Magic

A caster can use extra **PP** when casting a spell in order to get past an opponent's defences such as **Countermagic**. This is called **Reinforcing** the spell. Each point of extra Magical Resistance can be bypassed for 1 PP. No more PP can be spent than the points of extra resistance.

### Stacking Magic

Multiple instances of the same spell don't stack. Also a character cannot have more than one spell that provides Physical Armour active at a time.

### Concentration

Some magic requires concentration. If the individual who created it gains any status (e.g. Hurt, Stunned, Frightened) or uses an action to cast another spell they must make roll of their best rune with difficulty 7 or the magic ends. Note that if the spell was cast by an allied spirit or fetch then it is doing the concentrating.

### Outcome of Magic with a Difficulty

Rune	Vs Difficulty
Major Success	The magic succeeds with its best possible result. Many spells list this or the referee can describe a suitable outcome. The cost of the magic is paid.
Success	The magic succeeds normally. The cost of the magic is paid.
Failure	The magic doesn't work. Another future attempt is allowed on the same target but if that fails a third attempt is only allowed by spending a HP or waiting at least a day. The cost of the magic isn't paid.
Major Failure	Most magic doesn't work. Another attempt is allowed on the same target only by spending a HP or waiting at least a day. The caster must spend ½ the cost of the magic rounded up. Chaos magic does not work as expected. Roll on the Random Chaos Magic for the outcome and the caster spends all of the cost.
Fumble	Most magic doesn't work. Another attempt isn't allowed on the same target without waiting at least a day. The caster must spend the cost of the magic. For Chaos magic roll on the Random Chaos Magic for the outcome. Also see Chaos Magic for extra consequences.

### Physical Agents

Physical Agents are spells which summon an elemental forces to target an area. They use the caster's rune **Augmented** against all targets in the area with one attack roll used against all. They allow different areas to be targeted as explained in each such spell. Many agents cause energy damage or have other extra effects. Physical agents are resisted as normal for the type of damage they deal (Health + Physical and Magic Armour for Solid, Health + Magical Armour for Energy) **but also the target's Gymnastics** – whichever is higher. Some Physical Agents use standard templates Small Blast, Large Blast, Massive Blast, Small Cone, Large Cone or Barrage.

### Rituals

Magic that has a Difficulty can be used in a **ritual**. With time and correct ritual paraphernalia it will make it easier. If magic is listed as **Ritual** then a ritual must be used. How much easier a ritual can make magic depends on the difficulty of the magic:

Difficulty	Max Ritual Modifier
Less than 6	E1
6-8	E2
9-11	E3
12-16	E4
17+	E5

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A ritual uses paraphernalia which includes dressing up in ritual costume, having the correct ritual objects, decorations for the area and for the people involved. The complexity and value of the paraphernalia increases as the ritual modifier increases. Half of the value of paraphernalia is shared between rituals with the same source (e.g. Orlanth rune magic) and half is specific to the function involved. More complex paraphernalia is usually the collective property of a community such as a temple or clan. Value expended is in sacrifices, paint, incense and similar consumables:

Ritual Modifier	Paraphernalia Value	Value Expended
E1	10L	1L
E2	1000L	10L
E3	5000L	100L
E4	25 000L	1000L
E5	125 000L	10 000L

The time spent on a ritual depends on the modifier required:

Ritual Time	Ritual Modifier
15 minutes	E1
Hour	E2
Day (8 hours working)	E3
Week	E4
Season (5 days of each week)	E5
Year	As a result of increased time

Supporters are needed in many rituals. Who these people are and how magically competent they are will depend on their role and is up to the referee. If the number of people is insufficient the ritual will take longer to produce the result. For each step the number of supporters are insufficient by 1 level add 1 level to the time required.

Difficulty Modifier	Number of Supporters to Get				
	E1	E2	E3	E4	E5
Less than 6	0	N/A	N/A	N/A	N/A
6-8	1	4	N/A	N/A	N/A
9-11	2	4	8	N/A	N/A
12-16	4	8	16	32	N/A
17+	8	16	32	64	128

## Enchantments

Enchantments are permanent spells. They cost 2 XP per point of enchantment. Anything material can be enchanted such as a creature with material form or an inanimate object. There is no limit on the number of enchantments performable on an object. A place can be enchanted. To enchant an area, thing, or creature, the enchanter must inscribe the Runes of the enchantment on, in, or around the thing to be enchanted. The symbols need not be visible. Enchanters usually inscribe the Runes in as permanent a fashion as possible as if the symbols are destroyed, the enchantment is also destroyed. The XP sacrificed for the enchantment does not have to be provided entirely by the enchanter; if the enchanter sacrifices at least 2 XP, others can voluntarily contribute to the sacrifice, with no limit.

### Binding Enchantment

A binding enchantment is a special type of enchantment that can hold a spirit or other otherworld creature. The item to serve as the binding enchantment must have a 1 Point enchantment for a disembodied spirit, 2 for an elemental or 3 for other creatures. With a suitable binding enchantment available the enchanter can trap the creature's spirit and physical form, if any, within the substance of the binding object. To bind the creature into the enchantment the caster must use a relevant control spell on it (such as Spirit Binding or Command Cult Spirit).

An entity bound within an item has no natural senses and cannot perceive the world about it unless it uses magic. Those in physical contact with a binding enchantment can mentally communicate with an entity bound inside (if there are no conditions to the contrary) and can command the entity to use its abilities. Some entities have knowledge or abilities which

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the wielder can use while it is bound within an item. For example they may know spells. Often the binder can use their PP for spells. Many entities can be released to be perform actions. These are listed in PavisQuest: Creatures and Treasures. Without the use of a control spell, an entity can be released from an item to perform one function, and then it is free. If a control spell is used before the entity is released, then it can be commanded to perform many actions and return to the binding item. Control spells automatically work against creatures while they are bound in items. Also, a control spell supersedes the innate control held over an entity bound into an item.

The bound entities are bound to the physical world by the life force of the binder. If the binder dies, all their bound entities are immediately freed. An enchanter who does not use conditions (see below) to restrict the use of their items may find their bound entities stolen or turned against them by crafty opponents using the proper control spells. Anyone that can use the item can also cast spells on the entity trapped inside: they do not need to be in physical contact with the item to affect the entity with spells, although they must use magical means of seeing (such as Pierce Veil, Second Sight, or Soul Sight) to target spells against a bound entity in this way. Elementals and other entities that are trapped in items cannot heal until they manage to return to the otherworld.

### Binding Guardians

A binding enchantment can be cast on a location such as a household, a structure or a temple. An entity can then be bound into a location as a guardian. The binding enchantment will need some conditions. This also has the following results:

- The guardian will manifest automatically to protect the location from enemies as defined in the conditions. This requires the bound entity to be something that can attack.
- Unless given an area condition the enchantment will be focussed on a special location in the structure. For example an alter or household shrine. It is this that must be touched to use the enchantment – for example by drawing on an entity's PP. An area condition can be used to make this possible throughout the structure.
- The binding of a guardian does not end with the death of the caster. The guardian exists for as long as the structure exists.

Some cults have special spells to create guardians as well.

### Binding Spirits into Animals

A spirit can be bound within a mundane unintelligent animal such as a bird, dog, shadowcat or monkey. Only spirits (i.e., otherworld entities without corporeal form) can be bound into an animal. It cost 4 XP to do this. Once a spirit is bound into the animal, it takes over the animal's body. The animal may, on command, fight for the binder or to preserve its own life. It follows any other commands of the enchanter. If the animal dies, the bound spirit is also freed. The spirit may communicate with the enchanter when it is within physical contact. It may also speak to the enchanter or others using Spiritspeech and any other language it might know.

### Limit to Binding

The total number of entities a character may keep bound is equal to the character's average Persuasion.

### Other Enchantments

There are other enchantments, many of which are common spells, such as the Magic Point Enchantment, Spirit Armor Enchantment, Spell Matrix Enchantment, etc. Others are cult secrets. Others, such as Swords of Sharpness, can be made by anyone who knows the procedure. All such enchantments require a sacrifice of XP.

### Conditions on Enchantments

Every enchantment can be modified by attaching conditions to its use. The enchanter determines the conditions they desire and expends the appropriate amount of XP when they create the enchantment. Once a condition has been added to an enchantment, it can never be removed or expanded, though later the enchanter can further restrict it. There are six classes of condition. Each class costs 1 XP unless listed. The referee should rule as to the number of classes that fall within a stated condition.

**Area-Effect Conditions:** The enchantment affects an area rather than a specific object; the size of the area is determined by the number of XP expended. 1 XP is a small burst or for a guardian a small structure the size of a house or shrine, 2 XP is

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a large burst or for a guardian a temple and 3 XP is a massive burst or for a guardian a great temple. Anyone eligible can use the magic point storage capacity of spell matrices enchanted into an area.

**Attack Conditions:** An attack condition added to a spell causes it to be cast when a target defined by additional target conditions (see below) violates the space or touches the item.

**Link Power Point Conditions:** This enchantment links the PP storage capability in a device to a spell or spells (if the spells are linked as well) so that when the spells are cast the PP used automatically come from that storage. PP must exist in the storage for the spells to draw from it.

**Link Spell Conditions:** This enchantment links together specified spells to create unusual effects. This essentially creates one very complex spell. To cast any one of the spells that are linked together requires casting the others as well.

**Target Conditions:** These conditions are used to define exactly who is affected by the enchantments in an item (or who is not affected). If target conditions are not specified, then the item will work against anyone. If target conditions are included as part of the enchantment, the spells in the item are only triggered by a target that fulfills the conditions. If the spells are cast by someone using the item, they automatically fail against targets outside those specified in the conditions.

**User Conditions:** Normally, anyone can use an item. User conditions make it possible for the enchanter to restrict the use of the item. 1 XP spent allows the enchanter to bar one specific person or group of people from using the item. Any number of people can be included in the group if the group is clearly identified. This group could be so large as to exclude everyone but the enchanter. Once this condition has been added to an item, the specified individual or members of the group can never use the magic in the item. If only the enchanter can use an item, it becomes useless when the enchanter dies. Only those who can use an item can add to the enchantments or conditions in that item. It is possible to tie a condition to only part of the enchantments on an item, for example while anyone could use the magic point storage capability of a ritual sword, only a Storm Voice could use the Bladesharp spell matrix.

## Wyters

A wyter is the spirit of a community which could be a city, town, village, regiment or clan. The wyter could be the spirit of a community hero, a location spirit, a minor god, an intelligent elemental or many other things. It is bound to a particular member of the community such as the king of a tribe, the chief of clan, the high priest of a temple, etc. They act as the wyter's priest though they aren't necessarily a rune priest as such. The priest must spend 2 XP to establish a link between the two. The wyter communicates directly with its priest. The priest can direct the wyter to travel to places within its range, perceive things, cast spells, etc. Additionally, the priest can use the wyter's PP as if it were an allied spirit. A wyter must reside in a specific sacred thing such as an idol or dolmen, or less commonly a smaller object like a weapon, animal, or a regimental standard. Its presence makes the object glow with an internal "light" visible even under direct sunlight. A wyter can have RP which it gains by members of its community spending 1 XP to grant it an RP. These RP can be used once and are gone permanently until another XP is spent. A wyter can travel incorporeally some distance from its sacred object. The distance depends on the wyter and its community, but typically the range is around a half kilometer per point of average XD possessed by the wyter. The wyter's range for perception, spell casting, spirit combat, etc., is from the location of its disincorporate self and its sacred object. A wyter is not automatically aware of everything within its area of activity and must be directed to search for things by its priest. Members of the community have a relationship that they must maintain to benefit from the wyter. Members that have offered the wyter PP in the last seasonal worship ceremony can send information and pleas to the wyter via prayer. The wyter can pass this on to its priest.

## Magic of Wyters

A water can have up to twice the PP of the value of its XD but it can't regain them itself. Instead, the community worships the wyter and gives it PP on the wyter's seasonal holy days. A wyter can have RP which it gains by members sacrificing 1 XP per RP. The most RP it can have is equal to the value of its XD. It doesn't regain these – they are one-use. The wyter has one or more additional spirit abilities, as determined by its origins, the heroquest that brought it the community, and subsequent heroquests. It can cast any rune spell or spirit magic spell known by its priest at the priest's direction. These abilities and spells can be used against multiple targets by spending RP: 1 per 5 extra targets. A wyter may cast spirit magic or Rune spells on any member of its community when directed to by its priest. If the wyter's sacred object is destroyed or killed, the wyter is released, requiring a new heroquest to return the wyter to the community. Often when the wyter is bound to a living thing, it is ritually killed or destroyed allowing the wyter to be transferred to a new object without the need for a heroquest. For example, the wyter of the Enhyli Clan is bound to a sacred white stallion. When the horse reaches a specific age, it is sacrificed during a day-long ceremony, and the wyter is transferred to a younger stallion.

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### XD of Wyters

Community	Members	XD of Wyter
Shrine, Large Family, or Vexilla	50-100	12
Shrine, Village, or Company	101-250	16
Minor Temple, Clan, or Regiment	251-1000	20
Major Temple, Small Tribe, Large Town	1001-3000	24
Major Temple, Large Tribe, City	3001-7000	28
Great Temple or Large City	7000+	32
Great Temple or Metropolis	15000+	36

### Temple Defences

Every 50 initiates gives a temple 1 RP to use for rune magic to defend it. It regains these every day. These will mean that it will cast certain cult spells to defend it as decided by the referee. These could be on worshippers who are defending it or attack spells on intruders in certain parts of the temple. E.g. a Sunspear on anyone violating the cella.

## Spirit Magic

### Learning Spirit Magic

Anyone can use spirit magic. Each spirit magic spell is associated with one of the character's runes. A character can have a number of points of Spirit Magic or Sorcery spells in mind equal to their Memory. A character can have any number of other Spirit Magical spells available and it takes an hour to swap from one to another in mind. A point of spirit refers to its cost in Power Points. Spirit Magic is learned from god-talkers, rune priests, rune lords or shamans. If you are a member of a cult then the runemasters of the cult (when they are available) will teach you cult spirit magic spells for 50L per point for lay members or 25L per point for initiates. If your cult is spirit tradition, a spirit society or spirit cult and you are an initiate or lay member you can learn any spirit magic spells that match the runes of your cult from your shaman for 100L for each point. If you are a student of a spirit tradition you can learn any spirit magic spells that match the runes of your cult from your shaman for 50L per point. Members of a Lunar cult can learn their cult spells at 50L per point as usual but can also learn any spell which matches the runes of the cult for 200L per point. Learning a spell takes 1 week.

Special Cult Spells: Lay Member 50L/point Special Cult Spells: Initiate 25L/point Spirit Tradition, Spirit Cult, Spirit Society with the cult's rune: Lay Member or Initiate 100L/point Spirit Tradition, Spirit Cult, Spirit Society with the cult's rune: Student 50L/point Lunar Cult with the cult's runes: 200L/point
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### Cost

Using spirit magic costs Power Points.

### Focus

Each spirit magic spell must have a focus which will show its main rune and a number of minor runes associated with it. This can be an item such as a wand, bracelet, ring, piece of armour, amulet or it can be a tattoo.

### Duration

Where spirit magic has a duration it lasts for 2 minutes (12 turns). Those with Duration+ last for 15 minutes.

### Touch, Range or Self

If a spell is Touch the caster must be adjacent to the target if it is Ranged they must be in line of sight and within 40 squares. If it is Self the caster is the target

### Rune

Each Spirit Magic Spell has certain runes that it can be used with. When the character learns the spell they choose which of their runes they learn it with. If they have none of the runes they can't learn the spell.

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### Variable Spells

Variable spells can be learned to any number of points. They have an effect per point. If known they can be used at a lower cost when wished.

### List of Spirit Magic Spells

Name	PP	Range	Effects	Other
(Element) Arrow	1	Touch	Cast on an individual missile. Next time the missile is fired instead of its normal damage it deals augmented elemental damage using the caster's rune. Elements available are Cold ●, Fire ☉, or Lightning ⚡. The magic can't be used with Multimissile or Speedart.	Duration, Concentration
(Element) Weapon	2	Touch	Cast on a weapon. When the weapon is used instead of its normal damage it deals 2D elemental damage using the caster's rune. Elements available are Cold ●, Fire ☉ or Lightning ⚡. The magic can't be used with Bladesharp.	Duration, Concentration
Avert Disaster	1	Self	When making a Save can re-roll a fail once and must then take the new result.	Duration
Befuddle	1	Ranged	Target is Confused on a Success or Befuddled on a Major Success.	Attack Spell (Knowledge), Duration
Binding Enchantment	1	Touch	Creates a Binding Enchantment - see the Enchantment rules - in return for XP.	Ritual, Difficulty 8
Bladesharp	Var	Touch	Piercing or slashing weapon is E1 attack and damage per point	Duration
Bludgeon	Var	Touch	Bashing weapon is E1 attack and damage per point	Duration
Brew Pratzim	1	Touch	Caster can perform a ritual using their own blood (the ritual causes 1 Hurt) plus Krarshtkid spittle. Each dose can be stored inertly but can be activated by a Krasht cultist for 1 PP. If it is activated the caster attacks with it like throwing a rock. If it hits instead of any damage the target is entangled in 6 difficulty sticky strands. Whilst entangled the target can take no actions except to try to remove it using Athletics as a Test requiring 1 action. If the target suffers a major failure it is hopelessly entangled and can't try again. On a success it escapes. Others can pull it off but on a failure they become entangled or on a major failure hopelessly entangled. Cutting it doesn't work as blades just stick to the web.	Ritual, Difficulty 7
Comprehension	Var	Ranged	The target has E1 per point to Customs.	Duration
Conceal Item	1	Ranged	This spell conceals a single item of 3 ENC or smaller. A satchel or backpack that is being worn could be concealed with this spell. If the concealed object is a weapon, it becomes visible as soon as it is used to attack or parry. The item is concealed by misdirection and is not invisible.	Duration+
Control (Entity)	1	Ranged	Entity is commanded by the caster mentally. On a Success the caster can command it to do one thing e.g. fight a single target or move to a specific location that can be seen. When it has completed that activity it will stay where it is. On a major success the caster can keep issuing orders to it for the whole duration. Whilst commanded the creature is immune to Fear. When used on a creature that is currently in a Binding	Attack Spell, Duration



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Name	PP	Range	Effects	Other
			Enchantment it automatically gets a Major Success.	
Cool	Var	Touch	This spell must be cast on a point. It causes the point to radiate an area of coolness within 2 squares. Each point of spell cast causes the temperature within the radius to be 5°C cooler than the surrounding air. This spell will never reduce the temperature to or below the freezing point.	Duration+
Coordination	1	Ranged	The target has E1 to Gymnastics, Stealth and Weapons.	Duration
Countermagic	Var	Ranged	This spell protects the target against spells. Each point adds 1 to the target's Magical Resistance for resisting spirit magic spells or sorcery. Every 2 points add 1 to resistance against chaos or rune magic. If an attacking spell gets a Major Success against the target this countermagic ends.	Duration
Courage	1	Touch	Target has E2 Bravery.	Duration
Cowardice	1	Ranged	Target has H2 Bravery.	Attack Spell, Duration
Darkwall	1	Ranged	Creates a wall of darkness 8 squares, 3 squares high and 10cm thick. It can be any shape desired. It blocks LOS even to creatures that can see in the dark. Light doesn't pass through it. Once created the caster can use an action to move it 2 squares.	Duration
Dazzle	1	Ranged	On a Success target is Dazzled or on a Major Success Blinded	Attack Spell (Perception), Duration
Demoralise	1	Ranged	Target is Uncertain or on a Major Success Demoralised.	Attack Spell: Bravery, Duration
Detect (Type)	1	Ranged	Detecting a particular substance or kind of individual or action with magic within range. The caster knows each instance of the thing, its approximate size and power. Usually set to ignore tiny amounts. Detects but doesn't spot. If the caster is visible it is clear that they are using magic but if not the target (if conscious) won't automatically know that the detection has been used. Each Type is a separate spell. Stopped by 1 metre of stone, metal or earth. Types are: <ul style="list-style-type: none"> <li>• Creature (Kind)</li> <li>• Enemies</li> <li>• Life</li> <li>• Magic</li> <li>• Spirit</li> <li>• Substance (Kind)</li> <li>• Traps</li> <li>• Undead</li> </ul>	
Detect Detection	1	Ranged	The caster is alerted mentally if detection magic detects or attempts to detect the target individual or object.	Duration+
Dispel Magic	Var	Ranged	Targets any magic with a Duration. It doesn't get rid of summoned creatures. When cast against a target without specifying any specific effect or target, the Dispel first destroys defensive spells, beginning with the most powerful spell that it can affect. Each point of Dispel removes 1 point of spirit, sorcery or chaos magic. 2 points is required to remove 1 point of rune magic.	

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Name	PP	Range	Effects	Other
Disruption	1	Ranged	Target is Hurt on a Success and also Stunned on a Major Success.	Attack Spell: Health, Duration
Distraction	1	Ranged	Target, which can include an incorporeal entity, which is engaged is compelled in its next turn to disengage. It is allowed to avoid receiving an opportunity attack (if it would receive one) by using an action to move only 1 square so as to be disengaged but then must use all its possible movement to get to the caster and move into engagement.	Attack Spell
Dullblade	Var	Ranged	Target weapon is H1 attack and damage per point. Doesn't work on natural weapons.	Attack Spell if the weapon contains a spirit, Duration
Extinguish	Var	Ranged	Puts out a fire. 1 PP for a small fire up to a torch, 2 PP for a camp fire or 3 PP for a bonfire.	
Fanaticism	1	Ranged	The target has E2 to melee attacks, cannot use parry and has H2 Gymnastics (Dodge). It can't use protective magic. If the target is currently Frightened, Routed, Uncertain, Demoralised, or Calmed then instead it cancels that status immediately.	Attack Spell, Duration
Face of Lanbril	1	Self	This disguise spell causes the user's face and clothing to become exceedingly ordinary and forgettable, so that one wearing this spell is likely to pass unnoticed and forgotten, especially in a crowd. No two uses of this spell give exactly the same face. A Perception test against the rune that created it allows an observer to see that the caster has better (or worse) clothing concealed under their visible attire. The spell cannot change the caster's sex or race.	Duration+, Lanbril Special
False Healing	1	Ranged	This spell immediately but temporarily heals 3 of the target's Hurts. When the spell expires (or is dispelled), the damage reappears. This spell is most often used to keep a comrade alive until they can get a permanent healing, but clever practitioners sometimes use it to prevent an enemy from healing a wound at an opportune time.	Duration, Black Sun Special
Farsee	1	Ranged	The target has the ability to see as with x10 binoculars at will. Treat range for spotting with vision as 1/10 of actual.	Duration
Forget	2		On a Success this causes the subject to forget events from those that took place ten turns before the turn of casting up to ten turns after the casting. On a Major Success memory lost is twenty turns. The memory loss does not take place immediately but begins to affect the target about five minutes after the spell is cast. If a guard chases some thieves who successfully hit him with this spell, the guard will not remember the encounter later.	Attack Spell: Perception, Lanbril Special
Glamour	1	Touch	The target has E1 to Persuasion, Customs, Leadership & Oratory and Streetwise.	Duration
Glue	Var	Touch	For each point of this spell the caster creates a 5-cm-square glob of magical glue. The strength of the glue is the caster's rune. Breaking the glue requires using an action and rolling Athletics vs	Duration

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Name	PP	Range	Effects	Other
			the Glue and getting a Success. If something is stuck with more than 1 patch of glue the strength of the glue is <b>Augmented</b> . Glue never sticks to any living tissue or living organic material, but works just fine on things like a doorframe, clothing, a sword in a scabbard, boots, etc. However, to Glue two objects together, they must be at relative rest to one another, and not moving. The glue will remain sticky for the duration.	
Heal	Var	Touch	Each point removes 1 Hurt from the target. In addition: 1 point: Stabilizes a Mortal Wound. 2 points: Cures a Minor Wound. 3 points: Cures a Mortal or Serious Wound inflicted in the last 15 minutes.	
Heat Metal	Var	Touch	This spell causes 2 kg of metal to heat up and become malleable. It takes about a minute for the metal to become red hot; if the metal is worn or held, it does 1D6 fire damage per turn +1 per point after the first. Each point of the spell increases the intensity of heat by one level: 1 Point: Tin melts. Lead becomes soft. 2 Points: Lead melts. Copper, gold, silver, aluminium, bronze, and iron become soft. 3 Points: Copper, gold, silver, aluminium, bronze, and iron melt.	Duration
Hotfoot	1	Ranged	The target receives a burning pain in one foot (chosen by the caster) and cannot stand on that foot for the rest of the turn or two turns on a Major Success. If a bipedal target succeeds in Gymnastics 6 roll at the start of its turn, it can hop around on the other foot with ½ base move and -3 Gymnastics until the heat dies down. Otherwise, the target falls prone. The referee should determine the effects for creatures with more than two legs.	Attack Spell, Eurmal Special
Ignite	1	Ranged	This spell creates a small fire that can set things alight. Living things like skin cannot be Ignited. Hair or fur may be but if it is part of an individual it uses their magic resistance if it is higher than the resistance of the substance. See PavisQuest: Core Rules - Fire and Light for the resistance of different substances. Once ignition has occurred the fire can spread normally but it has no duration as such.	Attack Spell (Resistance to Fire)
Intelligence	1	Touch	The target has E1 to Devices, Knowledge, Literacy and Tactics	Duration
Ironhand	Var	Touch	Natural weapon is E1 attack and damage per point	Duration
Jumping	Var	Ranged	This allows a person to jump, whilst unencumbered, up to 4 squares high or 4 squares long for the spell's duration. Every additional point of the spell adds 4 squares to the range of a jump or 1 point can be used to allow the user to jump whilst encumbered (but still able to move). When the user jumps they should make an Athletics or Gymnastics roll of 5 (higher if the referee decides the take-off or landing site causes problems). If they get a Failure they fall upon landing and on a Major Failure land 1 square away	Duration, Kyger Litor Special

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Name	PP	Range	Effects	Other
			from the target square in a random direction as well, though the full distance is still jumped.	
Lantern	1	Ranged	Must be cast on a flat surface (usually the front of a shield). It illuminates an 8 square radius for 180 degrees in front of the surface with a radiance good enough to read by, though not as full as daylight.	Duration+, Yelmadio Special
Light	1	Ranged	This spell must be cast on some physical thing. A wand, fingertip, or wall will do. It then lights everything within 6 squares from that point with a radiance good enough to read by, though not as full as daylight.	Duration+
Lightwall	2	Ranged	This spell creates a wall of light 8 squares long, 3 squares high and 10 cm thick. It presents a bright glare on one side which is visually impenetrable, while from the caster's side it can be seen through. Furthermore, the glow illuminates 7 squares on all sides with enough light to read by but not as bright as daylight. A Lightwall can be shaped into the height or width desired. Once created the caster can use an action to move it 2 squares or reshape it.	Duration
Meteor Storm	4		Moon rock meteors summoned from the Red Moon fall from the sky. These moon rocks can be used, available for summoning Lunes. This spell is affected by the Lunar Cycle. The result is augmented solid damage in a Barrage template. It is Armour Piercing and if it causes recoil the target falls down instead.	Physical Agent: Barrage. Red Goddess Crater Maker subcult special
Mobility	1	Ranged	Target has +4 Base Move	Duration
Multimissile	Variable	Touch	When the target missile (arrow, bolt, slingshot, JLS etc.) it shot it creates 2 other missiles per point. All of the missiles must be aimed at targets within a small blast template but otherwise act entirely normally. The extra missiles vanish once any damage has been dealt and the effect ends once the missile has been shot. The magic can't be used with Elemental Arrow or Speedart.	Duration
Night Vision	1	Self	Caster can see in the dark as the sense Night Vision.	Duration+
Parry	Variable	Ranged	Weapon has E1 attack and damage when parrying per point.	Duration
Power Point Enchantment	1	Touch	Each point of this enchantment (2 XP) allows the enchanted item to store 3 PP, determined when the spell is complete. These stored PP can power or boost spells by anyone who can use the item. PP stored in enchanted items do not regenerate on their own but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one turn to store 1 PP in an enchanted item. A Major Success stores 4 PP per point.	Ritual, Difficulty 8, Enchantment
Preserve Herbs	1	Touch	This spell allows the caster to preserve one day's find of healing plants for one person. This allows the plants to maintain their usefulness for the rest of the season. After that they are useless.	Lasts 1 Season, Aldrya Special
Protection	Variable	Ranged	Provides 1 point of magical armour per point.	Duration
Repair	Variable	Touch	Repairs a broken object of the sort that can be easily carried. Examples include weapons, tools, a pot, torn clothing etc. The caster must have all	

## Pavis Quest

Name	PP	Range	Effects	Other
			the pieces that need to be reattached. The function can't create anything or improve it - just repair it to its former state. If every piece was available the fix will be invisible but it is rare that every tiny bit is actually present so some marking is almost inevitable. 1 point will repair something made of wood, cloth or leather like torn clothing, a spear shaft or light or medium armour. 2 points required for metal things like a sword or semi-heavy or better armour.	
River Eyes	1	Self	This spell allows the user to see through water as if looking through air and vice versa. It accurately eliminates all reflections and refractions. However, if the water is murky, or the air is foggy or smoky, it will not render the medium transparent.	Duration+
Second Sight	2	Ranged	This spell allows a person to view the aura of a living being and to gauge its relative magical strength. This spell does not allow the user to view the Spirit World. Shamans naturally have this ability and do not need to expend PP to use it. The auras of all creatures within the spell's range glow, visible to the caster only. If there are many creatures within range it is difficult for the caster to determine the power of each. Undead things do not glow in this way, for they have no magical strength. The auras of enchanted items are also visible to users of this spell, though the PP invested into spells are not. The referee should tell the player whether the auras (rune values) of the viewed creatures are much lower than those of the caster, within 2, or much higher. For a shaman, the referee should include the fetch. A character can use the Second Sight spell to target spells and blows against enemies in the dark. They may not attempt to dodge or parry any blows received from that enemy, as Second Sight merely determines relative position and provides little detail. Any heavy opaque surface—a thick woollen blanket, a wooden wall, etc.—blocks Second Sight.	Duration
Seek Sun Dome	2	Self	This spell causes a gleam of golden light to flash on the horizon in the exact direction of the nearest Sun Dome temple. The gleam is visible only to the caster.	
Shimmer	Var	Ranged	Target is H1 to be hit with weapon attacks per Point when being attacked with an ability using sight.	Duration
Silence	1	Ranged	The target and its equipment makes no involuntary noise so armour doesn't clank when sneaking and causes no stealth penalty	Duration+
Sleep	2	Ranged	The target falls into a deep sleep for the duration of the spell. On a Success they can be shaken awake using an action. On a Major Success the target only awakens if injured or if a hostile spell is targeted on them.	Attack Spell, Chalana Arroy Special
Slow	1	Ranged	On a Success target is Slowed (-3 Base Move). On a Major Success it also has H2 Gymnastics.	Attack Spell: Athletics, Duration

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Name	PP	Range	Effects	Other
Sneeze	1	Ranged	The victim begins sneezing for 1 turn on a Success or 2 turns on a major success. While sneezing, the victim is H3 at taking actions.	Attack Spell, Mallia Special
Solace	2	Touch	Removes the Frightened status from the target and makes them immune to Frightened (but not Routed).	Duration, Xiola Umber special
Sonar	2	Self	The caster can sense with sonar like a bat.	Duration
Speedart	1	Touch	Target missile has E3 to hit and damage for one shot.	Duration
Spell Matrix Enchantment	1	Touch	Creates an object (which must be appropriate to the magic) containing a Spirit Magic Spell known by the caster. The Spirit Magic can then be used by anyone wearing or holding the matrix. Requires 6 hours before the matrix is created to prepare the object. The caster must sacrifice 2 XP per point of the spell.	Ritual, Difficulty 7, Enchantment
Spirit Binding	1	Ranged	This spell is used to bind spirits into familiars or magical objects. Magical objects for holding spirits can be made using the Binding Enchantment ritual, others can be obtained from a temple or while adventuring. On the death of the binder, the spirit is freed, even if the binder is immediately revived through divine intervention or other methods. Before the spell can be used the spirit must have had a Spirit Combat outcome which allows the binding.	Attack Spell
Spirit Screen	Var	Ranged	Each point gives 1 Spirit Armour to the target.	Duration
Strength	1	Touch	The target has E1 to Athletics.	Duration
Summon (Entity)	Var	5	Summons the named type of entity. Shamans usually only summon spirits so those to summon a particular type of spirit are common. Rarer spells for some cults summon other creatures. A 1-point spell summons an XD6 creature with XD+1 per point after that. The maximum XD is the same as the caster. A major success will result in an entity that is friendly if it would be generally neutral or neutral if usually hostile. A success results in a normal attitude for the entity. If the creature is intelligent the caster can use Persuasion on it if they can communicate and maybe offer it a deal. Alternatively, a Control (Entity) could be used on it. The entity appears within 3 squares of the caster. If cast on a Middle World creature such as an animal the nearest such animal within a mile will come to the user which will take some time.	Ritual, Difficulty 6+1 per point.
Survive on (Animal) Food	1	Self	The caster can make a meal of food that would normally only be suitable for a particular kind of animal and gain nutrition from it as the animal would with no ill effects.	
True Net	Var	Ranged	Net is E1 attack and result per point	Duration
Vigour	1	Touch	The target has E1 in Health.	Duration
Visibility	1	Ranged	This special spell transfers an otherworld creature from the Spirit World to the Middle World, giving it a translucent form. The appearance of the form is the shape the invisible being had while alive, if any. The spell can be cast only on creatures in the Spirit World. A spirit with this spell cast on it may cast spells or otherwise interact with the Mundane World and is subject to spells. Normal weapons do not affect such creatures, regardless of whether	Attack Spell, Duration

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Name	PP	Range	Effects	Other
			they have magic cast upon them. Some otherworld creatures possess this as a natural ability that does not cost magic points to utilize. This spell is not subject to the normal Dispel, Neutralize, or Dismiss rules.	
Warm	1	Touch	Heats up an inanimate object as though it was on a cooking fire without harming the caster or keeps the target creature comfortably warm.	Duration+
Water Way	1	Touch	Target has E2 Water Life.	Duration
Wisdom	1	Touch	The target has Arts, Craft, Customs, Medicine, Perception and Survival E1	Duration

### Runes for Spirit Magic Spells

These are the runes generally used for each spell when they are gained from shamans. Some cults allow a spell to be used with a different rune and this is listed in the cult description. Some of the variable spells are shown with a number after them. If so there is a limit to how many points the spell can have through that rune when gained from a shaman. Those marked \* are special cult spells and are only available from a particular cult. The Summon (Entity) and Control (Entity) column indicates the entities that can be worked with these spirit spells and this rune.







Rune	Spell	Spell	Spell	Summon (Entity) and Control (Entity)
 Air	Binding Enchantment Bladesharp 2 Co-ordination Detect Bronze Detect Enemies	Detect Silver Disruption Extinguish Fanaticism Lightning Arrow	Lightning Weapon Parry Protection 2 Shimmer 2 Speedart	Air Spirit Emotional Passion Spirit Proud Passion Spirit Violent Passion Spirit
 Animal	Detect Enemies Detect Life Binding Enchantment	Healing 1 Survive on (Animal Type) Food	<i>See the additional spells in the section below depending on animal type</i>	Animal (Animal Type) Animal Spirit (Animal Type)
 Anti-Chaos	Binding Enchantment Bladesharp Bludgeon Courage Cowardice Demoralize Detect Enemies Detect Ghost	Detect Life Detect Undead Dispel Magic Disrupt Distraction Fanaticism Multimissile	Second Sight Shimmer 2 Spirit Screen Visibility	Law Spirit Fear Spirit Vengeful Passion Spirit
 Blue Moon	Befuddle Binding Enchantment Countermagic Cowardice Demoralize Detect Detection Detect Enemies Detect Magic Detect Trap	Dispel Magic Distraction Dullblade Farsee Healing 1 Intelligence Mobility Night Vision Power Point	Enchantment Second Sight Shimmer 3 Silence Spell Matrix Enchantment Spirit Screen Visibility Wisdom	Constant Passion Spirit Deceitful Passion Spirit Deep Passion Spirit Intellect Spirit Magic Spirit
 Chaos	Binding Enchantment Bladesharp 2 Bludgeon 2 Brew Pratzim* Cowardice Demoralize Dispel Magic	Distraction Disrupt Dullblade Fanaticism Ironhand 2 Speedart Spirit Screen	Healing 3 Mobility Visibility Multimissile Strength Vigour Second Sight	Chaos Spirit Faithless Passion Spirit Fear Spirit Hatred Spirit Industrious Passion Spirit Mercurial Passion Spirit

## Pavis Quest







Rune	Spell	Spell	Spell	Summon (Entity) and Control (Entity)
● Cold	Binding Enchantment Bludgeon 2 Cool Cold Arrow Cold Weapon Demoralize Detect Detection	Detect Enemies Detect Traps Dispel Magic Distraction Dullblade Fanaticism Parry 2	Protection Second Sight Shimmer 2 Silence Spirit Screen Visibility	Cold Spirit Cold Passion Spirit Thrifty Passion Spirit Vengeful Passion Spirit
①● Crescent Come Moon	Binding Enchantment Bladesharp 2 Co-ordination Cowardice Demoralize Detect Bronze Detect Enemies Detect Magic Detect Silver Detect Trap Dispel Magic	Disrupt Distraction Extinguish Fanaticism Farsee Healing 1 Ignite Mobility Multimissile Parry 2	Protection 1 Repair Second Sight Shimmer 2 Silence Slow Speedart Spirit Binding Spirit Screen 2 Visibility	Air Spirit Chaste Passion Spirit Madness Spirit Proud Passion Spirit Violent Passion Spirit
①● Crescent Go Moon	Binding Enchantment Demoralize Detect Bronze Detect Copper Detect Enemies Detect Gems Detect Gold Detect Lead Detect Life Detect Quicksilver Detect Silver Dispel Magic Distraction	Dullblade Extinguish Fanaticism Farsee Glamour Glue Healing 2 Ignite Mobility Parry 2 Power Point Enchantment Protection 4	Repair Second Sight Shimmer 2 Silence Slow Spell Matrix Enchantment Spirit Binding Spirit Screen Vigour Visibility Wisdom	Earth Spirit Fertility Spirit Healing Spirit Lustful Passion Spirit Madness Spirit Prudent Passion Spirit Worldly Passion Spirit
● Darkness	Binding Enchantment Bludgeon 2 Cowardice Darkwall Demoralize Detect Detection Detect Enemies Detect Iron	Detect Lead Detect Traps Dispel Magic Distraction Dullblade Fanaticism Night Vision	Parry 2 Protection 2 Second Sight Shimmer 4 Silence Spirit Screen Visibility	Darkness Spirit
† Death	Binding Enchantment Bladesharp Bludgeon Courage Cowardice Demoralize Detect Enemies Detect Ghost	Detect Life Detect Undead Dispel Magic Disrupt Distraction Fanaticism Multimissile	Parry 4 Second Sight Shimmer 2 Sneeze* Speedart Spirit Screen Visibility	Cold Passion Spirit Death Spirit Fear Spirit Just Passion Spirit Vengeful Passion Spirit
⌘ Disorder	Demoralize Detect Detection Detect Magic Detect Traps Dispel Magic	Mobility Disruption Dullblade Fanaticism Ignite	Multimissile Shimmer Slow Spirit Screen	Arbitrary Passion Spirit Disorder Spirit Faithless Passion Spirit Mercurial Passion Spirit











## Pavis Quest

Rune	Spell	Spell	Spell	Summon (Entity) and Control (Entity)
 Dying Moon	Binding Enchantment Comprehension Countermagic Cowardice Demoralize Detect Enemies Detect Ghost Detect Silver Detect Undead	Dispel Magic Distraction Dullblade Extinguish Fanaticism Farsee Healing 1 Intelligence Parry 2	Power Point Enchantment Repair Second Sight Shimmer 2 Spell Matrix Enchantment Spirit Screen Visibility	Cold Passion Spirit Deep Passion Spirit Fear Spirit Forgiving Passion Spirit Healing Spirit Madness Spirit
 Earth	Binding Enchantment Bladesharp 2 Bludgeon 3 Detect Bronze Detect Copper Detect Gems Detect Gold Detect Lead Detect Lead	Detect Life Detect Quicksilver Detect Silver Dispel Magic Dullblade Extinguish Fanaticism Glue	Healing 2 Ironhand 3 Parry 2 Protection Repair Slow Strength Vigour	Earth Spirit Industrious Passion Spirit Lustful Passion Spirit Prudent Passion Spirit
 Empty Half Moon	Binding Enchantment Bladesharp Bludgeon Countermagic Courage Cowardice Darkwall Demoralize Detect Detection Detect Enemies Detect Ghost Detect Iron Detect Lead Detect Life	Detect Silver Detect Traps Detect Undead Dispel Magic Distraction Dullblade Extinguish Fanaticism Farsee Glue Ignite Mobility Multimissile	Parry Power Point Enchantment Protection 2 Repair Second Sight Shimmer 2 Silence Slow Spell Matrix Enchantment Spirit Screen Visibility	Darkness Spirit Death Spirit Fear Spirit Just Passion Spirit Loyal Passion Spirit Madness Spirit Vengeful Passion Spirit
 Fate	Countermagic Courage Cowardice Demoralize Detect Enemies Detect Traps	Dispel Magic Distraction Fanaticism Farsee Glue	Healing 1 Intelligence Second Sight Spirit Screen Wisdom	Cold Passion Spirit Constant Passion Spirit Deep Passion Spirit Intellect Spirit
 Fertility	Detect Life Dispel Magic Dullblade Farsee	Glamour Glue Healing 2 Repair	Shimmer 2 Strength Vigour	Fertility Spirit Generous Passion Spirit Lustful Passion Spirit Worldly Passion Spirit
 Fire/Sky	Binding Enchantment Bladesharp 2 Detect Enemies Detect Gold Detect Magic Dispel Magic Dullblade Extinguish Farsee	Fire Arrow Fire Weapon Healing 1 Ignite Intelligence Light Light Wall Multimissile Parry	Protection 2 Repair Second Sight Shimmer 3 Speedart Spirit Screen Visibility Wisdom	Chaste Passion Spirit Constant Passion Spirit Fire Spirit Intellect Spirit Light Spirit Loyal Passion Spirit







## Pavis Quest

Rune	Spell	Spell	Spell	Summon (Entity) and Control (Entity)
 Full Half Moon	Binding Enchantment Bladesharp 2 Co-ordination Demoralize Detect Enemies Detect Gold Detect Magic Detect Silver Dispel Magic Distraction Dullblade Extinguish Fanaticism	Farsee Fire Arrow Fire Weapon Glamour Healing 2 Heat Ignite Intelligence Light Light Wall Mobility Multimissile Parry	Power Point Enchantment Protection 2 Repair Second Sight Shimmer 3 Silence Speedart Spell Matrix Enchantment Spirit Screen Visibility	Fire Spirit Frivolous Passion Spirit Light Spirit Madness Spirit Movement Spirit Pure Passion Spirit Reckless Passion Spirit
 Full Moon	Befuddle Binding Enchantment Bladesharp 2 Co-ordination Countermagic Cowardice Demoralize Detect Detection Detect Enemies Detect Gold Detect Life Detect Magic Detect Silver Dispel Magic Distraction Dullblade	Extinguish Fanaticism Farsee Fire Arrow Fire Weapon Glamour Healing 2 Heat Ignite Intelligence Light Light Wall Spirit Screen Visibility Warm	Mobility Multimissile Parry Power Point Enchantment Protection 2 Repair Second Sight Shimmer Silence Slow Speedart Spell Matrix Enchantment Wisdom	Cold Passion Spirit Illusion Spirit Intellect Spirit Madness Spirit Magic Spirit Peaceful Passion Spirit Pure Passion Spirit Truth Spirit
 Harmony	Comprehension Detect Enemies Detect Traps Dispel Magic Distraction Dullblade Extinguish Farsee	Glamour Glue Heal Mobility Parry Repair Second Sight	Shimmer 2 Silence Sleep* Solace* Spirit Screen Visibility Wisdom	Forgiving Passion Spirit Generous Passion Spirit Harmony Spirit Healing Spirit Intellect Spirit Kind Passion Spirit
 Heat	Binding Enchantment Bladesharp 2 Detect Enemies Detect Gold Detect Magic Dispel Magic Dullblade Extinguish Farsee	Protection 2 Fire Arrow Fire Weapon Healing 1 Heat Metal* Ignite Intelligence Multimissile Parry	Repair Second Sight Speedart Spirit Screen Vigour Visibility Warm Wisdom	Emotional Passion Spirit Fire Spirit Industrious Passion Spirit Worldly Passion Spirit
 Hunger	Binding Enchantment Cowardice Demoralize Detect Enemies Detect Life Dispel Magic Disruption	Distraction Fanaticism Farsee Glue Mobility Second Sight	Silence Slow Spirit Binding Spirit Screen Strength Visibility	Cruel Passion Spirit Hunger Spirit Thrifty Passion Spirit Vampire Spirit Violent Passion Spirit
 Illusion	Befuddle Conceal Item* Demoralize Distraction Face of Lanbrit*	False Healing* Farsee Forget* Glamour Hotfoot*	Multimissile Parry Shimmer Silence	Deceitful Passion Spirit Frivolous Passion Spirit Illusion Spirit Superficial Passion Spirit

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Rune	Spell	Spell	Spell	Summon (Entity) and Control (Entity)
 Law	Binding Enchantment Detect Chaos Detect Magic Dispel Magic Distraction Extinguish Farsee Glue	Healing 1 Intelligence Parry Power Point Enchantment Protection Repair	Second Sight Slow Spell Matrix Enchantment Spirit Screen Vigour Visibility	Constant Passion Spirit Industrious Passion Spirit Just Passion Spirit Law Spirit
 Light	Binding Enchantment Bladesharp Co-ordination Dazzle Detect Enemies Detect Gold Dispel Magic Distraction Dullblade Extinguish	Farsee Glamour Healing 1 Intelligence Lantern* Light Light Wall Mobility Multimissile	Parry 2 Protection 2 Repair Second Sight Shimmer Speedart Spirit Screen Visibility Wisdom	Intellect Spirit Light Spirit Loyal Passion Spirit Modest Passion Spirit Pure Passion Spirit
 Luck	Avert Disaster Co-ordination Countermagic Detect Enemies Detect Traps Dispel Magic Distraction	Extinguish Farsee Glamour Healing 1 Ignite Mobility Multimissile	Parry Repair Second Sight Shimmer Silence Spirit Screen Visibility	Bad Luck Spirit Good Luck Spirit Mercurial Passion Spirit Reckless Passion Spirit Superficial Passion Spirit
 Magic	Binding Enchantment Countermagic Detect Magic Dispel Magic Distraction	Glue Ignite Intelligence Power Point Enchantment	Second Sight Spell Matrix Enchantment Spirit Screen Visibility	Cold Passion Spirit Deep Passion Spirit Magic Spirit Thrifty Passion Spirit
 Man	Demoralize Detect Life Dispel Magic Fanaticism Farsee Glamour Healing 2	Ignite Intelligence Ironhand Jumping* Mobility Second Sight Silence	Slow Spirit Screen Strength Vigour Visibility Wisdom	Emotional Passion Spirit Intellect Spirit Loyal Passion Spirit Man Spirit Worldly Passion Spirit
 Mastery	Countermagic Courage Demoralize Dispel Magic Distraction Fanaticism Farsee	Glamour Glue Healing 1 Ignite Intelligence Mobility	Multimissile Repair Second Sight Silence Spirit Screen Visibility	Cold Passion Spirit Intellect Spirit Just Passion Spirit Mastery Spirit Proud Passion Spirit
 Movement	Bladesharp Co-ordination Dispel Magic Extinguish Fanaticism	Farsee Ignite Mobility Multimissile Parry	Shimmer Slow Speedart True Net*	Frivolous Passion Spirit Mercurial Passion Spirit Movement Spirit Reckless Passion Spirit
 Plant	Detect Enemies Detect Life Dispel Magic Distraction Extinguish Glue	Healing 2 Ironhand Repair Second Sight Silence Slow	Spirit Binding Strength Vigour Visibility Wisdom	Generous Passion Spirit Lustful Passion Spirit Plant Spirit Worldly Passion Spirit








## Pavis Quest

Rune	Spell	Spell	Spell	Summon (Entity) and Control (Entity)
 Shadow	Binding Enchantment Cowardice Darkwall Demoralize Detect Detection Detect Enemies	Detect Traps Dispel Magic Distraction Dullblade Night Vision	Second Sight Shimmer Silence Spirit Screen Visibility	Deceitful Passion spirit Frivolous Passion Spirit Mercurial Passion Spirit Shadow Spirit
 Spirit	Binding Enchantment Countermagic Cowardice Demoralize Detect Ghost	Dispel Magic Distraction Second Sight	Spirit Screen Visibility Wisdom	Animal Spirit Arbitrary Passion Spirit Cruel Passion Spirit Intellect Spirit Magic Spirit Man Spirit Mercurial Passion Spirit Plant Spirit
 Stasis	Binding Enchantment Countermagic Courage Dispel Magic Extinguish Glue Healing 2	Power Point Enchantment Protection Repair Silence Slow	Spell Matrix Enchantment Spirit Binding Spirit Screen Strength Vigour	Constant Passion Spirit Industrious Passion Spirit Prudent Passion Spirit Stasis Spirit
 Trade	Binding Enchantment Comprehension Countermagic Detect Enemies Detect Gold Detect Silver	Dispel Magic Farsee Glamour Glue Healing 1 Mobility	Power Point Enchantment Repair Slow Spell Matrix Enchantment	Faithless Passion Spirit Forgiving Passion Spirit Magic Spirit Modest Passion Spirit Trade Spirit
 Truth	Bladesharp 2 Countermagic Detect Detection Dispel Magic Distraction Farsee Glue Healing 1	Ignite Mobility Parry Power Point Enchantment Protection 2 Repair Second Sight	Shimmer Speedart Spell Matrix Enchantment Spirit Screen Visibility	Honest Passion Spirit Intellect Spirit Just Passion Spirit Loyal Passion Spirit Truth Spirit
 Water	Binding Enchantment Bladesharp 2 Bludgeon 2 Countermagic Detect Water Dispel Magic Distraction	Dullblade Extinguish Healing 1 Mobility Parry Power Point Enchantment	River Eyes Second Sight Shimmer Spell Matrix Enchantment Spirit Screen Visibility	Arbitrary Passion Spirit Deep Passion Spirit Mercurial Passion Spirit Water Spirit

### Common Magic By Animal

Rune	Name	Common Magic
	Bat	Co-ordination, Sonar, Silence
	Bear	Strength, Vigour, Ironhand 3
	Bee	Courage, Bladesharp 2, Protection 1
	Beetle	Strength, Protection 3, Vigour
	Bird	Co-ordination, Farsee, Mobility
	Bull	Strength, Vigour, Courage
	Cat	Co-ordination, Night Vision, Silence
	Cattle	Strength, Vigour, Glamour
	Dog	Courage, Mobility, Ironhand 2
	Goat	Strength, Vigour, Co-ordination
	Horse	Mobility, Vigour, Detect Enemies
	Lion	Strength, Glamour, Ironhand 3

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Rune	Name	Common Magic
	Monkey	Co-ordination, Demoralize, Detect Enemies
	Pig	Strength, Vigour, Ironhand 2
	Bison	Strength, Vigour, Ironhand 2
	Bolo Lizard	Mobility, Co-ordination, Detect Enemies
	Herdman	Strength, Co-ordination, Water Way
	High Llama	Strength, Glamour, Detect Enemies
	Impala	Co-ordination, Mobility, Detect Enemies
	Ostrich	Mobility, Co-ordination, Detect Enemies
	Rhino	Strength, Protection 2, Ironhand 2
	Sable	Mobility, Bladesharp 2, Detect Enemies
	Ram	Strength, Ironhand 2, Vigour
	Sakkar	Demoralize, Bladesharp 3, Strength
	Scorpion	Demoralize, Ironhand 2, Protection 3
	Sheep	Vigour, Detect Enemies, Co-ordination
	Snake	Cowardice, Ironhand 2, Co-ordination
	Spider	Night Vision, Co-ordination, Ironhand 2
	Wasp	Courage, Ironhand 2, Mobility
	Water Bird	Water Way, Mobility, Farsee
	Wolf	Courage, Night Vision, Ironhand 2
	Woodlouse	Protection 3, Strength, Vigour

## Rune Magic

### Learning Rune Magic

Characters can always use any common rune spells available to their cult. An additional Rune Points and learning one more of the cult's special rune spells costs 2 XP and requires either a donation of 100L or the equivalent in services. Only Rune Lords, Rune Priests and God-Talkers can learn their cult's enchantments. Learning a new rune spell takes a week in the temple or shrine of the cult. Many cults have other associated

cults, and it may be possible to learn rune spells from them if the rune masters of both associated cults agree – this will involve a payment of 200L either as a donation or the equivalent in services. Such spells are learned at the temple or shrine of the associate cult. Usually associated cults have certain rune spells they offer on this basis which are listed. RP gained with different cults, including associate cults but not sub-cults, have to be kept as separate pools. An exception is that Spirit Society initiates allow sharing RP between certain Spirit Cults.

If the character has the right rune for a rune spell either from their own or an associate cult then the spell it is gained and the character can use that rune to cast it. A character can learn a rune spell of their own or an associate cult using a different rune of their cult but this costs an additional 1 XP. In this case record the rune through which it was learned and the spell is H2 to cast if it has a difficulty or if it normally has no Difficulty the difficulty is 6.

Some spells are listed as one-use. If a spell is one-use once it has been used once the character loses the ability to cast it again until they visit the temple or shrine it came from, spend a week and pay 1 XP per point of the spell.

### Cost

Using rune magic costs Rune Points.

#### Gaining Rune Points and Rune Spells

1 Point and a Cult Special Spell: 2 XP and 100L  
 1 Point with Associated Cult and Associate Cult Spell: 2 XP and 200L  
 Using a different Rune: +1 XP  
 Regaining 1-use Spell: 1 XP

## Pavis Quest

### Duration

Where spirit magic has a duration it lasts for 15 minutes (90 turns). Those with Duration+ last for 1 hour. A few spells list a special duration.

### Self, Touch or Range

If a spell is Touch the caster must be adjacent to the target. If it is Ranged they must be in line of sight and within 100 squares. If a spell is Self the caster is the target.

### Rune

Each Rune Magic Spell is learned with a particular rune. This rune is used for any difficulty roll with the spell.

### Variable Spells

Variable spells can be used with more than 1 rune point if wished for increased effect.

### Lunar Cycle

Rune Spells from a moon phase are influenced by the cycle of the Red Moon as follows:

- Full moon or Glow Spot: E1 where the magic has a difficulty. All durations are doubled.
- Half-moons or Glowline: standard.
- Crescent moons: H1 where the magic has a difficulty. Only magic with a cost of 1 or 2 can be used.
- Dead or Dying moons: H2 where the magic has a difficulty. Only magic with a cost of 1 can be used.

### List of Rune Magic Spells

Name	RP	Effects	Other
(Weapon) Trance	1	When using the listed weapon the user's weapon skill and damage are E3 and Augmented. They cannot use parry and have H2 Gymnastics (Dodge). They can't use magic except targeting the weapon or its skill and cannot act other than to use the weapon or move as little as possible to make a target available. Cancels and replaces Fanaticism.	Self, Duration
Absorption	Var	Each point of this spell adds 2 to the target's magical resistance against spirit magic or sorcery and 1 point against rune or chaos magic. When the target is attacked with a spell against magical resistance which gets a Failure then the caster gains PP equal to that used in the spell counting RP as 2 x PP. The maximum PP absorbed is 4 x the cost of the Absorption. PP in excess of the caster's normal PP total are lost when the Absorption ends.	Ranged, Duration
Accelerate Growth	Var	This spell matures a plant by one year in the duration. Each additional point stacked adds one year of maturity. It won't enlarge, strengthen, or make more fruitful any plant beyond its natural potential. The spell effect is permanent. Each point affects either one tree, a one square area of bush or ground, or one seed, causing it to bloom and flourish. On a Major Success acts as though an extra RP was used.	Ranged, Duration, Difficulty 6
Aegis		Creates or enhances a shield. Either the caster's existing shield is immune to breakage saves and has E2 resistance or it can create a magical shield which acts like a standard small or large shield but immune to break saves and with E2 resistance.	Touch, Duration
Affix Darkness	Var	This spell must be used at night. The caster chooses a volume 7 x 7 x 7 squares per point. Within the chosen area night will remain throughout the next day remaining just as dark as it would be at night. On a Major Success acts as though an extra RP was used.	Ranged, Duration: 1 Day, Difficulty 6
Affix Light	Var	This spell must be used in the day. The caster chooses a volume 7 x 7 x 7 squares per point. Within the chosen area day will remain throughout the next night remaining just as light as it would be by day. On a Major Success acts as though an extra RP was used.	Ranged, Duration: 1 Day, Difficulty 6

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Name	RP	Effects	Other
Agony	2	Caster and the target immediately fall to the ground, writhing in pain, incapable of doing anything else, including defending themselves, until the spell ends. The target also suffers a Hurt.	Ranged, Attack Spell (Bravery), Duration
Air Wall	Var	Creates a wall of swirling wind occupying a line of 8 squares long by 2 squares high and 1 square thick. Each extra point adds 8 squares to the length and 2 squares to the height. No missile or thrown attacks can be made through it. Anyone entering it or trying to make a melee attack into or through it must resist its rune with Athletics and on any Success the target moves back 1 square and falls down.	Ranged, Duration
All Seeing Eye	Var	The caster Perception is augmented and E2 per point. They can use Perception against Persuasion or Streetwise to spot lies being told. The caster ignores 2 points of concealment per point.	Self, Duration
Alter Creature	1	Only works on creatures whose role was determined by the Survival Covenant (an ancient agreement negotiated by the god Waha): Praxian men, herd men, morokanths, impalas, sables, bisons, llamas, and rhinoceri. Herd-things become people and people become herd-things. This spell takes one full turn to work its transmutation. If other magic breaks the spell during this time, this Rune spell has no effect. Once the spell has completed, the spell's effects are permanent. Only divine intervention or another Alter Creature can return the victim to their original state. A beast that is awakened becomes intelligent. It becomes omnivorous, requiring the same quality of food that humans eat. This new person can still have fertile offspring with their former kind, but all such offspring are unintelligent herd beasts. They gain Customs (Praxian) 0. This new person can improve skills and learn new skills and spells in the usual way. Their outlook on life is still that of a beast, until taught otherwise. A person (human or otherwise) who becomes a beast becomes unintelligent and loses Customs, Knowledge, Streetwise, Literacy, Weapons except Unarmed and all the other characteristics of intelligent creatures. It becomes herbivorous, able to live off the plains. It can no longer have intelligent offspring with its former kind. Such beasts can improve skills only by being trained by an animal trainer. Any bound spirits are freed. An allied spirit remains allied, but it is now linked to a creature that cannot understand language.	Ranged, Attack Spell (Knowledge), Permanent, One-Use
Analyse Magic	Var	Gives one function of a magical item, entity or substance per point. On a major success gives 2 functions per point.	Touch, Difficulty 6
Animate Art	Var	Animates an artwork such as a sculpture, painting or mosaic so it goes through a sequence of changes or movements lasting up to 5 minutes per RP before repeating. A Major Success doubles the duration. Can be made an enchantment by spending 2 XP which means there is no longer a duration.	Touch, Duration, Difficulty 7
Animate War Tree	1	The War Tree is a special type of tree, created using the Create War Tree spell. This spell causes one War Tree to awaken and become capable of motion and combat. It has no effect on a War Tree created by a different caster. Between activations, the War Tree roots itself in the ground. If the spell ends while the War Tree is on an inappropriate surface (such as solid stone), the War Tree begins to die. For Stats see PavisQuest: Creatures & Treasures. The magic does not have a duration and the tree remains animated for 6 hours.	Ranged

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Name	RP	Effects	Other
Appease Earth	1	This ritual is used to perform sacrifices to the Bloody Tusk. It can take three forms. Grain or other food is given to the Tusk (usually by feeding it to tuskers) to feed and strengthen the Earth, thus strengthening the cult. Blood sacrifice (preferably human sacrifice) appeases the Earth, protecting the cult from her wrath and causing the giant boars to remain tame and under the riders' control. When magic items, other treasures of great worth, or more than a half-dozen prisoners are sacrificed with this spell, the Earth is pleased, and the tusker mount of the sacrifice's provider has skills gain a B1 (chosen by the rider).	Touch, Ritual, Difficulty 7
Arouse Passion	Var	Works on a special characteristic marked* on the table in PavisQuest Core rules. If the target already has that characteristic it is strengthened and the target finds it very hard to resist acting on it. For a PC this means it costs an extra HP per point to ignore it. Most NPCs will just act on it at the referee's discretion. If the target doesn't have the passion it requires 1 point to give them the basic version and then it is enhanced from there. On a Major Success acts as though an extra RP was used.	Ranged, Attack Spell, Duration
Arrow of Light	Var	Causes elemental fire damage to one target per point using its tune Augmented.	Ranged, Physical Agent
Asrelia's Cavern	Var	This spell creates an invisible barrier around a cube size 2 x 2 x2 squares per point, centred on the point of casting. Wind cannot blow through the barrier, rain and snow cannot penetrate it, and it blocks flames. Even a flood washes up against the barrier harmlessly. Spells can be cast through the invisible boundary and creatures can cross it freely. Only non-living natural forces are barred. Each additional Rune point stacked with this spell increases the size of the protective barrier by 2 squares. On a Major Success acts as though an extra RP was used.	Touch, Duration, Difficulty 5
Attach Spirit	2	Resurrects a target that died within the last 5 minutes as long as their spirit has not been destroyed or captured and their body is capable of supporting life. On a Major Success the target can have died within the last 10 minutes.	Ranged, Difficulty 8
Attack Soul	1	This spell enables the caster to engage a single chosen target in spirit combat without being disincorporate. The target must be within 100 squares. Just as in spirit combat, the target can resist and attack back. In this combat on a Success the opponent receives 1 Power Drain and on a Major Success is Soul Blasted. Unlike normal spirit combat, the caster can break off or resume this attack at any time during the spell's duration.	Self, Duration
Attract Attention	2	All targets who are not worshippers of Xiola Umbar within 50 squares must resist the caster with Magical Resistance when the spell is cast. If the caster gets any success against them then until the caster's next turn they can't attack anyone but the caster	Self
Attract Catch	1	Must be cast on the first fishing day of the season. Can be cast to affect a fishing business that the character either operates themselves or rent to others. The caster has E2 to Water Life this season to determine the success of the business. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of the business for the price of losing an RP for the season. On a Major Success provides E4.	Ritual, Difficulty 8, Duration: Season
Aura of Peace	1	Whilst this spell is active the first time each individual wants to attack the caster they must resist the rune of the spell with magical resistance or be unable to do so whilst it lasts. This spell ends if the caster attacks anyone.	Self, Duration
Aurora	Var	This spell causes the caster to glow with a clear pale light, shining over a radius of 3 squares/point. All enemies of the caster that end their turns in the area must immediately resist the rune of the spell with magical resistance or suffer 1 Power Drain.	Self, Duration



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Name	RP	Effects	Other
Avalanche	Var	This spell causes an area of snow 7 squares long and 1 square deep to become loose and slip. Each point adds 7 squares to the area and 1 square to the depth. Anyone in the area must resist the spell with Gymnastics or fall. If the area is on a slope of 30 degrees or steeper the snow will avalanche to the bottom of the slope travelling 10 squares on the first turn, 20 on the second, 30 on the third and so on. Each square depth will cause 2 damage x the number of turns it has been moving to anything caught in it. It has knockback and pushes them down slope 1 square per point they fail to resist by. The avalanche continues ¼ of its total fall from the bottom of the slope. In addition each individual in it will be buried with to half the avalanche's depth; so a 4 point avalanche will completely bury most people. Escaping has a difficulty of 3 Athletics per depth of the avalanche. People buried will suffocate if they cannot dig themselves out or be rescued. Buried people will likely survive 15 minutes and then the chance of death is 3% per minute buried after that. They can be very hard to find. On a Major Success acts as though an extra RP was used.	Self, Difficulty 7
Avenging Fury	1	Caster's weapon skill is E2. Cancels Frightened, Routed or Calmed and the caster is immune to those statuses. Only works if the caster is trying to take deserved vengeance for themselves or someone else or if fighting to restore the balance of a situation where the opponent has taken an unfair advantage over others	Self, Duration
Axis Mundi	Var	This creates a holy sanctuary ten meters in radius, which functions as follows: <ul style="list-style-type: none"> <li>• It enhances the transition of ancestral spirits to the Mundane World. Ancestral spirits can appear within the sanctuary without using a Visibility spell.</li> <li>• It acts as a beacon (akin to a lighthouse) that enhances a spirit's chances of finding their way to the caster and this sacred portal.</li> <li>• It protects the caster who created the sanctuary. When an Incarnate Ancestor spell is cast within this sanctuary, the sanctuary acts as a protective circle when the summoned ancestor arrives. Any ancestor summoned within an Axis Mundi is disoriented for 1D6 turns and cannot take any hostile actions until this effect wears off.</li> <li>• When created by a shaman in preparation for initiating an assistant shaman, it acts as the locus for the transition to full shaman.</li> <li>• It attracts spirits aligned with the traditions of the cult and allows their active participation in Holy Day celebrations.</li> </ul> Each additional magic point adds 15 minutes to the spell's duration. On a Major Success acts as though an extra RP was used.	Touch, Duration, Ritual, Difficulty 7
Balance Leap	1	Caster chooses a difficulty and if the magic is successful immediately leaps (in the same action) up to five times the difficulty chosen in squares. The leap can be in any combination of vertical and horizontal. The user does not need secure footing to leap or land -it could be to or from a balancing rope, a swamp, tree branch etc. On a Major Success can jump twice as far if wished.	Self, Difficulty Selected

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Name	RP	Effects	Other
Ban	1 or 3	This hour-long ritual can only be cast by a Chief Priest or High Priest of a cult. It forbids its target from being able to participate in worship at any temple that is subject to the authority of the caster. For the purposes of those specific temples, the target is no longer even a lay member of the cult and cannot rejoin those temples for the duration of the spell. The target cannot regain RP or sacrifice for new spells at the caster's temples. Many cults require formal proceedings and/or approval by the members of the temple before this spell can be cast. Depending on the cult, this may also result in outlawry from a clan or tribe. The caster (or their successor in the office) can lift the effects of this spell at any time. The 1-point version of Ban has a duration of three years. The 3-point version of Ban lasts until the target is dead.	Ritual, Difficulty 7
Barkskin	1	Provides +3 armour. It makes the caster bulkier so the caster can't be wearing rigid armour when it is cast and flexible armour will be split.	Self, Duration
Bear Burden	1	The target's carrying capacity is doubled.	Touch, Duration+
Bear Fruit	1	This spell causes a single tree or a three-meter square area of bush or ground cover to immediately yield its fruits, no matter the season. This spell can kill the plant. This chance is determined by the season it is cast in: Sea 30%, Fire 15%, Earth 10%, Dark 70%, Storm 50%, Sacred Time 0%. On a Major Success the chance of killing the plant is halved (round down).	Touch, Ritual, Difficulty 8
Bear's Skin	2	This spell can only be cast on initiates or Rune Masters of Bear cults or those associated with them. The target gains +1 Size and sprouts a coat of thick brown fur providing +2 armour and keeping the character warm. It makes the caster a lot bigger so the caster can't be wearing rigid armour when it is cast and flexible armour will be split.	Touch, Duration
Bear's Strength	1	This spell can only be cast on initiates or Rune Masters of a bear cult. It swells the target's sinews and muscles, giving the target E2 Athletics.	Touch, Duration
Beastmaster	2	This spell may be cast upon any unintelligent animal. It then moves as the caster directs for the duration of the spell, though it refuses to leap off cliffs or go to other obvious deaths. It will not fight for the caster and will not otherwise serve them. It will not attack the caster. Once controlled, it remains controlled even if it moves out of range. Each Rune point stacked with Beastmaster allows an additional beast to be controlled. It works on riding beasts.	Ranged, Attack Spell
Become (Other Shape)	1	This spell comes in many forms. Each variant turns the caster into a single other shape. The shapes vary tremendously. The spell most commonly turns the user into an animal (e.g., a fox, mouse, or raven), but some spells turn them into another human, a tree, a rock, a dirty shirt or a pile of dung. The caster retains their XD and all mental skills and runes. Size changes to that of the thing they transform into or smaller (minimum of -3). The user gains all the physical abilities (or lack of same) of the new shape. If the shape has gender, the caster can choose which one to become. The caster's equipment disappears and does nothing whilst the spell lasts and reappears when they do.	Self, Duration
Become Eagle	2	The caster becomes an eagle. They keep their XD and mental skills and can still speak. They have the eagle's physical skills and attacks and can be either the same size as an eagle or 1 higher. The caster's equipment disappears and does nothing whilst the spell lasts and reappears when they do.	Self, Duration

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Name	RP	Effects	Other
Become Hawk	2	The caster becomes a great vrok hawk. They keep their XD and mental skills and can still speak. They have the hawk's physical skills and attacks and can be either the same size as a great vrok hawk or 1 higher. The caster's equipment disappears and does nothing whilst the spell lasts and reappears when they do.	Self, Duration
Become Krjalki	1	The caster transforms from normal to Krjalki form or from Krjalki to normal form. When in normal form it has no chaotic features and no visible changes (though will still detect as chaotic if tainted by chaos). When in Krjalki form it has all its features and any physical changes. This spell has no effect on the caster's equipment.	Self, Duration: permanent until used again.
Become Other	2	This spell transforms a non-troll caster into a dark troll, or a troll caster into a human. A human that casts the spell gains +1 Size. They also gain Night Vision, Darksense and 1 point of natural armour. They also gain a troll's vulnerability to iron. A troll that casts this spell becomes human in appearance, losing 1 Size, as well as its Night Vision and Darksense. They do not have a troll's vulnerability to iron during that time. This spell does not transform equipment.	Self, Duration: until the next sunrise or sunset.
Bedazzle Enemy Gods	Var	When the target is attacked with any rune magic from a non-Lunar cult the target has E2 Magic resistance and 2 Magical Armour per RP used. This includes protecting the target against physical agents and weapon affecting spells like True Sword. If the attacking rune spell gets a Major Failure it is reflected having no effect on the target and instead attacking the caster or someone else chosen by the target. If the rune magic was on a weapon then the whole weapon's damage is rolled again against the attacker.	Ranged, Duration
Behold	1	The caster can see a vision of another cult member is doing using a suitable piece of cult paraphernalia such as a silver mirror, bowl of water etc. The vision has no limit to range but the caster must know the person they are trying to see. On a Major Success lasts twice as long.	Touch, Duration, Difficulty 7, Ritual
Benison	1	This spell allows the caster to regenerate PP extremely quickly. Its exact benefit varies with the phase of the moon: <ul style="list-style-type: none"> <li>• Dead/Dying Regain 1 PP per five minutes</li> <li>• Crescents Regain 1 PP per minute.</li> <li>• Half Moons Regain 1 PP per turn.</li> <li>• Full Moon Regain 1D6 PP per turn.</li> </ul> The caster's PP cannot be raised over maximum by means of this spell.	Self, Duration
Berserker	1	This spell cancels and replaces Fanaticism or Weapon Trance. The caster's melee attacks are E3. They have E3 Health and E3 Magical resistance. All those improvements are doubled if attacking or being attacked by a chaos creature. They cannot use parry and opponents have E2 to hit them. They have +2 Base Move and each action they must either charge the nearest enemy or make a melee attack against an enemy. If no enemies are in LOS they must instead charge and/or attack the nearest neutral/non-combatant and if none of these are available then the nearest friend. The caster is immune to Frightened, Routed, or Calmed. If the caster wishes to cancel the magic they must roll save and get a 7+ to be allowed to do so. The magic also ends if the caster is Disabled or Unconscious. Initiates of Chalana Arroy can bring someone out of a Storm Bull Berserker rage if they succeed with a Persuasion Difficulty 7. This ability does not extend to the Berserker spell granted by other cults. Once the magic wears off the user is exhausted and at H2 to all skills until they have rested for 2 hours.	Self, Duration

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Name	RP	Effects	Other
Beslave	2	The target must be an intelligent creature (person) whose role was determined by the Survival Covenant (an ancient agreement negotiated by the god Waha): Praxian men, herd men, morokanths, impalas, sables, bisons, llamas, and rhinoceri. People become herd-things. The person (human or otherwise) who becomes a beast becomes unintelligent and loses Customs, Knowledge, Streetwise, Literacy, Weapons except Unarmed and all the other characteristics of intelligent creatures. On a Major Success the duration is doubled.	Ranged, Attack Spell (Knowledge), Duration
Beautify Location	Var	Decorates a volume of 30 squares by 30 squares by 30 squares per RP with illusionary decorations such as lights and banners and makes it look clean, new and shiny. A Major Success doubles the Duration.	Ranged, Duration, Difficulty 7
Bind Ghost	1	Binds the spirit of a dying person into an area as a ghost. The caster must engage in a successful round of spirit combat if the spell is to work. In the Humakt version the spirit must be a volunteer from the caster's cult.	Touch, Ritual
Bind Wind	1	This spell enchants a leather bag or rope to be capable of holding a wind or winds. This is an Enchantment costing 2 XP per point. For point the bag has, an air elemental or air spirit can be captured in the bag. Whilst holding the bag the owner of the bag can use an action to target an air elemental or air spirit within 10 squares. They use their ☉ rune to attack its magical resistance. A success means that it has been captured in the bag. Whilst captured it can't do anything and the owner of the bag or rope can't communicate with it or draw on its power, spells or knowledge. The elemental or spirit remains captured until released whereupon it acts normally unless Controlled with a spell. Releasing it requires a normal object interaction.	Touch, Ritual, Difficulty 8, Enchantment 1 per (2 XP each)
Binding Enchantment	1	Creates a Binding Enchantment - see the Enchantment rules - in return for XP.	Touch, Ritual, Difficulty 8
Birthing	1	When cast on a pregnant creature, this spell allows safe and painless pregnancy and delivery of a healthy child. On a major success reduced the gestation by 25%. If cast on a victim of a Curse Pregnancy Spell instead of its other effects it allows the caster to roll against the resistance of the curse and on any Success it removes it.	Touch, Ritual, Difficulty 7 Duration: pregnancy
Breathe Life Into Art	Var	This ritual is performed as an artist creates a piece of art out of appropriate materials. The artist must have got a Major Success when creating Art with at least Difficulty 7 to be able to cast the spell on the object created. The spell awakens a spirit within the statue with an XD of D8 +1 per extra RP used up to the rune of the caster. The spirit serves the subject of the sculpture (normally a cult) like an allied spirit or wyter.	Touch, Ritual, Difficulty 7
Blast Earth	1	Targets a hide of land. No plants within the blasted area can flower or bear fruit for a full year. The land produces no harvest. This is a Curse. On a Major Success works on 2 hides.	Ranged, Ritual, Difficulty 8, Duration 1 Year
Bless Animals	1	This spell is cast in general by the runemasters of the local earth temple and this practice is so common as to be included in the normal difficulty and benefits of keeping herds. If some reason the local runemasters don't do this keeping herds will be H2 to this year. Can be cast to affect up to 5 herds that the character either operates themselves or rents. The caster has E2 to Customs this year to determine the success of the herds. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of a herd for the price of losing an RP for the year. On a Major Success provides E4.	Ritual, Difficulty 8, Duration: Year

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Name	RP	Effects	Other
Bless Birth	1	This spell is cast when the target woman's pregnancy has reached full term. The baby will be born in 1 hour safely and without pain or damage for the mother and baby. On a Major Success the birth takes 15 minutes. If cast on a victim of a Curse Pregnancy Spell instead of its other effects it allows the caster to roll against the resistance of the curse and on any Success it removes it.	Touch, Ritual, Difficulty 6, Duration+
Bless Champion	Var	This spell blesses a worshiper of one of Ernalda's husband protectors. The target must be willing and participate in a ritual with the caster. If the target does not already love the caster they do at the end of the ritual (permanently). Each RP used adds 24 hours to the duration. After the ritual, any defensive spirit or Rune magic spell that the caster casts on the target has its effects extended to last one full day or until the effects of Bless Champion end. On a major success add another 24 hours to the duration.	Touch, Ritual, Duration: 24 hours
Bless Crops	1	This spell is cast in general by the runemasters of the local earth temple and this practice is so common as to be included in the normal difficulty and benefits of agriculture. If some reason the local runemasters don't do this agriculture will be H2 to this year. Can be cast to affect up to 5 hides that the character either operates or rent to others. The caster has E2 to Customs this year to determine the success of the harvest. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of land for the price of losing an RP for the year. On a Major Success provides E4.	Ritual, Difficulty 8, Duration: Year
Bless Grave	1	This ritual summons an invisible aspect of the deity to escort the soul of a dead believer; a successful ritual ensures that the soul does not return as a bad ghost.	Touch, Ritual, Difficulty 7
Bless Home	1	This ritual is performed over a home and affects it and the family who dwells therein. Whenever a family member is within the walls of the blessed home, their Health and Magical Resistance are E1. It is a 1-point enchantment (2 XP). The enchantment ends if ever the family hearth is shattered. On a Major Success provides E2.	Touch, Ritual, Difficulty 7, Enchantment 1 (2 XP)
Bless King	1	This ritual is performed over a legitimately selected tribal king, their Health and Magical Resistance are E2. It is a 1-point enchantment (2 XP). The enchantment ends if they cease to be king. On a Major Success provides E4.	Touch, Ritual, Difficulty 9, Enchantment
Bless Pregnancy	Var	This ritual blesses a woman; it must be cast during the first season of her pregnancy. For the duration of her pregnancy, she does not suffer any of the pains and sicknesses of her condition. During childbirth, she suffers only mild pangs and can control the timing of the birth. This spell can only be cast once per pregnancy, although for each additional RP used with the ritual, the child gets B1 Health for the first four years of life. The B1 Health counts as a 0 XP Enchantment but the rest of the spell isn't (i.e. The RP can't be regained until the end of the pregnancy). The caster of the spell may choose the sex of the child as it is cast. On a Major Success acts as though an extra RP was used. If cast on a victim of a Curse Pregnancy Spell instead of its other effects it allows the caster to roll against the resistance of the curse and on any Success it removes it.	Touch, Ritual, Difficulty 7, Duration: pregnancy
Bless Shop	1	Must be cast on the first opening day of the season. Can be cast to affect a business with a shop that the character either operates themselves or rents. The caster has E2 to Streetwise this season to determine the success of the business. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of the business for the price of losing an RP for the season. On a Major Success provides E4.	Touch, Ritual, Difficulty 8, Duration: Season

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Name	RP	Effects	Other
Bless Smithy	1	Must be cast on the first working day of the season. Can be cast to affect a business with a smithy that the character either operates themselves or rents. The caster has E2 to Craft this season to determine the success of the business. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of business for the price of losing an RP for the season. On a Major Success provides E4.	Touch, Ritual, Difficulty 8, Duration: Season
Bless Thunderstone	Var	This spell can only be cast by a Storm Voice of Orlanth, only on the High Holy Day of Orlanth, and only upon one properly prepared flintstone per point. Before use, the thunderstone must be activated by spending 1 PP while touching it, whereupon the stone begins to spark and crackle. The bearer may then use it as a rock or slingshot. Once the stone damages a target, or a turn after activation, it shatters and becomes useless. If it hits the stone does an augmented rune (of the caster) dice of lightning damage instead of its normal damage. NB this Enchantment costs 0 XP. On a Major Success creates twice as many stones.	Touch, Ritual, Difficulty 8, Duration: until used, Enchantment 0
Bless Woad	Var	This spell can only be cast by a Wind Lord of Orlanth during the High Holy Day of Orlanth upon a properly prepared pot of woad. For use, the woad must be smeared over the naked body of its user. A casting of the spell enchants enough woad to coat one person. For each point of Bless Woad stacked in the casting, the woad gives 2 points of magical armour and E2 magical resistance. Each day that the woad is worn, it declines in potency by 1 in each characteristic. If the wearer ever puts on armour or clothing, the woad immediately loses all its magic power. If its pot is kept sealed, blessed woad never spoils. NB this Enchantment costs 0 XP. On a Major Success creates twice as much woad.	Touch, Ritual, Difficulty 8, Duration: until used, Enchantment 0
Bless Worshippers	Var	When cast upon a group of worshipers all share the effects of another Rune spell simultaneously cast upon them. This spell can only be cast on initiates of Yelm or his associated deities. Only those who voluntarily accept the spell are affected. For each Rune point used in Bless Worshipers, the associated Rune spell affects two worshippers. On a Major Success works on twice as many worshippers.	Ranged, Ritual, Difficulty 7
Blessing of the Beloved Goddess	1	The target has E1 resistance to any hostile effect - physical or magical. On a major success lasts twice as long.	Touch, Ritual, Difficulty 7, Duration 24 hours.
Blinding	1	Target is Blinded. On a Major Success Duration is doubled.	Ranged, Attack Spell (Perception), Duration
Bounty	1	When cast upon a quantity of fruits, grains, and/or vegetables this spell increases the quantity of food by 2 lbs for every full 20 lbs of food present. On a Major Success the increase is 4 lbs.	Touch, Difficulty 7
Bow of Dominion	1	The caster's bow can shoot to LOS with no range penalty. The damage is also compared to the target's Magical Resistance and on any Success it loses the power of flight, magical or natural, for 5 minutes. If it is currently flying it falls.	Self, Duration
Breathe Air/Water	Var	When cast on an air-breather or water-breather, this spell allows the target to breathe as if it were in its own element while inhabiting the other. Works on up to two extra targets per extra point.	Ranged, Duration+

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Name	RP	Effects	Other
Brew	1	Must be cast on the first working day of the season. Can be cast to affect a brewery business with a smithy that the character either operates themselves or rents. The caster has E2 to Craft this season to determine the success of the business. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of business for the price of losing an RP for the season. On a Major Success provides E4.	Touch, Ritual, Difficulty 8, Duration: Season
Brew Blood Beer	1	Caster can perform a ritual using the normal ingredients of beer plus human blood - either her own or from a captured enemy. The blood removal causes 2 Hurts. Once the ritual is complete the beer will need to ferment for 3 days. One ritual makes 24 pints of beer and it will keep in a cask for a week. If an initiate or rune master of Babseester Gor drinks at least 4 pints of the beer then for the next 3 hours she has Athletics and Health E1. This is a 0-point Enchantment (0 XP).	Touch, Ritual, Difficulty 6, Enchantment 0
Burning Hands	1	The caster's Punch attack deals the spell's rune in elemental fire damage with E2. If the caster grapples a target then it does the same damage when the grapple hits and each turn as well as the grapple's normal effects.	Self, Duration
Butterflight	2	This spell grows long, colourful wings (like those of a moth or butterfly) from the target's back, Giving Flight +4. The user can't be wearing anything on their torso which makes normal armour max 1.	Self, Duration
Call (Animal)	1	Calls a creature of the specified type to come to the caster as fast as it can safely do so. If the character owns a particular animal they can choose that this is the one called otherwise the nearest suitable animal is called. If there are no suitable animals within 5 km none are called. If the animal doesn't arrive by the end of the spell it will then go about its usual activities and forget the call. If the animal is being ridden or lead by someone they may be able to stop the animal going by using Ride or Athletics at the referee's discretion. Alternatively, they could jump off the animal if riding.	Duration
Call on Shanesse	1	This spell calls a sky warrior to earth, who falls like a meteor and lands in fire before the summoner. The sky warrior is not under the control of the spellcaster and can make their own decisions.	Ranged, Duration
Call on Stars	Var	The caster may cast any one common spirit magic spell. The maximum PP of the spirit magic spell cannot exceed 2 per RP used with the spell. Thus, a caster who used 2 points of Call on Stars could cast up to Bladesharp 4, for example. The caster of the spell does not need to supply the magic points to cast the spirit magic spell or know it, though additional magic points can be used to reinforce it as normal. The spell must be cast within the duration of Call on Stars. Temporal spells cast using Call on Stars last 15 minutes, and ranged spells can be cast within 100 squares. On a Major Success the caster can double the duration or range of the spirit magic cast or double the duration of Call on Stars or mean that the caster can cast two spirit magic spells within the duration.	Self, Ritual, Difficulty 7 Knowledge, Duration
Call Pack	1	Acts as a Call Animal spell except it works on all members of a pack of dogs owned by the caster.	Duration+
Call Subordinates	1	When cast all a leader's subordinates that the caster specifies by name or by group mentally know that the leader requires their services and knows the distance and direction to find them. They will continue to know the direction and distance whilst the spell lasts. Casting this spell requires long enough for the caster to mentally name and visualise each individual or group of individuals to be called. A group could be something like a military unit or all the servants of a household for example.	Duration+

## Pavis Quest

Name	RP	Effects	Other
Calm Waters	Var	<p>This spell makes the affected waters as smooth as a mirror, eliminating all waves, chop, etc. It only affects waters of the Mirrorsea Bay and its islands. The spell's effects radiate from the caster and move as the caster moves, affecting all waters in a radius based on the number of stacked RP:</p> <ul style="list-style-type: none"> <li>• 1 points 320 meters</li> <li>• 2 points 640 meters</li> <li>• 3 points 1,280 meters</li> <li>• 4 points 2.5 kilometers</li> <li>• 5 points Five kilometres</li> <li>• Each additional point ×2</li> </ul> <p>On a Major Success either the radius or duration is doubled.</p>	Duration+, Difficulty 6
Calm Waves	1	This spell calms the waves around a target boat making them no more than 2.5m high (a moderate sea). The calmed radius is 30 squares. A major success doubled the duration or radius.	Duration+, Difficulty 6
Captain Souls	Var	This spell is cast upon two people per point, who must voluntarily accept the spell. The spell allows the one-way transmission of conscious thoughts, power points, and spell knowledge from the caster to the targets. In addition, touch spells can be cast at range by the caster on any of the targets. Mental or morale affecting spells cast against one individual have no effect on someone linked by a Captain Souls spell.	Ranged, Duration
Carapace	1	Provides +3 armour. It makes the caster bulkier so the caster can't be wearing rigid armour when it is cast and flexible armour will be split.	Touch, Duration
Carapace of Bagog	1	Provides +4 armour. It makes the caster bulkier so the caster can't be wearing rigid armour when it is cast and flexible armour will be split.	Touch, Duration
Carry Companion	Var	Can be used as a free action at the same time as any other movement magic. If successful one companion per point adjacent to the caster travels with them during the movement magic. If this ability fails the caster leaves them behind but makes the planned move. On a Major Success can take double the companions if required.	Self, Difficulty 6
Carry Disease	1	This ritual carves runes into the flesh of the beneficiary, granting the target permanent immunity to the effects of one specified disease. It simultaneously makes the target a carrier of that disease, exposing everyone they contact to the disease. The ritual also summons a spirit of disease with the same XD as the caster's rune which automatically possesses the target.	Touch, Ritual, Difficulty 7, One-Use
Catseye	1	Allows the user's eyes to see in any amount of available light. If there is a complete absence of light, they cannot see; if but a single dim spark exists, they see normally. Eyes under this spell reflect light like a cat's.	Touch, Duration: 24 hours
Cattle Thief	1	All cattle which don't belong to the caster within 30 squares will silently and obediently follow the caster. The magic ends when the caster returns to their own land and 'owns' the cattle. On a Major Success can double the radius or the duration.	Self, Duration. Difficulty 5
Cause (Disease)	1	The caster summons a spirit of disease of the spell's type which immediately attacks the target. The XD of the spirit is the same as the rune of the caster. The disease spirit will keep attacking for the duration or until driven off. If it possess the target it will then remain indefinitely.	Ranged, Duration
Cause Drought	1	Targets a hide of land. No rain will fall on it. This is a Curse. On a Major Success works on 2 hides.	Ranged, Ritual, Difficulty 8, Curse



## Pavis Quest

Name	RP	Effects	Other
Celestial Servant		Target has E3 resistance to any mind or morale affecting magic if failure would stop them obeying the orders of a lawful superior.	Ranged, Duration
Cerrulia's Bow	Var	Target bow can shoot to LOS with no range penalty. It is E2 to hit and damage per point used.	Touch, Duration
Chameleon	1	The caster blends into the background granting 3 concealment against vision or night vision.	Self, Duration
Change Sex	1	The caster changes sex. They retain all compatible characteristics and abilities but are otherwise completely of the other sex and indistinguishable from someone who was always that sex. The same ability can be used to change back again.	Self, Permanent
Chaos Feature	1	The willing target gains a chaotic feature (positive or negative at random). This is a 1-point enchantment (2 XP). Each chaos feature accepted gives a 10% cumulative chance of becoming a broo. On a Major Success the target gets two chaos features.	Touch, Ritual, Difficulty 7, Enchantment 1 (2 XP)
Chaos Gift	1	The caster gains a random positive chaotic feature and is tainted by chaos. At the end of the duration the feature disappears but not the taint. On a Major Success can roll two features and choose which one. A Divine Intervention when cast allows choosing the feature. Duration depends on the moon phase: full = 4 hours, half = 15 minutes, crescent = 2 minutes, dark or dying = can't be used.	Self, Difficulty 6, Lunar Variable Duration.
Chaos Spawn	1	<p>This spell summons a wailing, moaning void in midair in an empty square. Anything flung into or entering this void is irrevocably lost. The void is a popular way to sacrifice to Thed. If a living thing is thrown in then after 1D4 minutes, the void vomits out a Chaos creature and vanishes. The creatures have the same XD as the creature thrown in. Roll D10</p> <ol style="list-style-type: none"> <li>1. Broo</li> <li>2. Scorpion man</li> <li>3. Ghoul</li> <li>4. 1D3 disease spirits</li> <li>5. Jack o'bear</li> <li>6. Gorp</li> <li>7. Walktapus</li> <li>8. Dragonsnail</li> <li>9. Swarm of bullstitches</li> <li>10. Nothing</li> </ol> <p>This spell does not create a creature from thin air; Thed sends it in reply to the summons. When the spell expires, the wailing void reappears for 1D4 turns, envelops the summoned creature, then vanishes for good. On a Major Success can double the duration or allowing rolling twice for what is summoned. A Thed priest that casts a successful divine intervention as the void coalesces may choose which creature they wish to appear.</p>	Ranged: 7 squares, Duration, Difficulty 7
Charge of the Ram	1	When charging to contact caster has +4 Base Move, E4 for resisting knockback from opportunity attacks or stop thrusts and their shield it has E4 for causing knockback.	Self, Duration
Charisma	1	The target seems extremely attractive and charming with a sparkling and magnetic presence. They have Leadership & Oratory, Persuasion and Streetwise E3.	Ranged, Duration

## Pavis Quest

Name	RP	Effects	Other
Charm	Var	Targets up to two creatures per RP used. On any success intelligent targets will act as though the caster is a friend and respond to Persuasion as such. Unintelligent targets will act as though the caster has tamed them and can be handled as such. They won't attack the caster or their other friends and allies. The spell ends if the caster does anything which would make the target feel they are unfriendly e.g. attacking. If the magic ends normally (through duration) the target will revert to its previous attitude unless it has been persuaded to be more generally friendly in the meantime. However, it won't realise it was charmed. If the spell fails an intelligent target will know a charm was attempted against it.	Ranged, Attack Spell, Duration
Chill	Var	The target immediately feels freezing pangs penetrating their bones. At the start of the target's turn Chill attacks the target's Health with its rune and on any Success it causes a Hurt. Chill's duration is 1D10 turns per RP. On a Major Success (on initial casting not the attack against Health) augment the duration roll.	Ranged, Attack Spell, Duration: D10 turns per point
Chomping	Var	If the target does not have a Carnivore Bite the first point gives them this attack. Other points give Carnivore Bite E2 damage and E2 to hit. Maximum of 4 points.	Touch, Duration
City Harmony		Only works in the city (or one of the cities) controlled by the cult. Area is a Large Blast centred on the caster. Dispels Fanaticism and Demoralise. Also removes the statuses Frightened or Routed from citizens when it is cast. If it gets a Success against a target it is Calmed for the duration or on a Major Success for twice the duration as long they remain in the city.	Attack Spell, Duration
Clairvoyance		For the duration the caster can see as though their viewpoint was up to 5km away. The viewpoint must be in a location they are familiar with. The caster can see and hear as though they were there. The viewpoint is visible though not especially obtrusive such as a small ball of faint light or darkness. It cannot be damaged. Magic that works against magic resistance cast at the viewpoint effects the user as though they were standing at the viewpoint. Any sacred space such as a temple will have a big resistance to this magic - equal to the magical resistance of its guardian. At any given time the caster must be looking from the view point or from their own location and switching perception takes 1 action.	Duration, Difficulty equal to magical resistance of the target location
Clairvoyance Block	1	Creates a block against Clairvoyance (or similar functions which allow remote sensing of a location such as Behold or Vision) in a volume of 200 cubes with the corners marked by appropriate ritual objects. Within the volume any attempt to use or create a viewpoint must overcome the resistance of the block getting a Success. If the attempt fails the user of remote sensing function cannot try again for a day. Also an alarm sounds indicating the location of the view point whilst it is in the area and if the attempt to observe using a spell fails those within the block know the location of the caster. The block is broken if the markers are removed. The spell can be cast with a Duration or as a 1 Point Enchantment (2 XP)	Touch, Ritual, Duration or Enchantment 1 (2 XP), Difficulty 7
Claws	1	Target (who is a member of a cult providing Claws) gains claws on each hand and can use them to make a Claw attacks using Unarmed skill. If the target has two free hands then they can attack with their off-hand using Claws as a bonus action with no off hand penalty. The target also has E2 when climbing.	Touch, Duration
Claws of Bagog	1	Turns one of the target's arms into a large crab-like Pincer. This can be used to attack using Unarmed skill. If the target arm is their off-hand they can attack with the Pincer as a bonus action with no off hand penalty.	Touch, Duration

## Pavis Quest

Name	RP	Effects	Other
Clear Sight	1	This spell permits the caster to see any illusion for what it is, and to see through cloaking spells such as Invisibility and ignore up to 2 points of other concealment. The caster's visual Perception is E3. This spell only functions on objects in direct sunlight. Thus, the spell is useless at night, or when the sky is completely covered with clouds.	Self, Duration
Clever Tongue	1	Gives E3 Persuasion, Leadership & Oratory and Streetwise if the test involves speaking persuasively.	Self, Duration
Cloak of Darkness	1	A small blast around the caster is as dark as night. The area moves with the user.	Self, Duration
Cloak of Fog	1	A small blast around the caster is filled with fog. The area moves with the user.	Self, Duration
Cloud Call	Var	<p>This spell causes clouds to cover the sky above the caster. Around 5 Hides of land per point is covered or a circle of radius 1 km or the same again per extra point used for that purpose. Each point increases the precipitation and clouds by one level (see PavisQuest: Core Rules): dry to drizzle to rain to downpour. After the spell's duration expires, the weather returns to normal in 1D6×10 minutes. On a Major Success either double the duration or acts as though an extra RP had been used.</p> <p>A character can also use this spell to affect hides of land throughout the year that they either operate or rent to others. The caster has E1 to Customs this year to determine the success of the harvest. Also use of this spell negates any penalties for a drought year. NB this represents the additional personal attention of the caster above and beyond the normal casting of this spell by local priestesses that are included in the normal income of land. When used in this way the caster will need to use it to cause rain on their land typically once every two weeks in Fire Season or once a week in a drought. In a drought casting in Sea Season may also be necessary.</p>	Duration, Difficulty 8
Cloud Clear	Var	<p>This spell causes clouds to be cleared from the sky above the caster. Around 1 Hide of land per point is covered or a circle of radius 350m or the same again per extra point used for that purpose. Each point decreases the precipitation and clouds by one level (see PavisQuest: Core Rules): downpour to rain to drizzle to dry. After the spell's duration expires, the weather returns to normal in 1D6×10 minutes. On a Major Success either double the duration or acts as though an extra RP had been used.</p> <p>A character can also use this spell to affect hides of land throughout the year that they either operate or rent to others. Use of this spell negates any penalties for a wet year. NB this represents the additional personal attention of the caster above and beyond the normal casting of this spell by local priestesses that are included in the normal income of land. When used in this way the caster will need to use it to stop too much rain on their land typically once every two weeks in a wet year in Sea Season. It is also very useful to cast it for 2 weeks in Earth Season to get the harvest in.</p>	Duration, Difficulty 8
Coin Wheel	1	Turns a raw gold into Wheels (Coins) of the same weight removing impurities, neatly minting the coins and marking them with Yelm on one face and the Emperor on the other. Each casting creates up to 10 wheels. The raw gold to do this costs around 160L so this spell makes a profit of around 40L!	Touch, Difficulty 5
Cold Bolt	Var	Causes elemental cold damage using its rune augmented. For an extra point it is Blast and for 2 extra points a large blast.	Ranged, Physical Agent

## Pavis Quest

Name	RP	Effects	Other
Cold Wall	Var	Creates a wall of cold occupying a line of 8 squares long by 2 squares high. Each extra point adds 8 squares to the length and 2 squares to the height. Anyone entering it or trying to make a melee attack into or through it or ending their turn inside it is attacked with its augmented rune doing elemental cold damage.	Ranged, Duration
Compress Actions	2	The target has an extra action each turn.	Self, Difficulty 10, Duration
Comfort Song		This allows the caster to sing a Song of Power that keeps all listeners from feeling pain. Whilst the spell lasts all creatures within a large blast of the caster get a save of 6+ to ignore Stun or Disabled results caused by damage. If they save they can carry on acting but the referee may rule they are doing some damage to themselves in the process depending on the injuries they have.	Self, Duration, Concentration
Command (Animal)	1	Targets a non-intelligent animal of the named kind. The creature is under the command of the caster who can issue it command mentally for the duration. The caster can't get it to do anything that would hurt it or put it at an unreasonable risk of harm. It will fight for the caster but not harm itself or allow itself to be harmed without resisting. Whilst commanded the creature is immune to Fear.	Ranged, Attack Spell, Duration
Command Cult Spirit	1	This common Rune spell permits the caster to command cult spirits, such as elementals, petty deities, guardians, and other such entities. The spirit must be from the cult - not just of the same type. They don't voluntarily accept the spell. The spell may be cast simultaneously with an appropriate Summon spell. The caster may command the cult spirit to perform a single task. On a Major Success the caster can continue issuing orders for the whole duration. If unsuccessful, the cult spirit acts in accordance with its nature and most likely return to where it came from. The caster automatically gets a Major Success when the spell is cast on a spirit held in a Binding Enchantment they control. The spell can be used to command the cult spirit to enter a Binding Enchantment.	Ranged, Attack Spell, Duration
Command Ghost	1	This spell allows the caster to command a ghost mentally. The ghost becomes subject to the will of the caster until the spell expires. If questioned, the ghost provides answers that are within its knowledge— it cannot lie. The ghost can be ordered to enter or exit spirit combat. A ghost cannot be commanded to do something that is not within its power, such as leave its area of binding.	Ranged, Attack Spell, Duration
Command Priests	2	This spell affects all Rune Masters of any cult that belong to the caster's tribe. Those affected cannot use any Rune magic without the express consent of the caster. On a Major Success the duration is doubled.	Ranged, Duration: 1 day, Difficulty 8
Command Worshippers	1	This spell requires an hour-long ritual to cast and only affects members of the caster's tribe. This spell signals all affiliated Orlanthi within five km to finish their immediate business quickly, gather any equipment, and report to the summoner within two days of the spell's casting. During this time, the caster must remain in the same spot or the spell disperses and releases the worshipers from their compulsion to report for duty. This spell is a privilege and must not be abused. It is used only for emergencies or joyous celebrations. On a Major Success the range is raised to ten km.	Self, Duration: 2 days, Difficulty 8
Community	2	When cast works upon all members of a community within range, this spell guarantees rapid and easy communication of ideas, and facilitates the sharing of new or troubling thoughts. All Persuasion skill rolls requiring reasoning rather than lies or fast talk have Fumbles, Major Failures, and Failures replaced with Success when made to other individuals under the effect of the spell. On a Major Success double either the range or duration.	Ranged, Duration, Difficulty 8

## Pavis Quest

Name	RP	Effects	Other
Confuse Time Sense		Confuses target's sense of time. The caster can choose an observation or event and move it in the target's memory to any time. The target will do their best to make sense of the change but this may be impossible if it is too jarring. It works best for straight forward things like a particular object was already missing or still there at a certain time, altering the date and time that an individual was first seen or met or changing when exactly the target did something	Ranged, Attack Spell
Confusing Mist	1	Fills a Large Blast template with a mist which acts as haze. The area is also filled with confusing misty shapes as though of animals or people which cannot be clearly seen. Anyone in the area must use Perception against the resistance of the magic at the start of their turn or they cannot take an action that targets anyone other than themselves or their own equipment and can only move at ½ speed. On a Major Success double the duration or change the template to a Massive Blast.	Ranged, Duration, Difficulty 6
Conquer Beast	1	This spell gives the caster E2 to resist magic, spirits and to use spells. It is only effective against four-footed mammals and animal spirits. Baboons and morakanth are included.	Self, Duration
Consume	1	On any Success the target takes a Hurt or on a Major Success 2 Hurts. In the caster's subsequent turns works again. This continues until the magic fails to get a Success. Once the target is reduced to D1 Health it causes a serious wound. If the magic gets a success on any turn once it has inflicted a Serious Wound the area of the body affected by the serious wound is transformed into grey slime - this is often lethal. This ends the magic	Ranged, Attack Spell
Consume Mind	2	This spell drains the totality of the victim's memory, transferring it to the caster's mind and leaving the victim a mental vegetable. It can only be cast during a holy day and takes a minimum of a week to perform which is deducted from any bonus for ritual time. Each time it is cast, the caster takes 2 Hurts. If the caster fumbles the spell they collapse into a catatonic trance for 1D6 weeks. The caster may learn any or all the target's spirit magic, sorcery, or Rune spells, and obtains the target's RP. All such RP cannot be replenished if the caster is not a member of the victim's cult. The caster can also gains Knowledge skill if the victim has at a level higher than the caster's own ability though this has the usual limits. This spell has no effect on priests of Lhankor Mhy. If accidentally cast on such a victim, the caster must still roll in case they fumble.	Touch, Ritual, Attack Spell
Control Flood	Var	This spell takes a minimum, of an hour to cast so any bonus for ritual time only starts after this. The spell contains the water on a 40 square length per point stretch of a river within its banks, requiring about a minute to take effect. On a Major Success either the length or duration is doubled.	Ranged, Ritual, Duration+, Difficulty 8

## Pavis Quest

Name	RP	Effects	Other
Conversion of Chaos	2	<p>Only works on a willing target that is not a creature of chaos, does not detect as tainted by chaos and is not an illuminate. The target gains a random beneficial chaos feature, does not detect as chaotic to any ability and gains no visible change (re-roll anything which has to do this like gaining a limb). Roll D20 when the spell is used and if the number rolled is equal to or lower than the number of features the target will then have from this ability then roll D6 on the following table in addition to the normal effect. On a Major Success the target gets either two features or double the duration.</p> <ol style="list-style-type: none"> <li>1. Turn into a broo permanently.</li> <li>2. Undergo effect of the Corruption function.</li> <li>3. Tainted by chaos permanently.</li> <li>4. Gain a negative chaos feature which can be obvious and tainted by chaos permanently.</li> <li>5. Gain a negative chaos feature permanently without any obvious change but still not tainted by chaos.</li> <li>6. Gain D6 x 3 chaos features (positive or negative, can be obvious) for D6 days but still not tainted by chaos and doesn't detect as chaotic.</li> </ol>	Touch, Duration: 1 day
Corruption	2	<p>This spell completely transforms the target. Over the next 1D10 turns, the target is warped and transformed into a gruesome Chaotic horror. During the transformation it is disabled. It gains the disadvantage Hideous. Roll D4 for each skill and if it is odd subtract it from the skill and if even add it on. There are no limits to this (i.e. talented or +2 maximum). Only divine intervention can halt the transformation process once it has begun, and it prevents the target from being tainted by Chaos if performed before the process has been completed. On a Major Success toll D6 for each skill instead of D4.</p>	Touch, Ritual, Attack Spell, One-Use
Counter Chaos	1	<p>The target's chaos features (random not built in) don't function for the duration. Any physical manifestations disappear and any game effects, positive or negative, no longer apply. Doesn't hide the taint of chaos. On a Major Success double the duration.</p>	Ranged, Attack Spell, Duration
Couvade	1	<p>Xiola Umbar uses this spell for midwifery. When cast upon a pregnant female, it affects the father of her unborn child. All the pains and sicknesses of pregnancy affect him instead of her, effectively shielding the child from harm. At childbirth, the woman suffers only minimal pangs, but the husband is prostrate. The pains cause the father no lasting injury, and the spell ensures the safety of both mother and child. Both father and mother must consent to be included in this spell, and the pregnant female must be present at the spell's casting. It must be cast within the first season of pregnancy. This spell is especially important for trolls, as they have much difficulty in childbearing, especially with the large great troll births and with trollkin. This spell does not, unfortunately, prevent the mother from birthing trollkin, but they are born alive and healthy.</p>	Touch, Duration: whole pregnancy, Difficulty 7
Create Bridge	Var	<p>This spell creates a shimmering band of crystal 14 squares long, 2 square wide, and about a centimetre thick. Each end of this band must rest on earth or stone, but the rest may arc. The band is hard and nearly indestructible, strong enough to support wagons, horses, and even stonework. Each extra RP stacked with the spell makes the band 2 squares wider or 14 squares longer. Several people can cast the spell simultaneously to increase the bridge's size. The spell is often combined with Extension to create an expedient framework for bridge construction. On a Major Success acts as though an extra RP was used.</p>	Ranged, Duration, Difficulty 7

## Pavis Quest

Name	RP	Effects	Other
Crack	Var	This spell must be cast at a non-living, non-magical object. If successful, it breaks the item into pieces. Each point allows another item on the victim to be shattered at once. If a spirit lives in the item then it is an Attack Spell against the spirit's magical resistance. Magic with a duration doesn't make the item immune.	Ranged
Crawling Legs	2	This spell can only be cast on initiates or Rune Masters of Gorakiki Woodlouse. The target has Running +2 and can ignore rough terrain penalties and gives resistance to knock back E4. It can crawl up vertical surfaces which aren't completely smooth without slowing. Its back limbs are transformed into a woodlouse like pad covered with six pairs of jointed legs.	Touch, Duration
Create Bone Arrow	1	This spell must be cast on an arrow tipped with bone. When fired by a worshipper of Yelm it deals the same damage as a bronze tipped arrow. If the arrow hits an undead it has E4 damage and will damage an undead which is normally immune to solid damage and counts as enchanted. It counts as enchanted if fired at a ghost or spirit. The magic lasts for one shot. This is a Enchantment 0 (0 XP).	Touch, Ritual, Difficulty 6, Enchantment 0
Create Bonfire	Var	When cast on a fire, each point increases the fire's footprint by 1 step on the following scale and increases its intensity to match: 1 square: D6 E2 4 squares: D6 E2 9 squares: D10 E2 16 squares: D10 E2 25 squares: D10 E2 It can't make a fire bigger than this. If no substance is available for the increased fire to burn, it rapidly dwindles back to its former status. Whether it will burn the substance it is on can be seen by looking at the Fire and Light rules in PavisQuest: Core Rules. If cast on a Fire elemental, it increases the elemental's size by 1 per point. On a Major Success it acts as though another RP had been used.	Ranged, Difficulty 6
Create Feast	Var	Creates an illusionary feast which is completely convincing to all senses including touch and takes the form that the caster wishes. All dishes can appear, smell and taste in whatever way the caster wishes. The feast will vanish when the spell ends - even if has been eaten. Enough food is created for 5 people per point. On a Major Success double the duration or add 5 more portions.	Ranged, Duration, Difficulty 7
Create Fissure	Var	This spell opens a chasm 8 squares long, 1 square wide, and 4 squares deep for each point in the spell. The fissure proceeds D6 squares in a direction chosen by the caster then roll a D6: 1-2: carries straight on 3: left 45 degrees 4: right 45 degrees 5: left 90 degrees 6: right 90 degrees It will then carry on another D6 squares and then my deviate. Repeat this until the end of the fissure. If the fissure is created to undermine a wall or similar structure the caster's rune attacks its resistance. On a Success the structure is badly cracked and if the referee thinks enough of it is undermined it will collapse. On a Major Success the part directly over the fissure also falls into it. If a chasm is formed underneath a target it must evade or fall into the fissure. On a Major Success double the length of the fissure.	Ranged, Difficulty 10
Create Ghost	1	This binds the spirit of a sacrificed victim into an area as a ghost. The caster must successfully engage in one round of spirit combat to create this binding.	Ranged, Difficulty 7
Create Gorp	Var	Creates a gorp out of a volume of earth. For 1 point the gorp is Size 0 and it is +1 Size per extra point. On a Major Success the gorp is Size 1 + 2 Size per extra point.	Touch, Ritual, Difficulty 6

## Pavis Quest

Name	RP	Effects	Other
Create Great Market	1	This spell requires a day-long ritual before any bonus for ritual time applies. It allows all priests of the cult to combine their Create Market spells together to make one protected marketplace. They may either add the areas together or layer them to create increased resistance as required.	Touch, Ritual, Difficulty 9
Create Head		<p>This spell must be cast on a Thanatar holy day and requires a lengthy ceremony in which the head of the victim is removed with a silver garrotte. The ceremony requires a minimum of eight hours a day for an entire week to prepare the victim and the caster and only after this can any benefit be gained from the time of the ritual. This is a 1-point enchantment costing 2 XP. It creates a permanent living head that lasts until it is destroyed. The head has a mental connection with the enchanter and its PP are available to the caster. All spirit magic, rune magic, and sorcery spells the victim knows are usable by the caster. RP expended by the head cannot be replenished unless the head's creator is also a member of the victim's cult. The head's creator can also use the head's Knowledge and Literacy skills. If the head is ever destroyed or goes mad, the caster loses all spells and skills gained from it. The spirit remains trapped in the destroyed head and becomes a mad head ghost. Even heads that are not destroyed eventually go mad, forming mad head ghosts, although this can take years, or even centuries, depending on the personality and strength of will of the victim. If the creator drains the last PP from the head, the head's spirit is destroyed; the caster loses all spells and skills gained from it, but no mad head ghost forms. The creation of the living heads violates the tendencies of the natural world enough that the universe itself may try to repel the vile creature performing such an act. The first-time user of this spell has a 5% chance of gaining a Chaotic feature, increased by +5% each time this spell is cast. The Chaotic feature is not necessarily favourable. To determine the feature, roll D100 and consult the following table:</p> <p>01-25 Standard Chaotic Feature                  26-49 Standard Chaotic Feature plus Negative Chaos Feature                  50-00 Negative Chaos Feature</p> <p>Once a Chaotic feature has been gained, there is a noncumulative 3% chance per use of the spell that a further Negative Chaos Feature is gained.</p>	Touch, Ritual, Difficulty 9, Enchantment 1 (2 XP)
Create Market	Var	Protects a rectangle surrounding up to 64 squares with 4 rods carved in the likeness of the god set up at the corners. The market is 4 squares high. Any attack spell from those hostile to the caster are H2 if crossing the boundary or cast within it and any spirit which is hostile to the caster has H2 to its Spirit Combat attacks. Any spirit or other insubstantial entity with hostile intent must resist the ward with its XD and get a success to be able to cross the boundary. If it tries and fails it suffers a point of Power Drain cannot try again for 5 turns. Any embodied creature hostile to the market's purpose (thieves or raiders) crossing the boundary are attacked by the spell and on a Success take a Hurt and on a Major Success are Stunned and fail to cross. An alarm sounds if a hostile entity tries to cross the boundary. The market lasts until the rods are removed. Anyone removing the rods other than the caster is attacked as though crossing the boundary. Each extra RP used either adds 64 squares to the area, or increases the penalty for attack spells and spirits by H2 and causes an additional Hurt when crossing it. A Major Success acts as though another RP was used.	Touch, Ritual, Difficulty 7, Duration: 8 weeks or 1 Point Enchantment 1 (2 XP)



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Name	RP	Effects	Other
Create Revenant	1	This ritual binds the soul of a departed Zorak Zoran Death Lord back into their specially prepared body, creating a revenant. If the Death Lord does not consent, the spell fails.	Touch, Ritual, Difficulty 9, Enchantment 1 (2XP)
Create Shadow	Var	This spell creates a region of shadow of 96 cubes. The shadow has Health equal to its resistance. It cannot damage anything or be damaged by physical weapons, as it is too immaterial, but Disruption spells and the like affect it. The caster can use a bonus action to move it up to 12 squares. When additional points of this spell are cast, the volume covered does not change, but the darkness becomes deeper within the shadow. One point of the spell is enough to permit casting of the Dark Walk spell and to create an effect of a Haze in sunlight. Two points of this spell are enough to cancel the effects of sunlight on cave trolls and trollkin. Three points of this spell make a shadow equivalent to a night. Four points of the spell make an area that is pitch black. Within the area affected by the shadow, fire or other illumination is visible, but illuminates nothing. On a Major Success acts as though an extra RP was used.	Ranged, Duration, Difficulty 7
Create Skeleton	1	Animates a set of bones into a skeleton. This is an aggressive undead and doesn't obey the caster without a control spell but will attack the nearest thing it can detect. On a Major Success creates two skeletons if the bones are within range.	Ranged, Difficulty 7
Create Tornado	Var	Creates a tornado in the target area. Has an area of a Massive Blast for 3 RP, a Large Blast for 2 RP or a Blast for 1 RP. Each turn roll the result of the magic with its augmented rune. Any target in the area at any time in a turn must resist the result of the magic with Athletics or be thrown into the air twice the result squares landing one turn later a number of squares away equal to a result roll and probably taking falling damage. Anyone within result squares of the edge of the area at any time in the turn must resist the magic with Athletics. On a Success for the magic the target must move one square closer to the centre and not make any other move this turn. On a Major Success the move is three squares. At the start of each turn the tornado moves D10 squares in a random direction taking its action on all targets who come into its area of effect.	Ranged, Duration, Difficulty 9
Create War Tree	1	This ritual awakens a spirit within a special type of tree specially grown for the use of this spell. This tree can now be affected by an Animate War Tree spell cast by the War Tree's creator (and only them). The spell has no effect on any other type of tree, and other casters cannot animate a War Tree that they did not create. However, several different individuals can each cast Create War Tree on a single tree, if desired.	Touch, Ritual, Difficulty 8, Enchantment 1 (2 XP)
Create Whirlvish		This ritual creates a whirlvish from the spirit of a person slain by the caster. The ritual must be performed under the desert sky. It takes all night to finish and culminates with the murder of the person to be so cursed.	Touch, Ritual, Difficulty 9, Enchantment 1 (2 XP)

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Name	RP	Effects	Other
Create Wildfire		<p>When cast on a fire of at least 25 squares area, each point increases the fire's footprint by 1 step on the following scale and increases its intensity to D14 E2:</p> <p>36 squares 49 squares 64 squares 81 squares 100 squares</p> <p>There is no limit to this - each is the next square number. Alternatively the caster can use each point to increase the intensity a fire by +1 without increasing its size which will make its burn its fuel more quickly. If no substance is available for the increased fire to burn, it rapidly dwindles back to its former status. Whether it will burn the substance it is on can be seen by looking at the Fire and Light rules in PavisQuest: Core Rules. If cast on a Fire elemental it causes its damage to increase by +1 per point but also causes 1 hurt to it per point and this makes it an Attack Spell. If cast on a weapon with Fire Weapon on it then it increases the damage dealt by +1 per point but when cast the weapon makes a break save which is H1 per point after the first. On a Major Success it acts as though another RP had been used.</p>	Ranged, Difficulty 9 or Attack Spell
Create Wine	Var	Creates illusionary wine along with amphora and drinking bowls which is completely convincing to all senses including touch and of a kind that the caster wishes. The wine will vanish when the spell ends - even if has been drunk. Creates 3 pints per point. On a Major Success double the duration or add 3 pints.	Ranged, Duration, Difficulty 5
Create Zombie	1	Animates a corpse as a zombie. This is an aggressive undead and doesn't obey the caster without a control spell but will attack the nearest thing it can detect. On a Major Success creates two zombies if the corpses are within range.	Ranged, Difficulty 7
Cremate Dead	1	This spell allows an official (usually a priest) to destroy the bodily remains of one person after their death. The spell guarantees that the ghost does not return to haunt the family. It also burns all goods sent along with the corpse, allowing the deceased to carry some weapons and other supplies into the Land of the Dead. Can be used on an undead. For the duration the corpse and any items with it have a resistance to fire of 1 (i.e. like dry wood) and is burning with an intensity of D10 E2 damage (like a bonfire). See PavisQuest: Core Rules for details.	Touch, Ritual, Difficulty 8, Duration or on an undead Ranged, Attack Spell, Duration
Cross Mountains	1	This spell is cast on a target before they begin a journey over the mountains. The target suffers no movement penalty for rough terrain and can cross the mountains at normal travel speed. The target has E3 for any Athletics or Gymnastics roll required in travelling such as climbing or balancing and has E3 Survival during the journey. The spell ends after the duration or when the mountain journey is completed. On a Major Success double the duration.	Touch, Ritual, Difficulty 8, Duration: 1 week
Crush	Var	Target blunt weapon has E2 to hit and damage per point and take on a black sheen.	Ranged, Duration
Cure All Disease	1	Drives a disease spirit out of the target and back to the spirit plane. It doesn't remove any effects the disease has already had.	Touch
Cure Chaos Wound	1	This spell is of no use by itself, but it can be cast simultaneously with any spell used to cure a wound or other affliction, including diseases, received from a Chaotic creature. This spell provides all the PP needed to work the other spell. It is most helpful with the Heal Wound or the Heal spirit magic spell.	Touch

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Name	RP	Effects	Other
Cure Iron Burn	1	This spell is of no use by itself, but it can be cast simultaneously with any spell used to cure a wound or other affliction received from an iron weapon. This spell supplies all the magic points needed to work the healing spell. It is most helpful with the Heal Wound spell (or the Heal spirit magic spell.	Touch
Cure Poison	1	This spell immediately stops the effects of any poison. The damage resulting from that poison must be healed by other magic.	Touch
Curse Man	1	This spell curses a man who has inflicted serious cruelty to a woman. The man has H3 Health, becomes impotent, has stinking breath, watery eyes and wheezing breath. He constantly exudes a smell of decay.	Ranged, Attack Spell, Curse
Curse of Thed	1	The victim gains a roll on the Curse of Thed Random Effects table. This is at the end of this section.	Ranged, Attack Spell, Duration
Curse Pregnancy	1	This ritual curses a woman; it must be cast during the first season of her pregnancy. For the duration of her pregnancy, she suffers twice the pains and sicknesses of her condition. At full term the child will be stillborn.	Ranged, Ritual, Attack Spell, Curse
Cut Otherworld Entity	1	Caster's attacks with bladed weapons inflict damage on anything which doesn't normally reside in the middle world no matter if it normally ignores such damage or reduces it. Makes the weapons count as enchanted for attacking spirits.	Self, Duration
Cutting Edge	Var	Target bladed weapon deals E2 damage per point.	Touch, Duration
Cyclical	Var	The caster's XD depends on the Lunar Cycle. On the Full Moon it is +1, on Half Moons it is normal, on Crescent Moon -1 and on Black or Dying -2. In the Glowline it still works with the moon's cycle. The spell can be dispelled but not dropped.	Self, Duration: 1 Week per RP
Dance of Power	1	Caster performs a magical dance as part of a ritual when casting another spell. The difficulty of the dance is 8. On a Major Success the spell casting is E4, on a Success E2, on a Failure H2 and on a Major Failure H4.	Self
Dance of Victory	1	Caster's Bravery and Tactics are Augmented.	Self, Duration
Dance Past Blades	1	If the caster has Arts (Dance) skill which is higher than Gymnastics they use this instead to avoid being hit by melee attacks. Also if Arts and Gymnastics are equal then the character is E2 to avoid being hit by melee attacks.	Touch, Duration
Dark Walk	Var	Provides 3 Concealment +1 per Point against Hearing, Vision, Darksense and Night Vision at Night or in Darkness. If the caster uses a targeted action in a turn they lose this concealment until they spend a turn without taking a targeted action.	Self, Duration
Darklight	1	This spell creates the cult light of Thanatar. The spell can be cast on any item that burns non-magically to give non-magical light: torches, lamps, lanterns, braziers, campfires, etc. The light that springs thereof is invisible to non-cult eyes. Laity who possess the special cult talismans, initiates, and Rune Masters all see a purple light. A fire so treated gives off heat and burns normal fuel. As long as the fueled flame remains within one square of the source, only Darklight is emitted, but any flame that crosses the boundary burns normally and can be seen normally. The duration of Darklight therefore depends upon the availability of fuel and keeping the flame within the magicked area. Fire/Sky cults view this spell as a grievous perversion and seek to extinguish all such flames. It is particularly their goal to smother the eternal flame flickering in each temple's worship hall; the flames are reputed to be scions of the first Darklight spell cast in God Time.	Touch

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Name	RP	Effects	Other
Darksee	1	Allows creatures that see best in full daylight to see in the dark as if it were full daylight. Creatures which are primarily nocturnal can see in full daylight as if it were the dark to which they are accustomed (thus negating the effects of sunlight on trollkin and cave trolls). It negates the Blinding spell.	Ranged, Duration: 6 hours
Daughter's Road	Var	The caster must be on one of the Daughter's Roads to cast this spell, and the spell remains in effect while both the caster and the target remain on the road. Each point of the spell gives the target 2 points of spirit armour and E2 magic resistance. The effects of the spell are cumulative with Spirit Screen, Countermagic, and Shield. The target also gets the effect of Mobility, although this effect does not increase with stacking.	Ranged, Duration (Special)
Dead Place Ferry	1	Allows the target to travel through The Dead Place without suffering the usual ill effects.	Touch, Duration: 1 day. One-Use
Deadly Distraction	1	Target's attacks are H2 or on a major success H3 as long as the caster is visible to them.	Ranged, Attack Spell, Duration
Death Binding	1	When this ritual is successfully combined with a sacrifice using the Bloody Cut which is part of Customs (Tusk Rider) with Difficulty 7 then the victim's spirit is trapped and bound within its tail (or hand, if humanoid). The spellcaster can use the victim's PP to cast spells and can cast the victim's spirit magic spells, if any. This magic is broken if a proper burial ceremony is conducted for the body part or if it is destroyed.	Touch, Ritual, Difficulty 8, Enchantment 1 (2 XP)
Death Paint Ritual	1	Requires 1 hour preparation before the ritual. The caster performs a ritual involving painting the target Barbeester Gor initiate or rune master with sacred patterns and signs. They then can't wear any armour or clothes but have 2 magic armour skin and opponents are H2 to hit them with weapons. The target has E2 Weapon Damage and Axe. On a major success last 24 hours.	Touch, Ritual, Difficulty 8, Duration: 12 hours
Decay Magic	Var	Targets a radius of 10 squares. All magic with a Duration acts as though a number of minutes have passed chosen by the caster up to 15 minutes per point. On a Major Success either double the radius or the time.	Ranged, Difficulty 7
Decrease Temperature	Var	This spell causes the temperature to fall around the caster. Around 1 Hide of land per point is affected or a circle of radius 350m or the same again per extra point used for that purpose. Each point decreases the temperature by one level (see PavisQuest Core Rules): sweltering to hot to temperate to freezing to frigid. On a Major Success either double the duration or acts as though an extra RP had been used.	Self, Duration, Difficulty 8
Decrease Wind	Var	This spell decreases the average wind by 1 level (Hurricane to Gale to Wind to Breeze to Calm) see PavisQuest: Core Rules. The spell affects a radius of 100 squares around the caster. Each additional RP either adjusts the wind by another level or increases the radius of effect by another 100 squares. This spell has no effect upon wind direction. On a Major Success acts as though an extra RP had been used.	Self, Duration, Difficulty 6
Defender Against Monsters	1	Caster has E2 to Magical Resistance, Bravery and Health when resisting chaos creatures, underworld demons, uz, dwarfs, elves, Orlanth worshippers, darkness elementals, darkness spirits, demons, cannibals, Babeester Gor worshippers, Maran Gor worshippers and worshippers of chaos cults. At the end of the duration the caster takes a Hurt	Self, Duration
Deflect Missile	1	When the user is attacked with a missile or thrown weapon then the resistance of this spell resists the attack instead of any other resistance if it is better. If the attack gets any failure it misses and the user doesn't have to move a square to dodge it.	Self, Duration

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Name	RP	Effects	Other
Desiccate	1	Targets water creatures or water elementals. On a Success causes a Hurt and on a Major Success a Wound as well.	Ranged, Attack Spell
Detect Honour	1	This spell informs the caster whether the target is an honourable individual—according to the Orlanthi understanding of what that means, based on their behaviour. The spell is highly subjective, and an individual might register as honourable one week, and dishonourable the next. An oath breaker always detects as dishonourable.	Ranged
Detect Truth	1	This spell tells the caster whether anyone within a 4 square radius of the spell's target is lying (that is, deliberately speaking falsehood, based on their own knowledge). Anyone who speaks a lie emits a dark, smoky glow, that is visible only to Swords and initiates of Humakt. The caster must be able to see the smoke to detect the falsehood.	Ranged, Duration
Detection Blank	1	This spell blocks detection. It screens any one object, spell, or person from magical detection. This spell does not let the detection spell's caster know that the spell was blocked. This spell does not block spells such as Second Sight or Soul Sight (page 80), nor any skill.	Ranged, Duration
Devastating Riposte	1	If the caster defends with a sword parry and an attack gets a Major Failure they can immediately use a reaction to riposte making an attack at E2 to hit and damage	Self, Duration
Devour Book		Takes all knowledge from a book into the caster's mind. The target is left blank with no content at all. On a Major Failure the caster is Dazed for 1d10 minutes and on a Fumble Stupefied for 1D6 days.	Touch, Difficulty 8
Devour Foe	1	This ritual is performed over the corpse of an enemy, who must have been of the same species as the caster. The caster eats one or more parts of the enemy's corpse, expends one or PP, and sacrifices one or more XP simultaneously. More than one caster can perform this ritual over a single corpse, but each must devour different parts. Benefits vary with the part(s) eaten: <ul style="list-style-type: none"> <li>• Bowels: The caster gains B1 Health per full 5 Average Health of the victim.</li> <li>• Brain: The caster gains B1 Survival per full 5 Average Survival of the victim.</li> <li>• Gonads: The caster gains B1 Persuasion per full 5 Average Persuasion of the victim.</li> <li>• Hands: The caster gains B1 Weapons per full 5 Average of the best Weapons of the victim.</li> <li>• Heart: The caster gains B1 Athletics per full 5 Average of the best Weapons of the victim.</li> </ul> The benefit lasts for PP spent x XP spent x 2 days. The caster gains no benefit if the ritual is performed over the body of a friend, innocent neutral, or a being of a different species. Hence, the cannibal cultists must cultivate powerful personal enemies. If the ritual gets a Major Success double the time the benefits last.	Touch, Ritual, Enchantment Variable Point, Difficulty 7
Dew	Var	This brings Dew Maid in person to the site. After 15 minutes, she departs, leaving a well-moistened area in a 100-metre radius around the summoning site. Glistening droplets of dew hang heavily on all bits of gear and shoots of vegetation. This dew can be sucked or licked off the grass to provide water for man or beast alike. Each additional point of Dew increases the radius of effect by 100 meters. On a Major Success act as though an extra RP was spent.	Touch, Ritual, Difficulty 8

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Name	RP	Effects	Other
Diamond Edge	1	When cast on stonemasonry tools gives them E4 Craft (Stonemason). When cast on an obsidian axe or other stone weapon for use in battle, it gives the user E4 to hit and damage. If the wielder fumbles, in addition to the normal effects of the fumble, the weapon shatters.	Touch, Duration
Direct Soldiers	Var	Targets 200 soldiers per point. All the soldiers have E1 to resist knockback and any Leadership & Oratory skills used by their officers are at E1.	Ranged, Duration, Difficulty 8
Discorporation	Var	This spell required an hour of preparation before the ritual. It allows the caster to temporarily detach their spirit from their body and reunite them at will. Their body remains comatose until the spirit returns. When the spell ends, the spirit reunites with the body immediately. The difficulty of maintaining the separation is directly proportional to the distance between spirit and body, costing 1 RP per five kilometres of distance. These additional points must be spent when Discorporation is cast. While in spirit form, the caster can cast spells and travel to anywhere up to the limit for separation. The character is treated in all respects like a standard spirit. The character can initiate spirit combat against another spirit or against a corporeal entity. If a character loses a spirit combat to a shaman or other corporeal entity, their spirit can be bound just like any other spirit. If driven off in spirit combat the character returns to their body. The character can sense other spirits and other things with PP at a range of 7 squares times the value of this spell. The character cannot see non-magical mundane objects that do not have PP or active magic (such as ordinary walls, armour, weapons, furniture, scrolls, coins, etc.). Within a range of 1 square per value, the character can sense the value of runes. The character can use magical languages such as Spiritspeech or Stormspeech, but cannot communicate using mundane tongues. The character can also sense cult affiliations. While a character is discorporate, their body is still vulnerable to all damage-causing spells, weapons, diseases, etc. It is also vulnerable to being possessed by hostile spirits unless protected by magic or an allied spirit. If the body dies, the character becomes a ghost. On a Major Success treat as having another RP or double the duration.	Self, Ritual, Duration, Difficulty 8
Dismiss (Type) Elemental	Var	1 point dismisses a small or medium elemental and 2 points a large elemental.	Ranged, Attack Spell
Dismiss Magic	Var	This common spell eliminates magic that has a Duration from its target. Each point of Dismiss Magic cancels 2 points of spirit magic or sorcery, or 1 point of rune or chaos magic. Only the spell strength of sorcerous spells must be overcome. When cast without specifying a particular effect or spell to destroy, Dismiss Magic always destroys defensive spells first, beginning with the most powerful spell that it can affect. It can be cast against a specific spell if the caster can magically discern or can otherwise guess that spell.	Ranged
Divination	1	This ritual must be performed in a holy place of the caster's deity, such as a temple or an area blessed by Sanctify. The caster can communicate with their deity. The deity will answer in an appropriate form for it such as a sign in the stars, a vision, a dream, an augury, the characteristics of a sacrifice, speaking in tongues of a drugged priestess or some other method. The deity can only tell the character things that it knows - it can't see the future and isn't omniscient. In general, it knows things that have happened to its worshippers, in its sacred precincts or in its area of power at any time in the past. In order to successfully interpret the being's message, the caster must make a Knowledge skill roll of difficulty depending on the complexity of the question.	Self, Ritual, Difficulty 8

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Name	RP	Effects	Other
Divination Block	Var	Divination Block obscures the history of the activities of up to 12 individuals associated with one definable material object for up to 12 hours. Alternatively, it keeps the history of one object from being revealed by Divination or Knowledge for a period of time in the object's history up to twelve hours in length. The existence of a Divination Block is revealed to an inquiring priest only on a critical success when interpreting the Divination. Otherwise, the diviner only learns that nothing interesting happened. Each extra point stacked adds 12 hours to the amount of time blocked. On a Major Success acts as though an extra RP was spent.	Self, Ritual, Difficulty 9, Enchantment 1 (2 XP)
Draw Beast	Var	Target unintelligent animal of any type moves towards the caster at normal speed. The caster can halt this motion, stopping the beast in its tracks, and begin it again at will for the duration of the spell. For each additional point an additional beast can be targeted. On a Major Success double the Duration.	Ranged, Attack Spell, Duration
Drive Out Spirit	1	This spell frees the target from any spirit possession (disease spirit, ghost, etc.) without the need to overcome the spirit's resistance. As part of the ritual, the target must sleep overnight within the outlines of the Chalk Man.	Touch, Ritual, Difficulty 8
Drown	1	The target's lungs fill with water. If it breathes air it is Disabled whilst the spell lasts. On each of its turns it must roll Health against the resistance of the magic. If it gets a Success the resistance is reduced by 1. If it gets a Major Success the spell ends. Each turn after the 3 <sup>rd</sup> it takes a Hurt on a Failure or a Major Failure. Another character can also use an action whilst touching the victim to make a Medicine roll with difficulty equal to the resistance. On a Success this reduces the resistance by 1 and on a Major Success ends the spell.	Ranged, Attack Spell (Health)
Earth Shield	2	The target shield has an infinite resistance.	Touch, Duration
Earth Wall	Var	Creates a wall of packed earth occupying a line of 8 squares long , 1 square wide and 1 square high resting on the ground. Each extra point adds either 8 squares to the length or 1 square to the height or 1 square to the width. If it is 3 squares high it must be at least 2 wide, 6 squares high at least 3 wide and so on. Anyone in the squares of the wall when it is created must either evade or end up on top of it. It doesn't lift solid structures like walls with foundations but it lifts things like tents and huts. Climbing the wall is difficulty 5. Given time it is possible to dig through it but it is very resistant to damage. A Major Success acts as though an extra RP was used.	Ranged, Difficulty 8
Earthpower	2	The caster draws upon the strength of the earth to save them in a time of mortal or existential peril. If the caster's PP falls to 0, Earthpower enables them to draw 1D8 PP directly from the earth, preventing unconsciousness or destruction of their soul. This spell can be cast as a Reaction to this happening.	Self

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Name	RP	Effects	Other
Earthwarm	Var	<p>This spell has a number of purposes. It can be used to warm an area of soil or rock up to 30 square radius (and ten cm deep) by 10°C regardless of the original temperature of the soil or the surrounding air. When camping outside when the weather is Frigid 2 points will negate the requirement for a Survival roll. If the weather is Freezing 1 point is required. Duration is 12 hours. On a Major Success can add 5°C or double the duration.</p> <p>A character can also use this spell to affect hides of land stopping frost damage throughout the year that they either operate or rent to others. The caster has E1 to Customs this year to determine the success of the harvest. Also use of this spell negates any penalties for a cold year. NB this represents the additional personal attention of the caster above and beyond the normal casting of this spell by local runemasters that are included in the normal income of land. When used in this way the caster will affect one hide of land per casting and will need to do so a few times in Sea Season depending on the weather.</p>	Touch, Duration: special, Difficulty 8
Ecstatic Communion	1	This spell is cast on a temple holy night sacrifice as a Ritual. The victims will look at being drained by a vampire as a wonderful experience and not resist or cry out. When used in this way it works on all victims within range. Under other circumstances it is not a ritual can works on a single target.	Ranged, Ritual (on holy night) Attack Spell (Knowledge), Duration
Enchant (Metal)	1	Makes a rune metal except iron as hard as bronze. Works on a weapon or a panoply of armour. Enchants iron so that a character using it can also use magic and makes it harder than bronze.	Touch, Ritual, Difficulty 8, Enchantment 1 (2 XP)
Enchant Instrument	2	This spell enchants a pair of lyres to mutual harmony. Each instrument must play at least a full octave of notes, with sharps and flats, and each must have a gem-quality diamond worth roughly 300 L set into it. A separate spell must be cast for every separate linkage.	Touch, Difficulty 7
Endurance	1	Caster can go without sleep, drink or food without suffering any ill effects. It requires 1 more Hurt to Disable than normal. Can only be used once per week (from full moon to full moon).	Self, Duration: 2 days
Enemy of Serpents	1	Caster has E2 to any Weapon skills, Magical Resistance, Bravery and Health when attacking or resisting snakes, water elementals, earth elementals and draconic creatures.	Self, Duration
Erotocomatose Lucidity	2	This spell's target must agree to accept this spell and to cooperate with the caster. Both the target and the caster experience the ecstatic Oneness during the moment of sexual climax. The experience (and climax) lasts one minute per magic point expended, during which time the participants can do nothing else. After the spell expires, both participants are completely incapacitated until they have time to rest and recover. If the target does not already love the caster they do once the spell expires. On a Major Success double the duration.	Touch, Duration: special, Difficulty 7
Eternal Peace	2	All targets in a large blast radius have their souls given to the embrace of Gark the Calm and each of their bodies is permanently animated as a zombie. The victims must all remain in the radius throughout the ritual. Whilst the spell lasts the zombies can be given simple orders by the caster and even after the spell ends they will persist in that activity e.g. can be set to stay in an area an attack anything that enters, go to a place and attack anything they find etc. On a Major Success double the duration.	Ranged, Ritual, Duration, Difficulty 8



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Name	RP	Effects	Other
Exchange Skin	1	This spell permits a Wolf-Warrior to exchange souls and minds with their Wolfbrother. The Wolf-Warrior inhabits the body of the Wolfbrother. Each retains their ability to speak and cast spells if any. Each keeps their own Customs, Knowledge, Streetwise, Literacy, Leadership & Oratory and Persuasion and uses the other skills of the body they inhabit.	Ranged, Duration
Exchange Spells	1	This ritual allows the user to trade possession of one spirit magic spell. The participants agree upon the spells they will attempt to trade; each may pick only one spell. The spells to be exchanged need not be of equal value; a Heal 3 can be exchanged for a Protection 1. If the Exchange spell succeeds, each participant loses the spell they chose and gains the spell the other chose. If the spell fails, no spells are transferred or lost. All points of a variable spell must be passed together.	Touch, Ritual, Difficulty 7
Extension	Var	This common Rune spell extends the duration of any Rune spell that has a normal duration of 15 minutes. The Extension spell and the spell to be extended must be cast by the same person in the same turn simultaneously counting as a single spell. Extension affects a spell's duration as follows: 1 point = 1 hour 2 points = 1 day 3 points = 1 week 4 points = 1 season 5 points = 1 year As usual RP stacked in Extension and the extended spell cannot be regained until the spell expires. Duration+ spells move down 1 step on the chart.	As spell cast with
Face Chaos	Var	When fighting chaos creatures two targets within range do not have to make morale checks and if they are currently Frightened or Routed they lose that status. Add 2 other targets per extra point. On a Major Success double the number of targets.	Ranged, Duration, Difficulty 5
False Form	1	This spell gives an ogre caster the semblance of a normal human to all senses, including nonhuman senses such as Darksense. The spell also hides the Cacodaemon cult mark. It is used by members of the cult to pass as humans. It does not block the Sense Chaos ability.	Self, Duration: 8 weeks
Fang of Wachaza		This ability is on a trident or spear. If a target is hit by the trident then, as well as the normal effects of damage, it must save against the total damage result minus the resistance to the damage using its full Health (not including any penalty for Hurts). On any failure the target's spirit immediately leaves its body as for a Sever Spirit. E.g. a trident attack deals a damage result of 9. The victim has 5 resistance. The victim must save getting difficulty 4 with its full Health or die.	Ranged, Duration
Fear	1	This spell causes intense, incapacitating fear to well up within the target. On a Major Success the target must make a Health difficulty 5 roll or die and is otherwise Disabled for 2D10 minutes. On a Success the target is Demoralized for 2D10 minutes. On a Failure unintelligent creatures are Demoralized for 2D10 minutes. The effects of Fear cannot be dispelled.	Ranged, Attack Spell (Bravery)
Fearless	1	Target does not have to make morale checks and is immune to Demoralise, Fear and Madness.	Ranged, Duration

## Pavis Quest

Name	RP	Effects	Other
Featherscales	1	This spell causes long, dense, feathery clouds of scales to coat the user's body. These give the user 1 natural armour. Also, the scales are loose and come off easily: whenever the character is hit by a weapon, that weapon becomes gummed up with scales and becomes blunted and padded. Such weapons do H4 damage until cleaned off. A character must take an entire turn to clean off a weapon, doing nothing else, and succeeds with a 7 Devices roll. This spell cannot be cast if the target is wearing rigid armour and it splits non-rigid armour or clothing as the target becomes bulkier.	Self, Duration
Feed Ghosts	Var	To cast this spell, the caster must sacrifice a member of his own species. As the individual is sacrificed, all the ghosts and wraiths within range are drawn to feast upon their soul. Each additional point in the spell adds 70 squares to the range. The sacrifice requires one hour per RP in preparation for the ritual. When finished, all the ghosts drawn to the site are satiated and must return to the Spirit World for two days per PP of the sacrificed individual. This spell only attracts ghosts and wraiths of the same species as the caster and the victim. To rid an area of hungry ghosts of a different species, one must find a caster and sacrificial victim of that species. A Major Success doubles the time the spirits are returned for.	Range: 70 squares, Ritual, 1-Use, Difficulty 8
Fertilize	1	This spell restores to the soil all the necessary mineral and organic vitality to support plant life, increasing the crop-bearing potential of an area the size of one hide of land. It also neutralizes salt and other poisons. The soil's condition deteriorates normally after this spell is cast. When a character uses this spell on a hide of land in Sea Season that they manage or rent it makes the Customs roll at harvest E1 this year or E2 on a Major Success.	Touch, Ritual, Difficulty 8
Fierce Charge	1	When making a Mounted Spear attack immediate after charging to contact on a horse the attack inflicts E4 damage.	Self, Duration
Fight Celestial Being	1	When attacking or resisting a sky world creature the caster is E3.	Self, Duration
Fight Disease	1	The target has E2 for resisting next time a disease spirit attacks them whether it is to try to possess them or whilst trying to damage them whilst possessing them. On a Major Success gives E4.	Touch, Difficulty 6
Fight Giant	1	When attacking or resisting a giant the caster is E3.	Self, Duration
Find (Substance)	1	This spell informs the caster of the presence of the substance sought by giving it a slight identifying glow (or similar effect for non-visual senses) that is visible only to the caster. This spell can detect hidden objects of the desired substance unless they are behind three or more meters of stone, soil, or metal.	Ranged, Duration
Find Enemy	1	This common spell alerts the caster to danger. The caster psychically knows of anyone within the spell's range who intends to harm them, whether the lurker can be seen or not. The caster may also designate another person to receive the spell's protection; in this case, both the caster and the target sense the target's enemies. Three or more meters of any solid substance between the caster and an enemy blocks the effects of this spell.	Ranged, Duration
Fire Bolt	Var	When cast on a target deals its augmented rune in fire damage. Each extra point used makes the damage E2.	Ranged, Physical Agent
Fire Wall	Var	Creates a wall of fire occupying a line of 8 squares long by 2 squares high and 1 square thick. Each extra point adds 8 squares to the length and 2 squares to the height. The wall cannot be seen through. Anyone entering it or trying to make a melee attack into or through it takes its augmented rune E2 fire damage.	Ranged, Duration

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Name	RP	Effects	Other
Firedwell	1	This spell alters the metabolism of the target to be able to withstand volcanic heat. For the duration of the spell, no non-magical heat or flame can harm them. Additionally, the target can see clearly through fire, smoke or fumes, and can withstand any natural noxious vapor. On the other hand, the target feels uncomfortably chilled at normal room temperatures and has E3 resistance to cold. Each time the spell is used on a given target it has a cumulative 1% chance of being permanent. Only divine intervention by a Heat cult can undo this.	Touch, Duration
Fireshield	1	This spell gives the target E4 resistance to fire.	Touch, Duration
Firespear	Var	Cast on a spear. When the weapon is used instead of its normal damage it deals fire damage using the caster's augmented rune. Each extra point used with it makes the damage E2. The magic can't be used with Bladesharp or Elemental Weapon.	Touch, Duration
Flame Skin	1	The caster's skin is wreathed in flames. They are immune to fire damage and anyone or anything touching or being touched by them (e.g., making or receiving an unarmed attack) takes Fire damage equal to their rune E2. This makes wearing anything or carrying flammable things pretty much impossible. Flammable weapons make a breakage save when used on the caster	Self, Duration
Flight	Var	The caster can transport one object up to Size -1 through the air with Flight +8 for the duration of the spell. Each extra RP increases Size by 1. If the thing to be moved is fixed down the value of the spell must overcome the resistance of the fastening. On a Major Success acts as though an extra RP was used.	Ranged, Duration, Difficulty 7
Float	Var	Target 2 cubes per point of material floats in water as though its density was like wood. On a Major Success acts either double the duration or the volume.	Ranged, Duration, Difficulty 6
Flood	Var	Raises the water level on a 20 square stretch of a moving body of water by one square per point. It takes around 6 turns per square for the increase depending on the rate of flow. Effectively what the spell is doing is causing the water in the river or stream to have a reduced flow through this section making it pike up here. Therefore, the water level will drop to some degree in the region down river too. The water begins to recede naturally after the duration but any water that has overtopped the banks may take quite a long time to drain. An extra point can be used to add 20 squares to the length of the flood. On a Major Success act as though an extra RP had been used.	Ranged, Ritual, Difficulty 8
Flood of Rain	Var	This spell takes an hour to cast. Unlike the version used by the river gods, it must be cast while it is raining. The spell raises the water level on a 20 square stretch of a river by one 1 square, requiring about a minute to take effect. Each additional point stacked with the spell (up to 2) doubles the area affected or raises the water level by a another square. The water begins to recede naturally after 15 minutes. On a Major Success act as though an extra RP had been used.	Ranged, Duration, Difficulty 8
Flowers	1	For the duration the caster can make pretty flowers appear where they touch by expending 1 PP. If the location is suitable they will root and grow	Self, Duration

## Pavis Quest

Name	RP	Effects	Other
Fog	Var	For each point fills a cube of 10 x 10 x 10 squares with fog (See PavisQuest: Core Rules). How long it lasts depends on other weather conditions: hurricane or gale 1 turn wind after 5 turns breeze 15 minutes sweltering 30 minutes hot 1 hour Use whichever weather makes it last the shortest time. In any other weather conditions it lasts indefinitely. If the weather changes then change the time it lasts. On a Major Success double the area.	Ranged, Difficulty 7
Follow Trail	1	If a creature has been in a location within the last day the caster can unerringly follow their trail even if that trail passes through water or into the spirit world. The caster must know that they were there by other means and if it is cast naming an individual who wasn't present the spell fails. The caster doesn't need to know the name of the individual and can select, for example, the disease spirit that was present or the wolf that was here. If the caster doesn't catch up with the target within the duration the spell ends but it could be recast as the caster would know the target was at the location reached. On a Major Success double the duration.	Self, Duration, Difficulty 6
Form Ice	Var	Each point freezes solid 1 cube of liquid that contains at least 50% water. In Dark Season it works on 1D6 cubes. The liquid cannot be part of a living creature. The ice can be spread out in part cubes for example instead of 1 cube it could be in 4 quarter cubes. In reasonably pure water it creates clear ice. To make ice strong enough for a Size 1 creature to walk on requires 1/12 of a square thickness so to make ice like this 1 point would cover 12 squares. On a Major Success acts as though another RP was used. If the temperature is Frigid or Freezing the ice lasts indefinitely unless mechanically broken. In other temperatures it will begin to melt immediately like normal ice.	Ranged, Difficulty 6
Fortune	1	When making any roll for a task or test (not a save) the caster can choose to roll the result again but must then take the new result and can't bump it with HP.	Self, Duration
Free Ghost	1	This spell must be cast upon the ghost of a deceased mortal. The ghost cannot choose to not resist. The ghost is unbound from its haunting and returns to the Land of the Dead.	Ranged, Attack Spell
Freeze Ground	Var	This spell can be used to freeze an area of soil or rock up to 30 square radius per point (and ten cm deep) regardless of the original temperature of the soil or the surrounding air. When camping outside when the weather is Hot or Sweltering this will negate the requirement for a Survival roll. Other uses include making mud into good going. It will often kill or damage plants growing in the area.	Touch, Duration: special, Difficulty 6
Freezing Hands	1	The caster's Punch attack deals the spell's rune in elemental cold damage with E2. If the caster grapples a target then it does the same damage when the grapple hits and each turn as well as the grapple's normal effects.	Self, Duration
Friendly Greeting	1	User determines the correct form of greeting ritual to use for a particular target individual or group. As long as such a ritual exists they knows the proper form which will usually let some kind of negotiation at least begin.	Self, Difficulty 5

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Name	RP	Effects	Other
Frost		This spell must be stacked with one or more PP. It is cast upon an area of land geometrically proportional to the number of magic points expended. One magic point affects one square. Two magic points affects 4 squares, 3 PP 9 squares and so on. The area affected by the spell is covered in a heavy frost until the ground or air temperature rises above 10°C. Depending on the temperature, time of year, and type of vegetation, this frost may kill some or all the plants in the affected area.	Ranged
Fumble	Var	The target automatically rolls on the Fumble table for attack actions from PavisQuest: Core Rules for 2 turns per point. The roll is made at the start of their turn before any actions. On a Major Success acts as though another RP was used.	Ranged, Attack Spell.
Furnace Fire	1	When cast on a fire in a furnace or kiln, the fire emits enough heat to work bronze or to fire pottery without the need for additional fuel for the next 12 hours. Using this spell has great benefits for a business doing smithing but more for a business making mortar, pottery, brick or tile. Consider the total RP spent on the business per season to determine how much easier the roll required to operate the business is. Smithing: <ul style="list-style-type: none"> <li>• 8: E1 (runs the furnace once a week)</li> <li>• 16: E2 (runs the furnace twice a week)</li> </ul> Others: <ul style="list-style-type: none"> <li>• 8: E3 (one firing a week)</li> <li>• 16: E4 (two firings a week)</li> </ul>	Ranged, Duration: 12 hours
Gather Hunters	Var	Caster can link a group of allies into a hunting band. One ally can be added per point. Once the link is established as long as they are within 30 km of each other they will know each other's location and distance and can communicate simple messages such as "come here", "move north", "prey sighted", "bear sighted", "enemy to north" to each other mentally. On a Major Success can double the duration.	Touch, Ritual, Duration: 1 week, Difficulty 7
Ghost Dart	1	This spell allows the target to harm spirits with their missile weapons. For the duration of the spell, the target may strike any visible spirit with its missile weapons counting as enchanted.	Ranged, Duration
Give Health	1	Target has E2 Health.	Touch, Duration
Glide	1	The target must be wearing a feathered cloak. The target can glide with Flight +2. The user must descend by 1 square each turn of movement unless they can find a thermal (determined by the referee) which allows them to hover or rise to higher altitudes. Starting from a solid surface the user can begin a move with a leap to an altitude 2 higher than the surface but this counts as part of the gliding move.	Touch, Duration
Glowspot	2	This spell causes the target to act as a Glowspot with a radius of 15 squares. Inside that, area all Lunar magic functions as it does on the day of the Full Moon. For this effect to work on targeted spells, both the caster and target must be within the radius of this or another Glowspot.	Ranged, Duration
Gnome to Gargoyle	1	This spell turns an Earth elemental of any size into a gargoyle of the same size. When the spell expires, the monster turns back into earth.	Ranged, Duration
Great Leap	Var	This spell allows the caster to travel up to 40 km in a leaping arc to any destination desired. For each point added the caster can carry one other person and their equipment. The landing place must be known to the caster. The entire trip never takes more than a few minutes.	Self, One-Use

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Name	RP	Effects	Other
Great Rush	1	The target can move twice as far when making a move into contact with an enemy. As a bonus action the target can attack with a rhomphia, kopis or claws after a move to contact.	Touch, Duration
Grounding	1	Target cannot fly by any means. When falling the target descends 12 squares per turn and therefore can make a soft landing.	Ranged, Attack Spell, Duration
Group Dance	2	To cast this spell, the caster must make a successful Arts (Dance, Play Instrument or Sing) difficulty 7. Each person within 50 squares of the caster is attacked by the spell and on a Success they too begin dancing without heed to their surroundings. The spell lasts while the caster continues to dance, sing, or play their instrument. For each hour of such exertion, the caster and all subject to the spell must make a Health difficulty 3 skill test or fall unconscious. The difficulty increases at 1 per hour.	Self, Attack Spell (special), Duration: Special
Group Defence	Var	This spell creates a veil-like barrier that encloses an area of 6x6x2 squares. The caster is always at the centre of the enclosure. All members of Xiola Umbar, whether lay, initiate, or Rune level use 1 PP when the spell is cast. Each extra RP used either increases the area adding another 6 x 6 x 2 or allows each member to use another PP. Any creature trying to pass the barrier receives an attack with an augmented dice depending with an average equivalent to total PP used in the spell (1 = D1, 2 = D3, 3 = D4, 4 = D6, 5 = D8, 6 = D10, 7 = D12 etc.) against Health causing a Hurt on a Success and a Wound on a Major Success. A Major Success on casting acts as though an extra RP was used.	Self, Duration, Difficulty 8
Group Laughter	1	This spell ensures that everyone within 7 squares of the caster sees the point of every joke told and is even capable of enjoying practical jokes played on themselves. Even old jokes that everyone knows seem funny when told to those affected by this spell. Additional points stacked with this spell increase the radius of effect by 7 squares. This spell's effects cannot be resisted. On a Major Success double the radius.	Self, Duration, Difficulty 6
Guard Superiors		This spell protects the leader of the caster from attack as long as they remain within 3 squares of them. Any attack, including hostile magic, aimed at a protected individual counts as aimed at the caster. No ability is allowed to attack both the caster and one of the protected individuals at the same time. If an attack would normally be against the caster and a protected individual it attacks the caster first and only effects the other if this causes the spell to end. The function ends if the caster is Disabled, Routed or Stupefied or if the protected target is outside the range. On a Major Success increases the range to 6 squares.	Self, Duration, Difficulty 7
Guided Teleportation	2	This spell sends the caster and all their carried gear to a specific spot in a sacred area. This must be a temple, shrine or Sanctified area. This spell has no range limitation.	Self
Hailstones	Var	This spell causes a cluster of hailstones to fall from the sky in a blast template, 2 RPs is a large blast and 3 RPs is a massive blast. All targets in the area are attacked with the rune of the magic dealing solid damage with AP. If the attack causes recoil the target is knocked down.	Ranged, Physical Agent
Hallucinate	1	Each point of this spell acts as 12 points of any Illusion or combination of Illusions including motion, odour, sight, sound, substance, or taste. The hallucination is perceived only by the spell's caster and is completely undetectable to anyone else. A Second Sight spell shows that the magic affects only the caster.	Self, Duration

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Name	RP	Effects	Other
Harmonise	Var	The target mimics the caster's movements exactly. It works only on beings with the same body plan (number and arrangement of limbs) as the caster. The target attempts to do whatever action the caster does as much as possible. If, for instance, the victim walks into a pit, they continue to attempt to walk but cannot make much progress. If a Harmonized target is Hurt or Wounded the user feels pain and is Stunned. If a Harmonised target is slain, the user is also Hurt. Each extra point used allows the caster to affect another target.	Ranged, Attack Spell, Duration
Harmony	Var	The spell creates an aura around the caster for the duration with a radius of 2 squares around the caster. Any creature that starts its turn in the aura or moves into it in its turn must resist the magic or be unable to take any attack action including spells which cause damage. It counteracts emotion-affecting spells (such as Fanaticism and Demoralize) that cost fewer points than the Harmony spell remembering that a rune spell is worth twice the point so of a spirit or sorcery spell. Each extra RP adds 2 squares to the radius of effect.	Self, Attack Spell, Duration
Hate Darjinni	1	Caster has E2 to any Weapon skills, Magical Resistance, Bravery and Health when attacking or resisting Darjinni.	Self, Duration
Heal Body	2	The target heals all Hurts and Wounds. Severed body parts regenerate.	Touch, Difficulty 9
Heal Mind	2	The target heals all mental conditions such as madness. It removes the conditions Befuddled, Confused and Stupefied.	Touch, Difficulty 9
Heal Strength	1	The target removes Exhausted, Paralysed or Weakened statuses.	Touch, Difficulty 7
Heal Wound	1	When this spell is cast the user also spends any number of PP. Each point removes 1 Hurt from the target. In addition: 1 points: Stabilizes a Mortal Wound. 2 Points Cures a Minor Wound. 3 points: Cures a Mortal or Serious Wound inflicted in the last 15 minutes.	Touch
Healing Trance	1	The caster and the target fall into a deep trance, during which the natural healing rate speeds up to eight times normal. The spell lasts until all possible healing is completed. They must be fed and cared for as they are effectively catatonic during this period.	Duration: special
Hearth Fire	1	This spell must be cast on a fire within a brick or stone-lined fireplace. The fire continues burning hot enough to cook food or boil water without the need for additional. On a Major Success it burns for 24 hours.	Ranged, Duration: 12 hours, Difficulty 5
Heat Blast	Var	This spell can only be used on earth previously warmed by Earthwarm or naturally warmed to at least 40° C (this is the temperature near an active volcano). The caster must be able to see the ground. It causes heat to erupt from the ground in a Blast template dealing its augmented rune E2 fire damage. For 1 point it is a Blast, 2 a Large Blast and 3 a Massive Blast.	Ranged, Physical Agent
Hide	1	The caster has E3 Stealth.	Self, Duration
Hide Fire	1	This spell is cast on a container of any kind - hand, bag, bucket, sack. It can contain an appropriately sized fire without burning or damaging it or the fire going out.	Ranged, Duration
Hide Wealth	1	When cast upon an inanimate bundle of goods the size of two amphora, the bundle becomes invisible to vision, night vision and dark sense for one day to everyone except the caster and those watching as the spell is cast. Magic items hidden with this spell cannot be sensed, even with magical spells, but the presence of the Hide Wealth spell itself could be detected. If any of the hidden goods are moved, the spell dissipates. Each point of Extension stacked with Hide Wealth doubles the duration of the spell. A Major Success doubles either the duration or the number of amphora.	Touch, Duration, Difficulty 7

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Name	RP	Effects	Other
Hie Waggon	Var	This spell must be cast on a moving wheeled vehicle, such as a cart, wagon, or chariot. Each point of the spell increases the base move of the entire vehicle including the draft animals by 1D6 rolled after the spell is cast. Animals drawing the vehicle return to normal speed if cut loose. On a Major Success double the duration or the increase per point is 2D6.	Ranged, Duration, Difficulty 6
Hold Moment	Var	The caster forms a small bubble of compressed time around themselves and anything they are wearing or carrying. Outside the bubble everything else apparently stops still from the caster's point of view. Whilst the magic is active the caster can move and take actions which target only themselves and items carried or worn. The caster can't target other things so can't attack anyone, open a door or steal something for example. From the caster's point of view they have 1 turn inside the bubble per point.	Self
Human Sacrifice	1	Targets another ritual spell being cast. It makes the ritual E2 per human victim sacrificed within the Duration.	Duration
Hunter/Prey Link	Var	This spell must be cast on a target (which could be the caster) that is being actively pursued by a pursuer. If more than one hunter pursues the target, the caster must specify which 2 hunters are affected; otherwise, the first two hunters who sees the target. Each additional RP stacked allows another 2 hunters to be affected. For the duration of the spell, the target will not be caught by the pursuer(s). Regardless of how fast the hunter moves, or how the clever they are at tracking or setting traps, the recipient of the spell will always be able to avoid capture. If the target is skilled enough, it may be able to lose the pursuer completely.	Ranged, Duration: 6 hours
Hyena's Laugh	1	This spell ensures that everyone within 7 squares of the caster sees the point of every joke told and is even capable of enjoying practical jokes played on themselves. Even old jokes that everyone knows seem funny when told to those affected by this spell. Additional points stacked with this spell increase the radius of effect by ten meters. This spell's effects cannot be resisted. On a Major Success double the radius.	Self, Duration, Difficulty 6
Ice Bolt	Var	When cast on a target deals its augmented rune in solid damage. Each extra point used makes the damage E2.	Ranged, Physical Agent
Ice Wall	Var	Creates a wall of ice occupying a line of 8 squares long by 1 square high and 1 square wide resting on the ground. Each extra point adds either 8 squares to the length or 1 square to the height or 1 square to the width. Anyone in the squares of the wall when it is created must either evade or end up on top of it. It doesn't lift solid structures like walls with foundations but it lifts things like tents and huts. Climbing the wall is difficulty 9. Given time it is possible to dig through it but it is very resistant to damage. It can be melted with fire and if the temperature is over freezing it will melt naturally.	Ranged
Identify Scent	1	This spell enables the target to perfectly identify the nature of any scent encountered while under the spell's influence. If the scent is of a substance or entity that the target has never encountered or seen, the target only knows that an unknown scent has been encountered. The target's sense of smell is dramatically increased under the influence of this spell to approximately twenty times that of a normal human. The target gains E3 Perception when using smell.	Ranged, Duration
Illusory (Types Below)	Var	All types of illusory spells move with a moving target when it moves. All can mask an existing thing. All the Illusory (Type) spells can be cast together to create a combined illusion in the same action.	Ranged, Duration, Difficulty 7



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Name	RP	Effects	Other
Illusory (Motion)	Var	This active spell animates and moves illusions as desired by the caster at up to 2 square per turn per point. If a moving illusionary fire was created on a ship it would move with a ship and still flicker. A Major Success doubles the movement speed or the Duration.	Ranged, Duration, Difficulty 7
Illusory Odour	Var	This spell reproduces a single scent from the caster's memory and is clear enough to fool creatures other than the caster's own species. 2 RP either fools own species or this spell can force anyone starting their turn in a large last template of the odour or moving into it to make a Difficulty 9 Health save or be overcome by nausea and Disabled. Those affected can make a new roll each round until they succeed and are then not affected any more. A Major Success doubles the Duration.	Ranged, Duration, Difficulty 7
Illusory Sight	Var	This spell creates a visual illusion that registers on light-sensitive organs. The image is 1 cube per RP of the spell. It does not have to take up the whole cube but no part can be outside it. For example if 1 RP was used to create the illusion of armour the any part of a target more than 1 square high wouldn't be covered. A Major Success doubles the Duration or acts like an extra RP.	Ranged, Duration, Difficulty 7
Illusory Sound	Var	When casting this spell, the caster must specify the nature, duration, and intent. The referee should rely upon the player's stated intent rather than the specified noises. If the caster wishes to change the sound, they must cast the spell anew. 1 RP can be up to the volume of conversation, 2 up to the sound of an avalanche. A Major Success doubles the Duration or acts like an extra RP.	Ranged Duration, Difficulty 7
Illusory Substance	Var	Each point of this spell creates 10 kg of solid matter up to 1 cube in size per point. So a fire 1 cube in size, a sword, a rock, a pile of gold, etc. though Illusory Sight would be required to make it appear. For an illusion with substance to do damage the target must either strike themselves with the illusion (such as walking into an illusionary fire), be hit with the illusion (such as being hit with an illusory sword), or Illusory Motion must be combined with the substance to give the caster fine control. The illusion does damage equivalent to the item (and size) of the subject of the illusion.	Ranged Duration, Difficulty 7
Impede Chaos	Var	The target of this spell becomes difficult for Chaos creatures to hit. For each point stacked in the spell Chaos creature are H2 when attacking the target.	Ranged, Duration
Incarnate Ancestor	2	This spell brings the spirit of an ancestor to occupy the body of one of its descendants. The family member must be willing, and the caster is typically the host body. The summoned spirit knows all spells, knowledge, and skills it knew while it lived. The host spirit is suspended temporarily in the Spirit World and returns when the spell expires, unless the caster fumbled while casting the spell, or the spell is extended longer than one day. In either case, the ancestor permanently possesses the body, and the previous host spirit goes to the Land of the Dead. This spell can be cast without naming the specific ancestor desired, in which case a random ancestor comes. This is dangerous unless an Axis Mundi spell has been prepared beforehand. On a Major Success the caster may double the duration.	Ranged, Duration, Difficulty 8

## Pavis Quest

Name	RP	Effects	Other
Increase Temperature	Var	<p>This spell causes the temperature to rise around the caster. 1 Hide of land per point is affected or a circle of radius 350m or the same again per extra point used for that purpose. Each point increases the temperature by one level (see PavisQuest Core Rules): frigid to freezing to temperate to hot to sweltering. On a Major Success either double the duration or acts as though an extra RP had been used.</p> <p>A character can also use this spell to affect hides of land stopping frost damage throughout the year that they either operate or rent to others. The caster has E1 to Customs this year to determine the success of the harvest. Also, use of this spell negates any penalties for a cold year. The caster will need to do so a few times in Sea Season depending on the weather with the Duration set to 12 hours using Extension.</p>	Self, Duration, Difficulty 8
Increase Wind	1	This spell increases the average wind by 1 level (Calm to Breeze to Wind to Gale to Hurricane) see PavisQuest: Core Rules. The spell affects a radius of 100 squares around the caster. Each additional RP either adjusts the wind by another level or increases the radius of effect by another 100 squares. This spell has no effect upon wind direction. On a Major Success acts as though an extra RP had been used.	Self, Duration, Difficulty 6
Increase/Decrease Wind	1	This spell increases or decreases the average wind by 1 level (Calm/Breeze/Wind/Gale/Hurricane) see PavisQuest: Core Rules. The spell affects a radius of 100 squares around the caster. Each additional RP either adjusts the wind by another level or increases the radius of effect by another 100 squares. This spell has no effect upon wind direction. On a Major Success acts as though an extra RP had been used.	Self, Duration, Difficulty 7
Infect Source	1	This spell is cast on a disease spirit. It binds the disease spirit so that it secretly occupies a source such as a well, pool, granary etc. Whenever people use the source they risk being infected with a disease spirit as though coming into contact with an individual possessed by a disease spirit.	Ranged, Attack Spell
Infertility	1	The target is infertile. It cannot reproduce. This is a Curse.	Ranged, Attack Spell (Health), Curse
Insect Song	1	The target grows two small stubby wings from their back, which can create a loud creaking noise. The noise is near deafening at close range and is clearly audible for up to five km. This can be used to transmit messages to all Gorakiki-locust initiates within earshot. The message is incomprehensible to anyone else.	Touch, Duration
Inspiration	Var	This spell grants E2 to one of the following skills, chosen at the time of casting: Knowledge, Customs or Arts. Each extra RP (up to 4) either boosts one additional skill or increases the boost by E2.	Touch, Duration
Inspire Love	Var	The target intelligent creature of the same species falls in love with the caster. For 1 RP it is a normal, though strong, emotion. For 2 RP it is a wild and uncontrollable passion.	Ranged, Attack Spell, Duration
Invigorate	1	The target removes any Weakened or Exhausted status. If it is Disabled as result being Weakened or Exhausted when already Exhausted that is removed too.	Touch, Difficulty 6

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Name	RP	Effects	Other
Inviolable		This spell creates an aura around the caster. It attacks any member of Ernalda or any associated cult within 2 squares. On any success those affected by the magic cannot take attack actions or use offensive magic whilst in the aura. Also whilst in the aura targets ignore emotion affecting spells such as Demoralize, Fanaticism, or Fear that are fewer points than this spell (remembering that rune spells are worth twice the points of spirit magic or sorcery). A Major Success when cast doubles the radius.	Self, Duration, Difficulty 6
Invisibility	2	The subject of the spell cannot be detected with vision or night vision and remains unnoticed unless they wish to draw attention to themselves or are detected by magic. If the character protected by the spell attacks with a missile or melee weapon, or with magic, they become visible after they attack and become invisible again at the start of their next turn unless they are engaged by an enemy at that point. On a Major Success add 15 minutes to the duration.	Ranged, Duration, Difficulty 7
Jabbers	1	Cast on a scorpion man, this turns one of its arms into a jabber: a long, bone point used for fighting. The jabber acts like a one handed JLS that can't be thrown and has a range of 0-1. It uses the Unarmed skill. The target counts as Skilled with it unless they are already an Expert and it has no off-hand penalty. If used to parry it has a resistance of 8 and any damage in excess of this hits the user. If cast on an off-hand the target can attack with it as a Bonus Action with no off-hand penalty.	Touch, Duration
Jugger	1	The target mace has E4 damage. The recoil of the weapon also causes anything hit by it to be knocked down on any Success against Stand. If the target is flying and it is knocked down it falls to the ground immediately	Ranged, Duration
Keenclaw	2	Both the target's hands become lion paws, which can be used to attack using Claws. They use the Unarmed skill. The target counts as Skilled with them unless already Expert. If the target has two free hands they can attack with the off-hand claw as a Bonus Action with no off-hand penalty. The claws are clumsy and cannot hold human weapons, use Devices skill or anything requiring fine manipulation.	Touch, Duration
Kill Scent	1	Target does not smell of anything, can't be detected by scent and leaves no scent trail.	Ranged, Duration
Know Lineage	1	This spell may be cast upon any descended from Kero Fin or her children (e.g., Orlanth, Yinkin, Inora, various Oreads, etc.). The caster receives the exact lineage, family, and tribe (if any) of the target.	Ranged, Difficulty 7
Knowledge	1	This spell allows the user to read the history of the item touched. Any information that cannot be assimilated fully within the duration is missed. If the item has a long history, the spell starts at the beginning, unless the caster dictates a specific time at which to start.	Touch, Duration, Difficulty 8
Lava Spear	2	When cast upon a spear, this spell permits the user to fire wads of molten rock from the tip of the spear by expending magic points. The user spends one or more PP and fires lava at a target within 70 squares using their Spear skill to hit. The attack deals solid damage equal to the rune of the spell and also causes fire damage. For 1 PP it deals D8 E2 fire damage and the damage is +1 per extra PP. So for 2 PP it deal spend means that it deals D10 E2 fire damage, for 3 PP D12 E2 fire damage and so on.	Ranged, Duration, Difficulty 6
Leap	Var	This spell allows the target to use a move action to make a jump up to 4 squares high or 4 squares long. Each point stacked adds 4 squares to the jump distance or allows the target to carry an individual up to their Size +1.	Duration

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Name	RP	Effects	Other
Leaping Legs	2	This spell turns the hind legs of the caster into limbs resembling those of a grasshopper—enormous, jointed, and powerful. The caster can leap up to 40 squares horizontally or vertically.	Self, Duration, Difficulty 6
Left Tear	1	The left tear of Ourania also known as Supla carries prayers to her. When this spell is cast it removes the statuses Blinded, Dazzled, Demoralised, Frightened, Routed, Stunned and Uncertain from the target and the target has E4 to resist any effect that would cause those statuses.	Ranged, Duration, Difficulty 6
Lie	1	This spell can be cast undetectably right as a trickster tells a lie. It cannot be resisted. Anyone hearing the lie automatically believes it to be true, no matter how outrageous it is. They continue to believe it until they have incontrovertible evidence of its falsehood, or for at least a turn in any case. Those who hear the lie reported are not forced to believe it and can try to talk the original hearers out of their misguided belief.	Self, Difficulty 7
Light in the Darkness	1	An area equal to a large blast around the caster is illuminated as bright as day. All darkness creatures and those with a darkness rune are at H1 to all actions within the area and the caster and all the caster's allies have E1 to Bravery and Health.	Self, Duration
Lightning	Var	Inflicts its augmented rune lightning damage on the target. Each extra point makes the damage E2. Alternatively a point can be used to change it from attacking a single target to a line from the caster to the target square.	Ranged, Physical Agent
Lock	1	This spell may be cast on a door, chest lid, bag, etc. The object is stuck shut with a strength equal to the spell's value E2 per PP used when the spell is cast. To pull it open requires using Athletics and getting a Success against the resistance. Only the caster can open the container and as often as desired. If the container is closed during the duration of the spell, the Lock seals it again. It cannot be dispelled. If the Locked item's strength is overcome by force and later closed again, the Lock still works. This spell can be stacked with Passage. Once created the lock lasts 8 weeks or on a Major Success 16 weeks. This is a 0 point enchantment.	Touch, Ritual, Difficulty 7, Enchantment 0
Lower or Raise River	Var	The caster chooses a location within the river and either draws river water toward the target location raising the river in the area or forces water away hence lowering the river. The river will rise or lower 3 squares per point on the target square and squares within 5 squares of it. In the next 5 squares the change will be one less, the next 5 two less and so on. Instead of increasing the change an extra RP can be used to choose an extra target square. In effect this creates either a dome of water or a basin of water. The maximum change is equal to the depth of the river at the target point. On a Major Success act as though an extra RP had been used.	Ranged, Difficulty 7, Duration, Concentration

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Name	RP	Effects	Other
Madness	1	<p>The severity of the result depends on the degree of success of the caster's attack. On a Major Success with a result of 20+ the target has a permanent P2 on Knowledge and collapses and can do nothing but gibber for 30-Magical Resistance minutes and for 30-Magical Resistance days has some kind of insanity rolled on the table below. On a Major Success the target spends the next 30-Magical Resistance minutes attacking the nearest target as though affected by Fanaticism. On a Success the target is catatonic for 30 - Magical Resistance minutes. On a Failure a non-intelligent creature is Befuddled for 30-Magical Resistance minutes. Once the spell has been cast its effects cannot be dispelled -thought the results can be healed with the appropriate spells.</p> <p>D6 Insanity:</p> <ol style="list-style-type: none"> <li>1. Amnesia: The victim is bereft of select memories. They remember their gods and spells, but not the names and knowledge of friends, family, and enemies.</li> <li>2. Elemental Fear: The referee picks an Elemental Rune (except the Moon Rune) usually the opposite one to the character's. The victim gains an all-consuming fear and paranoia of that element and seeks magical and mundane allies against the forces of that element.</li> <li>3. Pantophobia: The victim fears everything. Each noise, every action of friends (not to mention enemies) throws the victim into paroxysms of fright. When not cowering in a corner, they are running for cover. Their Bravery is D3 and they must make a morale check for the slightest cause.</li> <li>4. Paranoia: The victim is positive that everyone is an enemy. Every comment or gesture is a threat. The victim might not utter this belief but develop elaborate secret schemes of protection and revenge instead.</li> <li>5. Stupor: The victim stands with no will or interest and takes no independent action They do not talk or communicate in any rational way. They can be led or forced to walk, eat, stand, or sit, etc.</li> <li>6. Unlimited Semiosis: The victim is mentally lost, and perceives that everything proves everything, that everything is everything, and we are all us. While suffering from this disorder, the character is incapable of taking practical action such as attacking, parrying, spellcasting, etc.</li> </ol>	Ranged, Attack Spell
Magnify Bird	2	The target bird has either Athletics, Gymnastics or Health at E4.	Ranged, Duration
Marsh Fisher	1	The caster has E2 to Water Life, Perception and Stealth in any marsh including the flood plain of rivers. On a Major Success double the duration.	Self, Duration, Difficulty 6
Marsh Wader	1	The caster suffers no terrain penalties when moving through a marsh including the flood plains of rivers and paddy fields. They can wade through the marsh without sinking or getting stuck. On a Major Success double the duration.	Self, Duration, Difficulty 6
Matrix Creation	1	This spell is used to store the potentiality of a spirit magic or Rune spell in an item. Anyone who can use the item gains the ability to use the spell whenever they are in physical contact with the item, though they lose the potentiality of the spell as soon as they lose that contact. To create the matrix, the caster must be able to cast that spell. It is an enchantment with points equal to PP or RP of the spell (so 2 XP per point). The caster can also strengthen a completed spell matrix with later castings of this spell, effectively creating a matrix for a stacked spell.	Touch, Ritual, Difficulty 8, Enchantment

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Name	RP	Effects	Other
Meld Form	1	This ritual must be undergone whenever a cultist sacrifices for the Proteus spell. A living creature of the type desired by the supplicant must be provided. At the ritual's end, a magic fog, opaque to all senses including such spells as Second Sight, envelopes both supplicant and creature. The fog lasts for a half hour, and neither the supplicant nor the creature may leave it, or the spell fails. When the fog completely dissipates, the creature has vanished completely, and the supplicant has gained the ability to turn into that creature by use of the Proteus spell. Thus, the ritual effectively requires the sacrifice of a living creature for each point. The creature's soul returns to the Other Side when its body vanishes. Any living creature can be used for this ritual, except for creatures without a permanent size. Thus, a vampire, nymph, or ghost could not be used for the Meld Form ritual. This is a 1-point (2 XP) enchantment.	Touch, Ritual, Difficulty 10, Enchantment
Might of the Monkey King	2	The caster has E4 Athletics and E2 Unarmed.	Self, Duration
Mind Read	1	The caster has ability to read the conscious thoughts of the target without their consent, though the target can tell there is an intruder in their mind.	Ranged, Attack Spell, Duration, Concentration
Mindblast	1	The target is Stupefied for one day plus 1 per point the result gets more than required for Success. The effects of the spell cannot be dispelled though it can be healed with appropriate magic. On a Major Success the attack also causes 2 Hurts.	Ranged, Attack Spell
Mindbridge	1	This spell allows mind-to-mind transmission of conscious thoughts between two people as long as the target is no farther from the caster than 1 km per point of the spell. More than two people cannot be linked by this spell, and any target can end their participation at any time. Should anyone else attempt to cast this spell with someone already in Mindbridge, the receiver may pick which caster they will communicate with, the other instance of the spell ending. PP and spell knowledge cannot be traded or used by other participants; the spell provides communication only.	Self, Duration
Mist Cloud	Var	For each point fills a cube of 10 x 10 x 10 squares with mist (See PavisQuest: Core Rules). How long it lasts depends on other weather conditions: hurricane or gale 1 turn wind after 5 turns breeze 15 minutes sweltering 30 minutes hot 1 hour Use whichever weather makes it last the shortest time. In any other weather conditions it lasts indefinitely. If the weather changes then change the time it lasts. On a Major Success double the area.	Ranged, Difficulty 5
Mold Rock	1	This spell allows the caster to use their hands like hammers, chisels, and files, to shape rock into appropriate shapes. These hand-tools can even shape properly prepared Truestone or adamant, but a successful divine intervention must occur at the same time.	Self, Duration
Moon Shield	Var	The target is difficult to detect clearly. Attacks against the target are H2 per point.	Ranged, Duration
Morale	1	The spell affects the caster and their entire regiment. They ignore Routed and have E2 to hit with Weapons.	Ritual, Duration, Difficulty 10

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Name	RP	Effects	Other
Moulder	Var	This spell causes a mushroom, mildew, mold, smut, rust, slime, or other fungus to infest a suitable object. The spell can afflict a single animal or tree with fungus disease, or 1 square of grasses, ground cover, stone, or cloth. Stacking this spell increases the number of targets or the area affected. A Major Success acts as though another RP was used.	Touch, Difficulty 7
Mountain Gale	1	This spell increases or decreases the average wind to become a Gale (see PavisQuest: Core Rules). It can only be cast in the mountains. The spell affects a radius of 100 squares around the caster. Each additional RP increases the radius of effect by another 100 squares. This spell has no effect upon wind direction. On a Major Success acts as though an extra RP had been used.	Self, Duration, Difficulty 7
Mountain Leap	Var	This spell summons a mountain wind (often in the form of a giant ram) that will carry the caster to the top of a sacred mountain. The caster must have a clear idea which mountain peak is to be travelled to, or the mountain wind will carry the caster to a random high mountain, possibly in another land. The entire trip never takes more than a few minutes. For each RP stacked with the spell, an additional person may accompany the caster. This is a one-way trip. On a Major Success can carry an additional person.	Self, Duration, Difficulty 7, One-Use
Mountain Snow	1	This spell can only be cast in the mountains. It causes the temperature to change to Freezing around the caster (see PavisQuest Core Rules). Around 1 Hide of land per point is affected or a circle of radius 350m or the same again per extra point used for that purpose. It also changes the Precipitation to Rain (which will fall as Snow). On a Major Success either double the duration or acts as though an extra RP had been used.	Self, Duration, Difficulty 8
Multispell	Var	This common spell allows the caster to cast an extra spirit magic spell per point in a single action (not a Bonus Action or a Reaction). They don't have to have the same target.	Self, Duration
Never Stuck	1	Caster is immune to the statuses Bound, Slowed, Grappled or Trapped. Caster can ignore Glue, sticky mud etc.	Self, Duration
New Fire	Var	When cast on a target deals its augmented rune in fire damage. Each extra point used makes the damage E2.	Ranged, Physical Agent
Nightmare	1	This spell must be cast on a sleeping, unconscious, or meditating target. On a Success the target experiences a horrific nightmare determined by the referee. When the target awakens, they suffer from Despair and are unable to do anything except run away and hide for the following time (roll D10): 1-2: 1D10 turns 3-6: 4D10+10 turns 7-9: 1 day 10+: 1D3 days  They are also at E1 with all abilities until the next time they go to sleep, fall unconscious, or meditate. On a Major Success add 3 to the result for the duration of the Despair and the penalty is E2.	Ranged, Attack Spell
No Sleep	Var	The target can go for a full day per RP without sleep with no ill effects. A Major Success doubles the duration.	Touch, Duration: 1 day, Difficulty 6
Oath	1	The Oath spell binds two (or more) willing people into a pact. Anyone that breaks the oath receives an attack of Sever Spirit with the same rune as this spell. Each RP used adds an additional participant. On a Major Success acts as though an extra RP had been used.	Touch, Ritual, Difficulty 7

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Name	RP	Effects	Other
Open or Close Gate	1	A gate or door opens or closes no matter what it weighs or if it jammed or blocked. It won't open a locked or barred gate or door unless the caster has the authority to do so e.g. owns it, has the key, is entitled to enter a city or town. It will work on something which no one owns such as in a ruin. Again, it only locks or bars that if the caster has the authority to do so	Ranged
Pain Tooth	1	Cast upon a weapon, this spell causes any hit that causes a Hurt to also Stun the target.	Ranged, Duration
Panic	1	Target is Routed. Whilst the spell lasts the status remains.	Ranged, Duration, Attack Spell (Bravery)
Paradisal Aviator	Var	The caster gains Fly 4 + a roll of the rune of the rune of this spell each movement action. Each extra RP used allows two extra willing targets to fly with the caster. The targets must be within 5 squares to remain flying. On a Major Success acts as though an extra RP was used to cast it. Whilst this spell is active the caster may take a spellcasting action to spend an RP and an attack action to target any other naturally flying creature within 100 squares as an Attack Spell. On a Success the target instantly loses the ability to fly and plummets to the ground. It will not regain the ability to fly whilst this spell lasts.	Self, Duration, Difficulty 9
Parry Other Blow	1	The target can use a reaction to sword parry attacks against a person within 3 squares of them. If the protected target is not adjacent, then the user must move so as to be adjacent by the shortest possible route. If there is no available square adjacent to the target then the ability can't be used. Both the parry and the move interrupt the attacker's action and no opportunity attacks are triggered during the move. If the parry fails the attack hits the user instead of the intended target.	Self, Duration
Pass Through Barrier	1	The caster can transform unto water to flow through a gate or barrier. The ability requires the portal not to be watertight. To use it the caster must start in contact with the barrier and at the end of the magic will re-solidify on the other side. How long it takes to go through will depend on how long it would take for water (in the form of a rushing river) to flow through. This would be 1 action for a portcullis but taking a few actions for a door. The caster can't do anything else whilst the magic is working. If the barrier is shut with a Glue spell or around the edge or a Lock spell it can't be passed.	Self, Difficulty 7
Passage	Var	This spell opens any locked, barred, or magically sealed aperture. When cast, the person(s) getting Passage must also be present, laying their hands on the opening while the spell is intoned. Each point of Passage allows one person to pass through or open the magically affected aperture. This spell lasts eight weeks. It is often used with Lock, enabling the caster to allow specific individuals other than the caster to pass through the Lock.	Touch, Difficulty 8
Path Watch	1	This spell is cast on a path or road. As long as the caster remains on it and doesn't fall asleep they can Detect Enemies, Detect Ambush and Detect Traps constantly.	Self, Difficulty 7
Pathway	Var	This spell allows the user to determine the direction of a number of oasis equal to the RP spent. The spell starts with the closest and gives them in order but doesn't give actual distances. On a Major Success acts as though an extra RP had been used.	Self, Difficulty 6
Peace	2	This spell causes all persons not of Rune Master status within a km radius to be Calmed. For the duration of the spell, they prefer to listen to the wonders of peace and love that the spirits send ringing through their minds, and can do no harm to others. On a Major Success the radius is 2 km.	Ranged, Duration, Difficulty 10, One-Use,



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Name	RP	Effects	Other
Perfect Balance	1	Caster can balance on anything no matter how narrow. For example, they can walk a tightrope or set a rod on the ground, climb it and balance on the top.	Self, Duration
Phalanx	Var	Targets a phalanx of adjacent hoplites up to 100 in number per point. Each hoplite target gets E1 Large Shield Parry, E1 Bravery and E1 to resist knockback as long as long as they are adjacent to another two hoplites in the same phalanx. On a Major Success double the number of hoplites.	Ranged, Duration, Difficulty 7
Plant Spy	1	This spell converts a plant into a remote spy by making its leaves transmit sound and touch to the caster. Other than detecting as magic, the plant looks perfectly normal. Cut or uprooted plant spies die and cease sending information. The spell user can only receive information from a single plant spy at a time, though they may cast the spell upon multiple plants at the same time. On a Major Success double the duration.	Ranged, Duration, Difficulty 6
Plough	Var	A PC with this spell can cast it in at the start of each of the first 4 weeks of Sea Season to improve the yield of a hide of land per point that they manage or rent. Can be cast to affect up to 5 hides. The caster has E1 to Customs this year to determine the success of the harvest. NB this represents the additional personal attention of the caster above and beyond the normal blessings received that are included in the normal income of land for the price of losing an RP for the year. On a Major Success provides E2.	Touch, Ritual, Difficulty 7
Point to Nearest Land	1	The caster can point in the direction of the nearest land (so not much use unless out of sight of land).	Self, Duration
Power Drain	1	The target of this spell gains the ability to drain power points by touch. They must touch a victim with their bare hand, though the spell works through clothes or armour. The target must also overcome the victim's magical resistance as for an Attack Spell after each successful Touch attack. If the Attack Spell is successful they lose 1D4 PP and the target gains them. On a Major Success the result is 1D6 PP. The spell recipient can make one draining Touch attack each turn. When the spell ends, the target loses any PP in excess of their normal capacity. On a Major Success when casting the PP loss is augmented i.e., 2D4 or 2D6.	Ranged, Duration
Power Point Enchantment	1	Each point of this enchantment (2 XP) allows the enchanted item to store 3 PP, determined when the spell is complete. These stored PP can power or boost spells by anyone who can use the item. PP stored in enchanted items do not regenerate on their own but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one turn to store 1 PP in an enchanted item. A Major Success stores 4 PP per point.	Touch, Ritual, Difficulty 8. Enchantment
Pregnancy	2	This spell enables the subject to bear a child to term even if that would not normally be physically possible.	Touch, Ritual, Duration: 1 pregnancy, Difficulty 8
Preserve Wealth	1	This spell must be cast upon up to two 34 L amphora. Foodstuffs, liquids, and other organic substances are placed within the container, which is then sealed as part of the ritual. The contents remain unspoiled until the container is opened, after which the spell ends. Each point stacked with the spell (up to 5), adds 2 more amphora. On a Major Success the number of amphora is doubled.	Touch, Ritual, Difficulty 8
Press Forward	Var	One target per RP is allowed to make a Shield Bash as a bonus action before any attack actions each round. All the targets must be adjacent to one another when the spell is cast. The attack is E2 for causing recoil. On a Major Success twice as many targets are allowed.	Ranged, Duration, Difficulty 7

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Name	RP	Effects	Other
Proliferate	2	This spell must be cast upon a fertile living thing. On that being's next successful reproduction, it produces 1D6 times as many offspring as usual. Thus, a pregnant woman would have 1D6 children instead of just one. A dog would have 7D6 puppies instead of 6-8. An apple tree that normally sprouts a few hundred fruit would produce a thousand. On a Success the product of the Proliferate spell is smaller and usually inferior. Thus, a dog's multiplied puppies would all be runts. A Proliferated apple crop would include many culls and puny apples. On a Major Success the product is a good as usual.	Touch, Difficulty 8
Protection Against (Element)	Var	The target has E3 per RP to resist damage caused by the named element.	Ranged, Duration
Proteus	Var	This user must undergo a Meld Form ritual to use the Proteus spell. This spell allows the caster to change their shape into that of another living being that has been established through the Meld Form ritual. The caster retains their XD and all mental skills and runes. Size changes to that of the thing they transform into. The user gains all the physical abilities (or lack of same) of the new shape. The caster's equipment isn't transformed and is likely to be a hinderance therefore this spell is usually used with any. For the duration of the spell, the user can transform back and forth between his usual shape and the chosen creature's. Each transformation takes one turn, during which the caster can do nothing else. If the caster casts more than one point of the spell, he can alternate between a quantity of shapes equal to the number of RP used.	Self, Duration
Purify Gold	1	Extracts all the gold from a target object up to 1 ton in weight. This could be rock, an alloy or a manufactured object for example. The gold end up as a cube of pure gold.	Touch, Ritual, Difficulty 6
Purify Water	1	This spell causes all particulate matter in a 6×6×6 square volume of water to settle. It does not work on living tissue nor on material dissolved into the water (such as salt). This spell can also create cult holy water by casting it upon a small volume (one L or less) of specially prepared sea water. On a Major Success double the volume.	Ranged, Difficulty 6
Rain	Var	This spell changes the Precipitation to Rain around the caster (see PavisQuest Core Rules). Around 1 Hide of land per point is affected or a circle of radius 350m per RP. On a Major Success either double the duration or acts as though an extra RP had been used.	Self, Duration, Difficulty 8
Raise Ghoul	1	Must be cast at night at the grave of a victim killed by the caster. One week after death the corpse rises as a ghoul. The caster may assign the ghoul a task and the ghoul must attempt to do this for four weeks. At the end of this time the ghoul is free.	Touch, Ritual, Difficulty 7
Rebirth of Chaos	2	Cast upon lay members and initiates of Thed, this spell has the same effect as the natural rebirth of Chaos that all Rune Masters undergo, and in addition gives the member a positive Chaotic feature. There is a danger in this. The target has a percentage chance of dying equalling 5%, +5% per Chaotic feature already possessed. A broo with two Chaos features stands a 15% chance of death when this spell is cast upon it. Only Rune Priests of the Thed cult can learn this spell.	Ranged (7 squares), Ritual, Difficulty 8, One-Use
Recite Message	1	The caster can listen to a message which lasts for the duration. They will be able to reproduce it perfectly for its intended recipient but not for anyone else. If the magic fails when they come to recite it they must rely on normal memory.	Self, Duration, Difficulty 4

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Name	RP	Effects	Other
Reconstruction	2	This spell causes any time sequence from the past to replay for the caster's senses, for as long as they are in the immediate area where it occurred. The events play back in real time, up to the spell's duration. The user is in a trance state and no one else can sense what they sense. The user must specify the time and date for the vision to begin.	Ranged, Duration, Difficulty 9
Red Armour	1	The caster gains magic armour and magical resistance according to the phase of the moon: 3 points and E3 on the full moon or in a glowspot, 2 points and E2 on the half-moons or in the glowline and 1 point and E1 on the crescent moons. It provides no bonus in the black or dying phases. This spell is not compatible with Shield.	Self, Duration
Refine Medicine	1	When cast on a remedy (See PavisQuest: Core Rules) its potency increases to E2 or on a Major Success E4.	Touch, Difficulty 7
Reflection	Var	When the target is attacked with any magic against Magic Resistance then if the cost of the incoming magic is equal to or lower than this spell and it fails to get at least a Success against Magical Resistance then it is reflected back and attacks the attacker. Remember that this spell has double points against Spirit Magic or Sorcery.	Ranged, Duration
Regrow Limb	1	This spell regrows a severed or mangled body part. Whenever a limb is lost, the gamemaster should determine what percentage of the limb was lost. The gamemaster can roll D100 or simply decide. Other body parts like an eye or ear are treated as needing 20%. The result shows how much needs to be regrown. The recovery rate is 10% of the per week if the spell is applied within ten minutes of damage, increasing to 20% per season thereafter. A Major Success doubles the recovery rate.	Touch, Difficulty 7
Release Undead	1	This spell can only be cast on a sword. It allows the sword to cut through whatever enchantments created an undead entity, and release its soul, if any, from its unnatural binding. The soul is released if the undead entity is Wounded. In addition a Major Success on a roll to hit with the sword releases the undead entity's soul automatically. A released undead cannot be reanimated.	Touch, Duration
Remove (Body Part)	1	This spell allows the caster to pull off the specified limb or organ without damage or pain. The detached limb can be moved by the caster and they receive all normal sensory input from it as if it were still attached, though with the additional freedom of movement. A caster with Remove Hand can take off their hand and send it crawling away. Even if the caster cannot see their limb, they can still control it and feel what it feels, although they may not be able to tell where or how far away it is. If the separated limb is damaged the damage still applies to the user. The caster cannot grow a new equivalent part with a Regrow Limb or its equivalent until the old part is destroyed.	Self, Duration
Remove Curse	1	Some spells are described as curses. This spell allows the caster to attack against the resistance of the curse. A Success removes it.	Ranged, Ritual, Difficulty: target curse resistance
Remove Fungus	1	Target fungus is removed from whatever it is growing on.	Touch, Difficulty 7
Renew Life	2	The target is physically restored to the prime of life removing all physical and mental signs of aging. This ability can only be used six times on a single target. Actual age remains the same.	Touch, Ritual, Difficulty 10, One-Use

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Name	RP	Effects	Other
Repel the Impure	1	This spell creates an aura 2 squares in radius around the caster. Any creature that is not an initiate or rune master of Ourania or Dayzater that attempts to move into the aura or begins their turn within the aura is attacked by the spell. On a Success they stop at the edge of the aura (moving to it if necessary) and cannot move any further this turn. On a Major Success they are also Stunned. On a Major Failure that creature is immune to the spell for 1 day.	Self, Duration
Reproduce	1	Cast upon a single living thing of any sort, this spell permits it to recreate itself through natural processes. The being's next attempt at procreation succeeds to the greatest degree possible. If a corn shoot were blessed, the full-grown plant would be heavily laden with ears, and all kernels in each ear would be large, fertile, and capable of growing a new plant. A human would give birth to a healthy baby, possibly even twins or triplets (in such case, the referee may want to roll 1D3 to determine how many babies). However, if reproduction is normally impossible, this spell does not render it possible.	Touch, Difficulty 9
Resist Pain	1	This target of this spell becomes immune to pain. The target is immune to Stun. The target doesn't become Disabled as a result of being reduced to Health 1 nor from a Minor Wound. They do not have to save against becoming Unconscious as a result of a Serious or Mortal Wound unless it is a head injury. The target also endures hardships and tortures that would normally be unbearable and can unflinchingly accept personal pain and injury.	Ranged, Duration
Resist Temptation	1	Target has E4 to resist seduction, charm, control and other mind affecting magic which would cause them to act against the moral code of their religion or to act against their own will	Touch, Duration
Restore Health	Var	Each RP removes 1 Disease Point from the target or removes a permanent P1 to a skill produced by wounds or magic. A loss of 1 Size to Tapping can be repaired with 2 points of Restore Health. A major Success acts as though another RP was used.	Touch, Difficulty 8
Restore Magic	Var	This spell affects only the caster, or a member of their cult. For each RP, the target replenishes 1D6 RP even if they are not at a temple. If more points are regained than the user has used, ignore the excess. On a Major Success replenish 2D6 RP.	Touch, Ritual, Difficulty 8, One-Use
Restore Mind	1	This spell calms and restores a target's sanity. It alleviates the effects of being despondent or despairing, whatever the source of those conditions. It cancels the conditions Befuddle, Calmed, Confused, Dazed and Stupefied. It removes Madness.	Ranged, Difficulty 8
Restore Vision	1	This spell restores normal sight to the target, whether it was lost permanently or temporarily. It ends the conditions Blinded or Dazzled.	Touch, Difficulty 7
Resurrect	2	This ritual restores a character to life. First, the body must be healed such that it can live again. If the body is dead from disease, the disease must be eliminated before casting. This spell summons the deceased spirit to approach its former body. The caster of the spell or their allied spirit must engage in spirit combat with the deceased. If the caster succeeds in causing the deceased to be Power Drained, the spirit is forced back into the body and returns to full life. If the caster fails by ending the spirit combat early or being defeated, the soul returns to the Courts of Silence. Each day after the first that the dead character remains dead permanently reduces their physical skills by P1 each. When Health is reduced to D0, that character is irrevocably lost. Finally, anyone dead longer than seven days cannot be resurrected with this spell. They can only be brought back through successful heroquesting.	Touch, Ritual, Difficulty 11

## Pavis Quest

Name	RP	Effects	Other
Return to Life	1	If the caster is killed their body does not deteriorate any further for 3 days. If at the end of those 3 days their corpse (or whatever remains of it) has been laid out in a temple, shrine or sanctified area of their cult or an associated cult have been returned they can attempt a difficulty 9 task with this spell. If it succeeds they return to life with no injuries or other ill effects. If the spell fails their spirit goes to the Courts of Silence and they cannot be resurrected without a heroquest.	Self, Duration+
Reverse Weather	Var	Within a 200m radius per point the weather reverses swapping each condition to its opposite as follows: Wind: Still = Hurricane Breeze = Gale Wind = Wind Precipitation: Dry = Downpour Drizzle = Rain Temperature: Frigid = Sweltering Freezing = Hot Temperate = Temperate Visibility: Clear = Fog (NB fog will be cleared by other conditions as for the Fog spell) Haze = Haze On a Major Success acts as though another RP was used.	Self, Duration, Difficulty 8
Rhino Hide	1	Can only be cast on a rhino or a worshipper of the Great Rhino. The target gets +3 armour. It makes the target bulkier so the target can't be wearing rigid armour when it is cast and flexible armour will be split. A target other than a rhino has -1 Base Move and -1 Gymnastics.	Touch, Duration
Ride Addi	1	When cast on a throwstick then anyone who throws it, as an attack or not, can immediately fly to the square it reached or to the closest unoccupied square to it in the line of flight. The thrower finishes this move holding the addi if they are in or adjacent to the target square.	Touch, Duration
Ride River Horse	1	This spell, which can only be cast at a headwater, summons a river horse, a spirit with a horse's forebody and the hindquarters of a fish. It can be mounted and ridden on its trip from one headwater to another. The River Priest must have a clear idea which headwater to travel to; if not, the river horse takes its rider to a random headwater, possibly in another land. The entire trip never takes more than a few minutes. Anyone can ride the river horse, but there is a limit of ten passengers per RP. On a Major Success can carry 10 extra people.	Self, Duration, Difficulty 8, One-Use
Ride Storm	1	Target boat or ship stays in the same place relative to the sea floor and rides over any waves to do so. It can be filled with water by the rain or damaged by the wind but the waves will neither enter it or damage it. A Major Success doubles the duration.	Touch, Duration, Difficulty 5
Right Tear	1	The right tear of Ourania also known as Musa brings wisdom. When this spell is cast it removes the statuses Befuddled, Confused, Dazed and Stupified from the target and the target has E4 to resist any effect that would cause those statuses. On a Major Success the target has E6.	Ranged, Duration, Difficulty 6

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Name	RP	Effects	Other
Rise Up	Var	The caster and 2 extra targets per extra RP rise into the air. Those being carried by the magic must be willing targets and within 5 squares of the caster. As the spell is cast all rise from 1-20 squares as the caster wishes. At the start of each of their subsequent turns the caster can choose to rise another 0-20 squares. If any target makes a move then this spell ends for them. When the duration runs out or when the caster wishes to end the spell then all targets descend 10 squares at the start of each of their turns.	Self, Duration
Sacred Band	2	The caster links a number of willing individuals within 20 squares together with the caster. Any Hurts inflicted on any one of them are distributed as evenly as possible between them so that as far as possible each has the same number of Hurts at a given time. Where an uneven number of Hurts have been gained the caster chooses the distribution. Any target who is further than 20 squares from the caster leaves the spell and cannot rejoin this casting of it. On a Major Success works within 30 squares.	Self, Duration, Difficulty 8
Safe	1	This spell is cast upon a container or opening to bar unwanted passage. For the next eight weeks, when anyone other than the caster tries to open a container or cross an opening secured with this spell, this spell attacks against their Magical Resistance. If the spell succeeds, the trespasser is Hurt, recoils and can't pass through this turn. On a Major Success the trespasser takes an extra Hurt. If the spell gets a Major Failure the spell is broken and ends. An intruder can try to force their way past the spell again and again until they succeed, give up, or die. A Major Success when casting adds 8 weeks to the duration.	Touch, Duration: 8 weeks, Difficulty 7
Saggitus Shot	1	The target suffers no penalty when shooting from horseback for being on a moving mount using Mounted Bow. In addition if the user takes the skirmish action they pay no movement cost to turn around.	Ranged, Duration
Sanctify	Var	This blesses either a radius 7 sphere or a 10 square cube. Earth cults are usually the cube others the sphere. Cast on level ground, one half is in the air and the other within the earth. While the Sanctified area is not detectable by touch or trolls' Darksense, the boundaries shimmer slightly in full daylight. Cult members can perform ceremonies within a Sanctified area as if it were a temple, such as replenishing Rune Points. When the ceremonies cease, the spell effects expire. If non-initiates, spells, or spirits cross the boundary, the caster is immediately alerted to their presence. Additional RP increase the radius by 3 or the cube side by 4. A Major Success acts as though another RP was used.	Touch, Ritual, Difficulty 7
Sandstorm	1	This spell can only be cast in a desert or chapparal and not in if there has been any precipitation in the last day. This spell changes the wind to a Gale or if it currently a Gale to a Hurricane - see PavisQuest: Core Rules. This will cause a sandstorm. The spell affects a radius of 100 squares around the caster. Each additional RP either adjusts the wind by another level or increases the radius of effect by another 100 squares. This spell has no effect upon wind direction. On a Major Success acts as though an extra RP had been used.	Self, Duration, Difficulty 7
Satisfy Goddess	1	The target female member of the cult of an earth or fire/sky goddess will act as though the caster is a close friend. Persuasion skill tests by the caster on the target are E3. The magic ends if the caster does anything which would make the target feel they are unfriendly e.g. attacking. If the magic ends normally (through duration) the target will revert to her previous attitude unless she has been persuaded to be more friendly in the meantime. However, she won't realise it was charmed. If the spell fails the target will know a charm was attempted against her.	Ranged, Attack Spell, Duration
Scram	1	The caster moves double the normal distance when fleeing.	Self, Duration

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Name	RP	Effects	Other
Scum	1	This spell can only be cast on a still body of water that contains living plants. It causes a 4 x 4 square area of the water surface to be completely covered with algal growth. The algae grows to completely cover the chosen area in 15 minutes. Additional points of the spell increase the area by 4 per side per point. On a Major Success acts as though another RP was used.	Ranged, Difficulty 7
Sea Strength	1	If the target is in contact with the sea it gets Athletics E4.	Touch, Duration
Seal Soul	2	This is a limited resurrection spell, which is typically used only on cult members, though occasionally sold to outsiders for outrageous prices. The body must have been slain, not dead from disease or old age. The body must be fully healed, or it dies again when its soul returns. After casting the spell, the caster engages in spirit combat with the spirit of the deceased. If the caster is successful in overcoming the spirit during the first round of combat, then the body and spirit are rejoined, thereby bringing the target to life. If this attempt fails the spirit returns to the Court of Silence. After casting the spell and engaging the spirit, the caster suffers a permanent P1 Health. Each day after the first that the dead character remains dead permanently reduces their physical skills by P1 each. When Health is reduced to D0, that character is irrevocably lost. Finally, anyone dead longer than seven days cannot be resurrected with this spell. They can only be brought back through successful heroquesting.	Touch, Ritual, Difficulty 10, One-Use
Seal Wound	2	Hurts and wounds inflicted by the target weapon can't be healed by magic. The best healing or first aid can achieve on the is to stop the target dying- for example by stopping bleeding or reattaching a severed body part but it doesn't help the victim get the use of the part back or remove penalties.	Ranged, Duration
Second Mouth	1	A woman's genitals are transformed with sharp and useable fangs.	Self, Duration
See Through Fog	1	The caster is immune to concealment provided by Mist or Fog.	Self, Duration
Seek	1	The caster chooses a friend or ally. They know the direction to that person. They get a feeling of temperature (non-harmful) concerning how far away they are. As follows: Hot: within 10 squares Warm: within 100 squares Cool: within 1000 squares (1.5 km) Cold: within 15 km Freezing: 15 km or more On a Major Success the caster also gets a feeling depending on their emotional state: happy, sad, frightened, passionate etc.	Self, Duration+. Difficulty 4
Seek Omen	1	This ritual must be performed over a single chosen individual and cannot be cast more than once on any person per week. When it is performed, roll 2D6, labelling one of the dice as the "good" die, and the other as the "bad" die. Subtract the smaller die's score from the larger. If the two dice roll the same number, then Seek Omen has no result. For every point the "good" die exceeds the "bad," the target has one significant skill roll (chosen by the referee) changed into a Major Success at some time in the upcoming week. For every point the "bad" die exceeds the "good" die, the target has one significant skill roll (chosen by the gamemaster) changed into a Fumble at some time in the upcoming week. The caster knows whether the chosen target is going to be subject to good or bad luck and has some idea how much. Whether the caster passes that information on to the target is another matter. On a Major Success use 2D8.	Touch, Ritual, Difficulty 9

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Name	RP	Effects	Other
Sever Spirit	2	This spirit acts as a sword to cut the bond between the body and spirit of the target. On a Success or Major Success the target dies. On a Failure the target is Hurt. On a Major Failure nothing happens.	Ranged, Attack Spell, often one-use depending on source
Shake Earth	Var	<p>The caster must expend PP when casting this spell. The PP determine the size of the area affected, and the RP determine the severity of the result. The spell has its greatest result in an area proportionate to the square of PP expended. One PP covers one square, 2 PP covers 4 squares (2 x 2), 3 PP covers 9 squares (3 x 3) and so on. The RP used determines the intensity as follows:</p> <ol style="list-style-type: none"> <li>1. Light: felt indoors by many, outdoors by few during the day. At night, some are awakened. Pots, windows, and doors are disturbed; walls make cracking sounds. Sensations are like a waggon struck a building. Standing objects are rocked noticeably. Shaking lasts 2 seconds.</li> <li>2. Moderate: felt by nearly everyone. At night many are awakened: Some pottery and glass windows are broken. Unstable objects are overturned. Shaking lasts 4 seconds.</li> <li>3. Strong: felt by all, and many are frightened. Some heavy furniture is moved; hovels are damaged. Roof tiles are displaced. Shaking lasts 8 seconds.</li> <li>4. Very strong: slight to moderate damage in ordinary buildings. Hovels are seriously damaged; some columns may fall. Creatures roll Gymnastics 3 or fall. Running is -1. Shaking lasts 20 seconds.</li> <li>5. Severe: considerable damage in ordinary buildings with partial collapse. Hovels are wrecked. Columns, monuments and walls collapse. Heavy furniture overturned. Sand and mud is ejected in small amounts. Changes in well water. Creatures roll Gymnastics 5 or fall. Running is -2. Shaking lasts 40 seconds.</li> <li>6. Violent: damage is great in substantial buildings, with partial collapse. Buildings are shifted off their foundations. Liquefaction of the ground occurs. Underground pipes are broken. Creatures roll Gymnastics 7 or fall. Running is -3. Shaking lasts 1 minutes.</li> <li>7. Extreme: some well-built wooden structures are destroyed; most masonry and frame structures are destroyed. Landslides are considerable from riverbanks and steep slopes. Shifted sand and mud. Water is splashed over banks. Creatures roll Gymnastics 9 or fall. Base Move is -4. Shaking lasts 2 minutes.</li> <li>8. Extreme: few, if any, structures remain standing. Bridges are destroyed. Broad fissures erupt in the ground. Underground pipes are ruined. Earth slumps and land slips in soft ground. Creatures roll Gymnastics 11 or fall. Running is -4. Shaking lasts 3 minutes.</li> <li>9. Extreme: Damage is total. Waves are seen on ground surfaces. Lines of sight and level are distorted. Objects are thrown upward into the air. Creatures roll Gymnastics 13 or fall. Running is -4. Inflicts a D8 damaging attack on creatures. Shaking lasts 5 minutes.</li> </ol> <p>Note that all of this is very dangerous to creatures in or near structures. The full results are inflicted on the target area and the results stepped down one level for each time the range is doubled. So if the core of the area is 6 x 6 acts as 1 down in 12 x 12 and 2 down in 24 x 24 and so on. On a Major Success treat as having an extra PP and RP.</p>	Ranged, Difficulty 5+1 per RP used



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Name	RP	Effects	Other
Shape Metal	1	This spell allows the caster to use their hands like hammers, tongs, forms, and drills to shape metal into needed forms. It is equally usable with any metal, including Rune metals and iron, but not adamantine. Even if the metal is at its melting point, the user takes no damage.	Self, Duration
Shape Wood	1	This spell allows the caster to use their hands to form wood into needed forms as though they were saws, drills and adzes. The wood can be bent without breaking as though it was steamed.	Self, Duration
Shattering	1	On a Success the target takes 2 Hurts. On a Major Success they take a Hurt and a Minor Wound.	Ranged, Attack Spell
Shield	Var	Each point gives the target 2 points of magical armour and E2 Magic resistance.	Ranged, Duration
Shield of Darkness	1 or 2	Each point gives the target 2 points of magical armour and makes the target H2 to hit with weapon attacks. Can't be used with Absorption, Reflection, Shield or Spirit Block.	
Shoot Otherworld Entity	1	Caster's attacks with a bow inflict damage on anything which doesn't normally reside in the middle world no matter if it normally ignores such damage or reduces it. All shots count as enchanted.	Self, Duration
Shooting Star	Var	An arrow enhanced by this spell splits into two fiery missiles that leave glowing trails behind them. Each does its augmented rune fire damage and can ignite flammable materials. Each additional RP adds two more missiles. All missiles must target the same opponent. The spell must be cast in the same turn the arrow is shot.	Touch
Silence Sphere	1	This creates a barrier to sound 3 squares in radius and centred on the target. No sound can pass through this barrier. Creatures inside the barrier can hear each other but can hear nothing from outside, and vice versa.	Ranged, Attack Spell, Duration
Silver Track	1	This gives the ability to track magically for the next eight hours. The tracker's Base Move is +4 on clear nights, normal if at least one star is visible, and 0 if no stars are visible. The tracker sees the trail glowing with a silvery glitter; this makes tracking E4. It must be cast upon a specific trail, and only that trail shines.	Self
Silvertongue	Var	Each RP gives the target E2 Streetwise and Persuasion.	Ranged, Duration
Sky Sight	Var	This spell gives the target a remote viewpoint in the sky. The maximum range to the viewpoint and the maximum altitude depend on the number of RP used. The sky must be clear of clouds and other obstructions. The spell can be combined with other sight enhancing spells such as Farsee or Star Sight. While using Sky Sight, the character cannot use their own eyes, however they can switch back and forth between the spell's viewpoint and their own from one turn to the next. <ul style="list-style-type: none"> <li>1. Range 500ms and altitude 100m</li> <li>2. Range 2 km and altitude is 500m</li> <li>3. Range 5 km, or the altitude is 1 km</li> </ul> A Major Success doubles either the range or altitude.	Ranged: Special, Duration, Difficulty 7
Skyspear	2	The target must not be an initiate or runemaster of Yelm. It can only be used where the sky can be seen - outside and not if the sky is completely obscured by cloud. On a Success or Major Success the target dies and their spirit plunges directly to the Courts of Silence. Attach Spirit does not work on them.	Ranged, Attack Spell
Slash	Var	Target axe deals E2 damage per RP.	Touch, Duration
Slay With Mace	Var	Target mace deals E2 damage per RP.	Touch, Duration

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Name	RP	Effects	Other
Sleep Anywhere	1	Caster can sleep comfortably when perched on a tree branch, curled up under a bush or anywhere where a cat could sleep. This spell lasts up to 18 hours and if the caster is awakened they can still use it when they go back to sleep.	Self, Duration (18 hours)
Smouldering Rebellion	1	This is a secret, long-term spell that has a life of its own. When a priest has been offended by his land's ruler beyond recourse, they can perform this ritual. Once XP has been put into the spell, and the miscreant ruler named, the spell dwells in the Spirit World. If the ruler continues in his wicked ways, other priests and acolytes are inspired to sacrifice to this spell, which thus feeds and grows. Naturally, with every crime the ruler commits, more priests are inspired to put XP into this spell. As the spell gets stronger and stronger, each point adds to the final effect, which requires hundreds of XP to have any chance of acting at all. No one knows just how many points of XP are needed, and different rulers may require different sizes of spell. However, once initiated, it cannot be dispelled. It waits and grows until the ruler permanently retires or dies, or the spell activates. No one knows exactly what sets off the spell's effects, but "when the grey dog rises, the black cock crows thrice at midnight, and the invisible bell tolls, all men march off to revenge." When the spell takes effect, the whole land's peasant population rises in revolt. The spell was last cast in 1460 (Lunar time 4/51) when Darjiin and the Lunar Heartlands rose against Sheng Seleris. Since then the Red Emperor has always been careful to respect the rights and privileges of the common people. On a Major Success counts as adding 4 XP instead of 2.	Touch, Ritual, Difficulty 10, Enchantment 1 (2 XP)
Snow	2	This spell causes the temperature to change to Freezing around the caster (see PavisQuest Core Rules). Around 1 Hide of land per point is affected or a circle of radius 350m or the same again per extra point used for that purpose. It also changes the Precipitation to Rain (which will fall as Snow). On a Major Success either double the duration or acts as though an extra RP had been used.	Self, Duration, Difficulty 8
Snow Shelter	Var	This spell forms snow into a shelter like an igloo. Each point makes it big enough for two people up to a maximum of eight people. The shelter lasts until it is melted or physically destroyed.	Touch
Solidify Dust	2	A volume of loose material such as earth or dust is transformed into a sedimentary rock of a kind that matches what it was e.g. silt to siltstone, mud to mudstone, sand to sandstone. When the spell is cast the user expends 1 PP for every cube of rock created. The loose material can have been shaped to the extent its nature allows before the spell is cast.	Touch, Ritual, Difficulty 8
Soul Net	1	Creates a net of glowing strands which is visible on the spirit plane or to spells that allow things on the spirit plane to be seen. The net remains behind the caster at all times. Each point of enchantment used allows the net to hold one spirit and further casting of this spell can increase the size of an existing net. A character with a Soul Net can use an action to target a spirit within 10 squares with their spirit rune against magical resistance. A success means that it has been captured in the net. Whilst captured it can't do anything and the owner of the net can't communicate with it or draw on its power, spells or knowledge. The spirit remains captured until released whereupon it acts normally unless Controlled with a spell. However, when released most ghosts and spirits of the dead will be collected by Jajagappa and escorted to the Courts of Silence. Releasing any number of spirits requires a Bonus action.	Self, Ritual, Difficulty 8, Enchantment 1 per spirit (2 XP per spirit)

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Name	RP	Effects	Other
Soul Sight	1	This common spell allows the target both to see the magical aura of the living and to magically know the current PP of other things and creatures, including the amount devoted to currently in-effect spells (such as defensive spells). The target can also tell if a person is an initiate or better; and if so, whether the initiate is in good standing or not. This spell does not differentiate between an initiate and a Rune Master, merely noting that they have been initiated into a cult.	Ranged, Duration
Spawn (Creature)	Var	Creates a Crawling Hand, Manling, Purple Frog, Slime Rat, Lead Eater, Fog Bug or any other example of spawn. The spawn with have XD6. Each shrine of Porcharngo will know a different example. Each kind has certain special characteristics: Crawling Hand: cast on the hand of a corpse. It serves its creator. Manling: cast on part of the caster's body. It takes 7 days for the flesh to bud into a manling which separates causing a Hurt to the caster. Gorp: cast on earth. The gorp's size is equal to the RP used. Gorp Kind: cast on a gorp. It turns the gorp into a different kind of gorp. Purple Frog: cast on a frog. Slime Rat: cast on a rat. Lead Eater: cast on a trollkin Fog Bug: cast on a mosquito	Touch, Ritual, Difficulty 8
Speak With (Creature)	1	The character can speak to and understand the type of creature. How much information is conveyed depends on how intelligent the creature is.	Self, Duration
Speed (Weapon)	1	Cast on the named weapon type. It can be used to make one more follow up attack than it normally would. For example a slashing sword that can't usually be used for a follow up after attacking would be allowed one follow up or a cut and thrust sword normally allowed one follow up would allow 2. This doesn't mean it allows following up a miss.	Touch, Duration
Speed Movement	1	The target has double Base Move. This is compatible with Mobility so on a target with Mobility it would have +4 then doubled.	Ranged, Duration

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Name	RP	Effects	Other
Spell Trading	1	<p>This spell allows the caster to trade a single use of any Rune spell (except this one) in exchange for a single use of any Rune spell known by another Rune master of any cult. The trade must be voluntary. Each participant must spend RP equal to the cost of the traded spell. This is specifically a single use of the Rune spell so paying an XP won't get it back. The spell only works if the caster follows this special procedure:</p> <ul style="list-style-type: none"> <li>• The trade must be done in an Issaries Market. This protects the caster from persons with ill intent.</li> <li>• Traded items must be stated. Exact prices are negotiable, but Issaries insists on a negotiated clear profit for his priest in one form or another.</li> <li>• Both parties must exchange a token that represents the spell being traded. Thus, a Shield spell could use a shield, a Humakti spell a knife, or a Summon Air Elemental (small) a bag of air. This is in addition to any traded items.</li> </ul> <p>Each party uses the RP for the spell traded and the 1 XP cost for a one-use spell is paid immediately by the person trading it. Roll a D100 for each party. If 1-95 is rolled by both, the spell is traded successfully, but a 96+ result by the other party means the spell is actually cast at the other instead. Even if one party fails to trade the spell properly, they still receive the spell from the other party. The RPs used to trade a Rune spell can be replenished in the regular fashion. To cast the received spell, no RP need to be used and the caster uses the relevant Rune rating of the person who provided the spell, even if it is lower than their own. The original "owners" of the spells can still cast them after trading them, provided that all other requirements for the spell are still met. No cult trades special cult magic lightly; other cults treat these transactions differently. All Lightbringers, for example, deal with their associate god of Issaries, but the Earth goddesses allow trades only if the High Priestess of the temple approves. The nomad gods Storm Bull and Waha require the High Priest to be present to negotiate. Nonhuman deities are even more reluctant. A spell acquired through trade can be traded again to another with this spell.</p>	Touch, Difficulty 8
Spider's Head	1	<p>This spell gives a spider's bite attack E2 damage and adds 8 to poison potency. When cast on non-spiders, this spell turns the target's head into that of a giant spider. The target gains a Carnivore Bite attack which injects paralyzing spider venom with a potency equal to average of the spell target's Health and a 3 turn delay.</p>	Touch, Duration
Spiderlimbs	2	<p>When cast on a spider, its running and climbing move doubles and it becomes immune to webbing, glue, grappling, and entangling attacks. When cast on a non-spider, the target sprouts four extra limbs from their sides. These can be legs or arms but must be in pairs. Two extra legs double the user's running and climbing move and give it E4 at Athletics (Climb), plus render the target immune to natural and magical webbing. Arms can hold additional weapons. While in effect, the user can use a bonus action to make an attack using one of the subsidiary arms. Extra arms count as off-hands.</p>	

## Pavis Quest

Name	RP	Effects	Other
Spidersilk	1	If the target is a spider then the strength of its webs is increased by 4. A non-spider has its rear transformed to have spinnerets. This allows it to generate spider silk with a strength equal to the average of its Health. This can be spun into a rope like thread that will support three times their own weight. The target can generate 6 squares of this per turn allowing it to descend at this rate whilst spinning. It can make the silk adhesive or non-adhesive. If adhesive it attaches with its strength to things touching it and an Athletics skill test against its strength getting a Major Success is necessary to escape with a Success weakening the adhesive by 1. Such adhesive silk can be used to make a web. Also by making the end of a stand adhesive it could be swung up to make an attachment above.	Touch, Duration
Spirit Armour Enchantment	1	This enchantment creates Spiritual Armour. Each point of the enchantment imbues the object with one Spirit Armour. On a Major Success add 1 Spirit Armour.	Touch, Ritual, Difficulty 10, Enchantment 1 (2 XP) per Spirit Armour.
Spirit Block	Var	Each RP gives 2 points of Spirit Armour.	Ranged, Duration
Spirit Guardian	1	This spell must be cast upon a friendly ancestral spirit. It sets up a mental connection, identical to that with an allied spirit between the spirit and the target. The target can only have one Spirit Guardian at a time. A Major Success doubles the duration.	Ranged, Duration, Difficulty 8
Spirit Melding	1	This spell must be cast upon a friendly ancestral spirit enveloping the caster. For the spell's duration each uses the other's Magical Resistance if it is better. Also if the other's resistance is within 1 the magical resistance is augmented. If the spirit leaves the caster, the spell ends. A Major Success doubles the duration.	Touch, Duration, Difficulty 7
Spirit Pack	2	The caster summons a pack of spectral hounds. These are spirits that serve Jajagapa. They are visible in the middle world as translucent glowing shapes that emit an unearthly howling. The pack roams withing a radius of 30 squares per RP from the caster. The hounds attack any ghost or disembodied spirit that the caster directs them to within the area. They cannot attack spirits with corporeal form such as elementals or spirits that are within objects or fetches. The caster can use a bonus action to direct them to attack a particular spirit and they can attack any number of spirits at once. Each spirit they attack must, at the start of its turn, resist the rune of this spell on the Spirit Combat table. The hounds have an XD equal to the caster.	Self, Duration, Difficulty 9
Sprout	1	This spell causes a seed to immediately quicken and send forth roots. Over the course of 15 minutes, the infant plant grows and expands until its tiny shoot unfurls true leaves.	Touch, Ritual, Difficulty 5
Sprout Legs	1 or 2	This spell causes two or more additional legs to sprout from the thorax of the scorpion man. Two legs for 1 point giving +1 Running and E1 Athletics and Health or four legs for 2 points giving +2 base move and E2 Athletics and Health.	Touch, Duration
Sprout Wings	1	Membranous wings grow from the caster's back, granting Flight +4. The user can't be wearing anything on their torso which makes normal armour max 1.	Touch, Duration
Spy Rock	2	Enchants a rock weighing 250g or more to act as a spy for the caster. Usually a pebble or a statuette is chosen so the owner can move it from location to location. The caster can see and hear normally from the rock at any range. Whilst concentrating on the spy rock they can't see or hear normally, and it takes an action to switch attention from the spy to a normal point of view.	Touch, Ritual, Difficulty 7, Enchantment 1 (2 XP)
Squeeze Through	1	The caster can squeeze and wriggle quickly through a narrow gap as wide as their head at crawling speed.	Self, Duration

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Name	RP	Effects	Other
Stamina	1	For the next eight hours the target is immune to the status Exhausted.	Touch
Starbright	1	This spell puts a circle of soft, silvery light with a 20 square radius around the target of the spell. This light is as strong as the brightest starlit night. Anyone attacking a Light Rune cult initiate even partially within its radius suffers a H1 to their attack skill. It also Demoralizes trollkin and cave trolls within the area (as the spell). A Darkness elemental that begins its turn within the Starbright area, or moves into it, takes a Hurt. If successfully cast directly on a Darkness elemental a Success dissolves the elemental, although the spell ends as well.	Ranged, Attack Spell
Star Sight	1	This permits the user to see in starlight (only) as if it were full daylight. This spell can be stacked with Farsee, which then lasts whilst this spell lasts.	Touch. Duration+
Star Walk	2	This is a very specialized variation of Extension. It only works on military units that are part of a Polaris temple, and only if cast after sunset. Each member of the unit (up to 12, including the caster of Star Walk) must first cast Mobility on themselves or their horse; the caster then casts Star Walk, affecting the entire squad. The Star Walk spell gives the unit the equivalent of Mobility and Star Sight until the next dawn. On a Major Success can target up to 24.	Ranged, Difficulty 7
Star Wards	Var	This ritual creates an area of safety for those inside. Six smooth discs of silver arranged in a rough circle define the area's boundary with a radius of up to 3 squares. The spell extends into the air for 2 squares above the discs, and underground to the depth of the discs. The discs need not be visible to work; some casters bury them completely. The spell connects these discs invisibly to form a barrier detectable only by magical means. The protection effects activate when physical or spirit enemies of the caster cross the barrier, or when a spell is cast across the barrier from the outside. When this happens, a loud keening begins, which can be suppressed by the caster. Each RP of Star Wards makes spells cast from outside the barrier H1, gives 2 points of Spirit Armour to those inside the barrier if attacked by spirits that come from outside. Missile fire across the boundary is H1 to hit per RP. The spell attacks enemies crossing the boundary. On a Success it deals a Hurt per RP to a corporeal enemy and on a Major Success causes Stun as well. An extra RP can be used to increase the radius by 3 squares. The Star Wards spell remains in effect until one of the discs is removed. Anyone but the caster that attempts to touch the discs is affected by the Star Wards, but after suffering the effect, the person can then remove the discs.	Touch, Ritual, Difficulty 7, Duration: until a disc is removed.
Starlight	1	The caster emits light as bright as the brightest star lit night. The radius of this light is 30 squares. This light is bright enough that Nightvision or Star Sight will work. The caster can see by this light as though it was day light.	Self, Duration+
Steal Last Breath	1	Must be cast on a living creature no more than 2 sizes smaller than the caster which is Mortally Wounded. The caster is healed of up to 2 Hurts, one Minor Wound, Weakened and Slowed and gains ½ rounded down of any remaining Power Points the target has. Any Power Points over the user's usual base total are lost when the magic ends.	Touch, Duration, Attack Spell
Stinger	1	This spell transforms the lower half of the user's body into that of a giant bee. The target can attack with a Stinger injecting paralyzing poison with a potency equal to their average Health. The Stinger uses Unarmed skill. The target gains 1 Armour.	Touch, Duration
Stone Biting	Var	This spell is used only by troll initiates against dwarfs. Each RP (up to 4) gives the target's Bite E2 to hit and damage.	Touch, Duration

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Name	RP	Effects	Other
Stone Wall	1	Targets a file of adjacent hoplites up to 10 in number per point. Each hoplite target gets E1 to resist damage, E1 Bravery and E1 to resist knockback as long as they remain adjacent to another file member. On a Major Success provides E2.	Ranged, Duration, Difficulty 5
Stone Weapon	1	Creates a hardened stone axe or mace from a stone of suitable size. Counts as being as hard as bronze.	Touch, Duration
Stones Fly	Var	Attacks all targets in a Small Blast for 1 RP or Large Blast for 2 RP. Deals its augmented rune in solid damage.	Ranged, Physical Agent
Stop Breath	1	This spell works on targets with a Ⓔ rune who follow a god of the moving air e.g. Orlanth. The resistance of the magic starts as 2 and goes up by 1 each turn. Each turn at the end of its turn the creature must resist with Health getting a Success or take a Hurt. Whilst the magic is active the target cannot use any Ⓔ rune magic.	Ranged, Attack Spell, Concentration
Styx's Shore	1	This ritual must be performed on the shore of the River Styx in the Underworld. It summons Jeset the Ferryman and his boat to the shore to deliver the summoner and their companions to the far side. For this, Jeset charges a small fee of one copper clack, or else a small magic item of varying worth to the living who wish to use his services.	Touch, Ritual, Difficulty 8
Stop Resurrection	1	This spell must be cast by a Sword of Humakt on a corpse. It prevents any resurrection ritual from affecting the corpse, including those that form vampires or zombies. Divine intervention is not stopped by this spell. On a Major Success it doesn't count as one-use.	Ranged, Difficulty 7, One-Use
Strengthen Resolve	1	When cast removes the statuses Stunned, Uncertain or Routed and dispels Demoralize. Whilst it is active the target is E2 to Bravery.	Ranged, Duration
Strength of Basmol	1	This spell swells the target's sinews and muscles, giving them great strength and fury to smite their foes. The target has E5 Athletics and E3 Weapons. The target cannot dodge while this spell is in effect, and their Parry is H4.	Touch, Duration
Strike	1	This spell is cast upon a weapon. The next blow by that weapon ignores all armour. It may be parried or dodged as usual. When the weapon has successfully struck a target, the spell's duration ends.	Touch, Duration
Strong Tools	1	Target tool automatically succeeds in breaking saves.	Touch, Duration+
Strongblade	1	Target sword or dagger automatically succeeds in breaking saves.	Touch, Duration
Summon Ancestor	1	This summons a random spirit from among the caster's ancestors in the Land of the Dead. The same spirit is rarely summoned twice. The spirit's characteristics are shown in PavisQuest: Creatures and Treasures. If the spirit is friendly, the summoner can ask it to perform a task by rolling a Persuasion 6 test. If this is a fumble the spirit attacks the summoner. The spirit can engage in spirit combat against a foe. The spirit can also cast any spells it knows. If the spirit's magic points are reduced to 6 or fewer, the spirit disappears immediately (even if engaged in spirit combat) and returns to the Land of the Dead. If the summoned spirit has fewer than 6 PP to start with, it disappears once it loses any magic points. The spirit cannot be used to memorize spells, supply magic points, or to teach the summoner. The spirit can speak Spiritspeech and its native language from its former life.	Touch, Ritual, Duration, Difficulty 7

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Name	RP	Effects	Other
Summon (Cult Spirit)	Var	This spell lets the caster ask their deity to send a cult spirit to their aid. The normal maximum XD of the entity is the same as the value of the spell but the caster can choose a weaker entity. The available spirits are listed for each cult. See PavisQuest: Creatures and Treasures for their characteristics. The cost is 1 RP, except for a Medium Elemental or Snake Daughter which is 2 RP or a Large Elemental which is 3 RP. On a Major Success the caster can choose to summon an entity with XD+1. Without being commanded the spirit will act according to its nature which is rarely that useful. A simultaneous Command Cult Spirit can be cast to give them orders.	Ranged, Duration, Difficulty Av XD+2
Summon Dead	1	This ritual must be performed over the corpse, grave or other remains of the individual being summoned, and the summoner must know the dead individual's name. If the targeted being presently resides within Ty Kora Tek's vast Caverns of the Dead, their ghost rises from the earth at the end of the summoning.	Touch, Ritual, Duration, Difficulty Av XD of the ghost +3
Summon Ghost	1	This ritual must be performed over the corpse, grave or other remains of the individual being summoned. The name of the individual must also be known. If the person being contacted presently resides within the Fourth Hell, their ghost rises from the earth at the end of the summoning.	Touch, Ritual, Duration, Difficulty Av XD of the ghost +3
Summon Guardian of Asrelia	1	This ritual summons a spirit with XD10 to protect treasures stored within the earth or in a structure dedicated to Asrelia (such as a granary). The spirit manifests as a large snake or large dog, and the spell ends if it is killed. The guardian spirit knows 1D3 points of cult spirit magic (typically Heal or Demoralize). The spirit is bound to the structure's precincts and must receive regular worship from the owner and/or their companions. It requires 2 PP each on each weekly holy day, 3 PP each seasonal holy day and 4 PP each high holy day or it departs. The owner can draw upon the guardian spirit's PP while within the precincts of the structure. The spirit attacks as a Guardian Spirit Body Attacker. On a Major Success the spirit has XD 12.	Touch, Ritual, Difficulty 9
Summon Guardian of Thanatar	1	This spell summons the spirit of a departed cult member from the Place of Waiting. The spirit uses spirit combat to attack a specially prepared victim. If it overcomes the victim in spirit combat, it takes over the body. If the body is later killed, the spirit returns to the Place of Waiting. The guardian has XD12. It knows 2D6 points of cult spirit magic and has 2D3-1 Rune points with an aspect chosen by the gamemaster. It has the physical skills of the victim and the mental skills of the departed cult member. On a Major Success the spirit has XD14.	Touch, Ritual, Difficulty 9
Summon Household Guardian	1	This ritual summons a spirit with XD10 to protect a household. The spirit manifests as a large snake or large dog, and the spell ends if it is killed. The guardian spirit knows 1D3 points of cult spirit magic (typically Heal or Demoralize). The spirit is bound to the structure's precincts and must receive regular worship from the household members. It requires 2 PP each on each weekly holy day, 3 PP each seasonal holy day and 4 PP each high holy day or it departs. The household members can draw upon the guardian spirit's PP while within the precincts of the structure. On a Major Success the spirit has XD12.	Touch, Ritual, Difficulty 9
Summon Lodril	Var	This spell must be cast on the lip of an active volcano. Each Rune point in the spell gives a 2% chance to start an eruption. Several casters can stack their spells together to increase the total chance for success. The actual explosion is delayed for several hours after the first rumblings begin, so summoning groups have time to escape the volcano's fury.	Ranged, Ritual, Difficulty 12



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Name	RP	Effects	Other
Summon Son of Votank	2	This spell summons a powerful cult spirit, said to be that of the Votank-son who founded the caster's clan. The caster must be a blood member of the clan lest the summoned spirit attack them. The spirit is classified as 'Friendly,' has a XD20, D6 Rune points and 2D10 spirit magic spells. The spirit appears in the guise of the clan's beast totem, taking on a semi-solid form. Its physical attacks and skills are the same as the beast but it has Size +2. The spirit may speak in the tongues of humankind in this form, using any language known by the caster. If the spirit's physical form is destroyed, it returns to the Spirit Plane. This spell may also be used in the same fashion as the spell, Summon Spirit Teacher.	Ranged, Duration, Difficulty 10
Summon Specific Ancestor	1	This spell is cast stacked alongside Summon Ancestor to choose a specific ancestor that the caster already knows.	
Summon Spirit of Reprisal	2	Summons the Thanatar Spirit of Reprisal to save the temple, punish wayward cultists or protect the High Priest of Dark Truths or the Doom Lord. See stats in PavisQuest: Creatures & Treasures.	Ranged, Duration, Difficulty 10
Summon Spirit Teacher	1	This must be stacked with Summon Ancestor. The spirit so summoned can teach spells, give information, or act as a shaman's fetch for the length of the spell. It allows rapid teaching of spells, to be learned in one day. It may be stacked with Summon Specific Ancestor.	

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Name	RP	Effects	Other
Summons of Evil	2	<p>This spell is typically performed at the start of a Worship Orlanth ritual. It requires making an effigy of an enemy of the caster (which may be an individual, a deity, a species, etc.). The effigy is typically made of wicker or wood. When cast, the spell animates the effigy with a malevolent spirit associated with that enemy. It also summons the most powerful representative of that enemy it can during the duration of the ritual. To find the XD of the spirit roll D10:</p> <ol style="list-style-type: none"> <li>1. D10</li> <li>2. D12</li> <li>3. D14</li> <li>4. D16</li> <li>5. D16</li> <li>6. D16</li> <li>7. D16</li> <li>8. D18</li> <li>9. D20</li> <li>10. D22</li> </ol> <p>The spirit remains trapped within the effigy and its boundaries until the end of the ritual, when the participants must destroy it. During this time, it fights back with any abilities it possesses, whether magic or otherwise. The spirit will have the skills of the thing the effigy represents including any weapons. It also always has special spirit powers depending on its kind (See PavisQuest; Creatures &amp; Treasures). If the effigy is destroyed, the participants gain a E2 in overcoming the magic resistance of or defending against spells cast by the enemy represented by the effigy for the duration of the ceremony. They also get a E5 on their Customs roll for that ceremony. While the effigy is present, the spell summons the most powerful representative of the enemy within the range of the spell. The enemy does not realize that they have been summoned, but rather feels an urgent need to go to the place where the ritual is being performed. This compulsion makes rational and emotional sense to the subject—the subject may “recognize” that this is a rare opportunity to destroy a hated enemy, or perhaps that a pre-emptive strike is needed to prevent the caster from performing a more dangerous ritual. The enemy hastily takes enough time to gather companions, followers, and allies and then sets out by whatever means would be normal for the enemy to travel. For example, an army leader might march out with his regiment (or at least his bodyguards and favoured officers), but a wyvern-riding hero might fly far more rapidly. The range is determined by amount of time the ritual is maintained until the effigy is destroyed. The longer the ceremony is maintained, the greater the range. For example, during a typical one-day Worship ceremony, the spell summons an enemy from within a day’s travel (typically between 8-16 km). If the ceremony is maintained for the entire 14 days of Sacred Time, an enemy as far as 200 km away might be summoned. If the caster has a heroquesting enemy, the spell always tries to summon that being, in addition to the enemy initially summoned by the effigy. Once the effigy is destroyed, the enemy is no longer compelled to travel, but might come anyway, especially if companions, allies, and followers have already begun traveling.</p>	Touch, Ritual, Difficulty 11
Sun Shield	1	<p>The caster’s shield glows like the sun. It illuminates the area to the user’s front out to 20 squares as bright as day and up to 40 squares like twilight. Any target without a O or O rune attacking the caster from their front using vision, night vision or dark vision has H2 to attack rolls with Weapons.</p>	Self, Duration

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Name	RP	Effects	Other
Sunbright	1	This spell creates a 40 square radius circle of light around the target of the spell. If the target is unwilling it is an Attack Spell. This light gives the effect of full daylight, and so affects creatures such as cave trolls. It demoralizes vampires, ghouls, and other intelligent undead (per the Demoralize spell). Anyone who attacks the target using Vision, Night Vision or Dark Sense suffers H1 to their Weapons skill. A Darkness elemental takes a Hurt each turn it remains within the influence of a Sunbright spell. If a Sunbright spell is cast directly upon a Darkness elemental it dissolves and the spell then ends because it has no target.	Ranged, Attack Spell
Sunripen	Var	This spell must be cast on the first day of the year after Sacred Time. It allows the newly awakened plant life within ten meters of the caster to draw upon the sun's powers to grow without mold, rust, or disease. The sun helps it resist insects and parasites and ripen to its richest. It works on 5 Hides per point. The operator of the land has has E1 to Customs this year to determine the success of the harvest. On a Major Success the bonus is E2.	Touch, Ritual, Duration: One Year, Difficulty 8
Sunspear	Var	This spell works only in direct sunlight. When cast, a shaft of sunfire strikes a Small Blast for 2 RP or a Large Blast for 3 RP. The target must be visible to the caster. Causes its augmented rune in Fire Damage E2. Also causes Dazzled on a Success and Blinded on a Major Success. It ignores magical protection. At the referee's discretion, this spell may set flammable material on fire, or melt non-flammable items, depending on the damage rolled and the circumstances.	Ranged, Physical Agent
Support	Var	This spell holds up any section of wall, irrigation ditch, or canal for one day. It supports a volume of 100 cubes per RP. On a Major Success acts as though an extra RP was used.	Ranged, Duration: 1 Day, Difficulty 7
Supress Lodril	Var	This spell costs 2 RP to create a sphere 2 squares in radius, centred on any specified spot within range. If centred on an unwilling target it is an Attack Spell. Inside the area is the equivalent of night. Any ☉ or ☽ initiate or runemasters that crosses the boundary of the spell is attacked by the rune of the spell against Health (armour doesn't count) and on a Success they are Hurt and on a Major Success Wounded. Any spells from ☉ or ☽ initiates or runemasters crossing the sphere's boundary are H4. This spell may be cast to encircle a member of such a cult, and thus restrict their movements. Each additional RP used in this spell makes the damage E2 makes spells an additional H2.	Ranged, Attack Spell, Duration
Supress Oakfed	Var	When cast on a fire, each point decreases the fire's footprint by 1 step on the following scale and increases its intensity to match: 0 Square: like a candle flame 1 square: D6 E2 4 squares: D6 E2 9 squares: D10 E2 16 squares: D10 E2 25 squares: D10 E2 It can't make a fire smaller than this. If fuel is available for the decreased fire it can still spread. See the Fire and Light rules in PavisQuest: Core Rules. If cast on a Fire elemental, it decreases the elemental's size by 1 per point. If cast on a weapon with Fire Weapon on it then it makes the damage dealt P2 per point. On a Major Success it acts as though another RP had been used.	Ranged, Difficulty 6 or Attack Spell
Sureshot	1	This spell is cast upon a missile weapon. On the target's next two missile attacks treat a Major Failure (but not a Fumble) or Failure as a Success. This spell is compatible with Speedart or Fire Arrow. It can be combined with Multimissile but it only affects the real missile.	Ranged, Duration

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Name	RP	Effects	Other
Swallow	Var	Each point of this spell allows the user to instantaneously swallow something. For a living thing 1 point is Size -3 and each point adds 1 Size. Thus, a 2-point spell allows the user to swallow an average dog whole. For inanimate objects each point is 1 ENC up to 3 then 4 point is a cube and then 1 cube per extra point. If aimed at a moving target then the user has to hit with a Carnivore Bite attack (even if it doesn't normally have one) and on a hit the spell takes effect rather than causing damage. Any living being swallowed by the caster dies immediately. If the bite misses the spell fails. The swallowed item or substance is destroyed and vanishes entirely. The caster remains unharmed even if swallowing actively dangerous substances such as fire, acid, or poison. Furthermore, the caster does not suffer any consequences from using this spell, such as increased size due to the amount swallowed.	Self
Sweat Acid	1	This causes the target's skin to secrete an acid. The target and the items they carry or wear are not affected by the acid, but beings or foreign items that touch the target are attacked by acid with the rune of the spell.	Touch, Duration
Switch Places	1	This spell must be cast at an apparition created through the Illusory Sight Rune spell that the caster can see. The caster trades places with the apparition. A common tactic is for the caster to create an apparition of themselves, allow it to be revealed as an illusion (and thus of no further interest), and then cast Switch Places.	Self
Take on Pain	1	The target stops experiencing pain as a disabling or agonising sensation. They still feel that they are injured or sick but they don't experience the resulting pain. This means that they aren't disabled or penalised the pain caused by wounds or hurts though they still experience other physiological consequences. The referee should determine how much difference this makes depending on the type of injury but is often allows the target to carry on acting and reduces penalties. The pain is instead transferred to the caster who is around H1 to skills except Health for every Wound or two Hurts the target has. Again the referee should adjudicate the size of the penalty according to the nature of the injuries. On a Major Success half the penalties to the caster.	Ranged, Duration, Difficulty 6
Tame Bull	1	The bull is Calmed enough for the caster to castrate it, hitch it to a plough, or even ride it. The spell works on all male cattle (including all male Praxian herd beasts), castrated cattle (oxen), or sky bulls. If cast on a berserk Storm Bull cultists it ends the Berserker spell and gives them the Calmed condition.	Ranged, Attack Spell, Duration

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Name	RP	Effects	Other
Tanglethicket	1	This spell requires seeds so special and rare that usually only 1D6 seeds are available per year to any one shaman or Gardener. The seeds keep indefinitely. When the spell is cast any number of seeds can be thrown onto arable ground, each seed grows into a 3 x 3 x 3 cube of impenetrable thicket. The thicket takes 15 minutes to reach maturity. If the caster uses Accelerate Growth as well, the thicket matures in seven turns. Cutting the thicket damages the cutting weapon forcing it to make a breakage save each turn. The thicket is flammable though as a wet plant. Each cube destroyed by fire produces large blast of lethal poison gas with a potency of 8 which will persist until the fire burns out and then wind disperses the gas. Each cube of the thicket has a resistance of 8 and it is immune to piercing or bashing attacks. The thicket dies in one day unless maintained with 1 PP per 2 seeds per day. A dead thicket will gradually dry out and then be more flammable, produce less poison gas and get brittle making the breakage save for weapon easier. Each two days makes the breakage save E1, reduces resistance by 1 and reduces poison potency by 1. On a Major Success each seed makes a 4 x 4 x 4 cube.	Ranged, Difficulty 7
Teleportation	Var	The target/s and their carried equipment are teleported to any spot that the caster can see either directly or through the eyes of an allied spirit. 2 RP allows one target (which could be the caster) and each additional RP adds two extra living things at the same time. All targets must be touching the caster. The intended destination must be an actual location capable of accommodating the target/s and cannot be something vague like "into the sky." The spell can be used to teleport an unwilling target but the caster must be in physical contact with the target and it is an Attack Spell against an unwilling target.	Touch, Attack Spell
Terrify Horse	1	This spell only affects horses. It causes the affected horse to panic with no chance to resist: it immediately rears, turns, and flees the caster at an uncontrollable gallop for the spell's duration. The horse attempts to leap or dodge obstacles, forcing a rider to make a Ride tests or fall off. If the horse is trapped so it cannot flee, it collapses, trembling, for the spell's duration.	Ranged, Duration
Three Bow	1	This spell is cast alongside Multimissile. Each point of Multimissile creates 3 extra missiles instead 2.	Touch, Duration
Throw Far	1	The caster can throw javelins or rocks out to a range of 1000 squares with no range penalties.	Self, Duration
Thunderbolt	Var	The sky must have visible cloud cover for this spell to be effective, though clouds could be summoned using the Cloud Call. This spell draws a bolt of divine energy from storm clouds and directs it at a specified target for 2 RP, accompanied with a deafening peal of thunder. This spell does its augmented rune in lighting damage. Neither physical nor magical armour protect against this. However spells which increase Magical Resistance (Such as Countermagic) do work. Against this spell only they add to resistance to the damage. Each extra RP adds another two targets but only one bolt can be aimed at each.	Ranged, Physical Agent
Time's Light Arrow	1	On a Success target is Dazzled for 2 minutes and Hurt. On a Major Success the target is Blinded as their eyes are burned and they are also Wounded. Healing magic is required to cure the blindness.	Ranged, Attack Spell
Tongue	1	This spell turns the caster's tongue into a weapon with a reach of 2 squares. It uses the target's Unarmed skill. If an attack with it is a Success it uses the rune of this spell against Magical Resistance and Physical + Magical Armour. On a Success it causes a Hurt and on a Major Success a Wound as well.	Self, Duration

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Name	RP	Effects	Other
Torrential Downpour	Var	This spell can only be cast outside if it is raining. It changes the Precipitation to Downpour around the caster (see PavisQuest Core Rules). Around 1 Hide of land per point is affected or a circle of radius 350m per RP. On a Major Success either double the duration or acts as though an extra RP had been used.	Self, Duration, Difficulty 9
Track Spirit	1	The caster can unerringly track a spirit through the spirit plane. By following a magical trail.	Self, Duration
Transfer Pregnancy	Var	For 1 RP this spell transfers a pregnancy between willing females of the same species. For 2 RP the targets can be different species, non-sentient or not a biological female.	Touch, Difficulty 9
Transform Head (Bee)	1	This spell turns the target's head into the head of a giant bee. This grants the abilities of storing liquid food internally and of drinking from flowers. The target can drink liquids (including beer, honey, water, etc.) and store them internally without harming the liquid in the least, though if more than one liquid is drunk, it will be mixed with the others. The target can disgorge the liquid later and it is still perfectly drinkable. This liquid can be safely stored past the duration of the spell, but new liquid can not be drunk.	Touch, Duration
Transform Head (Beetle)	1	This spell turns the head of the target into that of a giant beetle, with large spined mandibles. They gain a Carnivore Bite. Gives +1 Armour if the target is wearing no armour.	Touch, Duration
Transform Head (Lion)	1	This spell turns the head of the target into that of a lion. They gain a Carnivore Bite. The target also has Night Vision.	Touch, Duration
Transform Head (Locust)	1	This turns the target's head into that of a giant grasshopper. They gain a Carnivore Bite. The target can also devour anything at will, as long as it is not actually poisonous or actively harmful, such as glowing hot metal.	Touch, Duration
Transform Head (Moth)	1	The target's head becomes that of a large furry moth. The target gains long feathery antennae that can track certain specific objects quite well; when the spell is cast, the target may specify a certain animal or plant species to be sensitive to. The target has E5 to Perception to spot this target, E5 to Survival to track it and can pinpoint its location if it is within 100 squares.	Touch, Duration
Transform Head (Wasp)	1	This spell turns the head of the target into that of a giant wasp. They gain a Carnivore Bite. Gives +1 Armour if the target is wearing no armour.	Touch, Duration
Transform head (Woodlouse)	1	This turns the target's head into that of a giant woodlouse. The target can eat wood or decaying vegetable matter with no ill effects and gain nutrition from it. The target can eat through wooden things like walls and doors reducing their resistance by 1 per turn.	Touch, Duration
Transform Head (Wolf)	1	This spell turns the head of the target into that of a wolf. They gain a Carnivore Bite. The target also has Night Vision.	Touch, Duration
Transform Self	1	This spell must be stacked with the cult's three specialty shapechanging spells. For example, an Odayla cultist uses Bear's Skin, Bear's Strength, and Claws. When these spells are combined with Transform Self, the user bodily transforms into a magical, semi-divine version of the god's animal plus they still have any extra effects of the individual spells. The caster retains their XD and all mental skills and runes. They can still speak and cast spells. Their size changes to that of the thing they transform into but they can choose to take up to increase this size by up to 2 when the spell is cast to become a giant form of their animal. Whilst in this animal form their unarmed attacks count as enchanted like enchanted rune metal for damaging things. This spell doesn't transform equipment so they don't want to be wearing armour when it is used.	Self, Duration+

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Name	RP	Effects	Other
Translate	1	This spell translates all words touched by the target's index finger at normal reading speed (about 3,000 written words in 15 minutes), leaving an impression of the meaning afterwards, in a manner that aids in translations of the same language or script. Untranslatable words are not translated, though the target receives an idea of the word's meaning. On a Major Success works twice as fast.	Touch, Duration, Difficulty 7
Travel Home	Var	The target's home is the place their household currently lives. It must be a fixed structure and they must have lived there for at least a week before this spell can be used. The willing target disappears and reappears at a suitable location at home. If the caster is the target then for each extras RP used then one willing individual that the caster is touching can travel with them to the same location. On a Major Success acts as though an extra RP was used.	Touch, Difficulty 7
Travel Into the West	Var	The caster travels due west. They speed across the surface of the ground at 200 kph, dodging to the side or up into the air by a small amount and the minimum necessary to avoid being blocked by individuals or objects. Each use of the magic moves the user up to D100 + 100 km precisely due west. When the magic ends or when the caster end the spell the caster lands on the nearest non-damaging surface (could be in the water). Costs 1 RP for the caster only and for each extra RP then one willing companion who is touching the caster is carried. On a Major Success the caster can choose to travel up to twice the distance.	Self, Difficulty 8
Tree Chopping Song	1	This ritual is performed as a group song that influences every Kyger Litor cult member (including laity) that participates within an area of a massive blast of the caster. The caster and all participants must beat on logs with their mauls or maces as part of the ritual. The effects last for one battle or one day, whichever ends first. All those influenced can use any type of axe against Aldryami of any type using their mace skill ratings instead. No other weapon types convert. In any battle between elves and trolls, the evening before the battle is marked by several gatherings of trolls beating on logs and singing their guttural song.	Self, Ritual, Difficulty 8
True (Weapon)	1	Cast on a specified melee weapon. The weapon's damage is Augmented E2. If the damage would already be Augmented (e.g., because of Augment Athletics) then it is E4. The weapon counts as enchanted and therefor can damage things like spirits.	Touch, Duration
True Shield	1	Target shield has E2 Parry and Resistance.	Touch, Duration
Truespeak	1	This spell compels the victim to speak nothing but the truth, answering all questions in a literal manner. The user must treat each question as an Attack Spell. If the attack roll fails the spell ends. The target can refuse to speak at all. Can be combined with Mind Read.	Ranged, Attack Spell (Streetwise), Duration
Turn Blow	2	For the next turn, this spell duplicates all damage done to the caster onto the attacker. If the caster is struck by a melee or missile attack, any Hurts or Wounds taken by the caster are also taken by the attacker. Poison and blade venom are not affected, but damage from weapon-enhancing spells like Bladesharp is. The spell can be used as a Reaction after an attack hits but before the damage roll.	Self

## Pavis Quest

Name	RP	Effects	Other
Turn Undead	Var	<p>The caster must hold and present a death rune whilst casting this spell. The rune can be emblazoned on a shield or could actually be a sword. For 1 point targets a blast, 2 points a large blast or 3 points a massive blast centred on the caster. The caster makes an Attack Spell roll separately against each undead in the area.</p> <ul style="list-style-type: none"> <li>• Major Success: an undead with XD 10 or lower is destroyed and turned to dust. Other Undead are Paralysed whilst inside the blast.</li> <li>• Success: the undead must move out of the blast and stay outside it if it can. It can't deliberately move into the blast or attack into the blast. If it can't get out of the blast it stays as far away from the caster as it can and does nothing else.</li> <li>• Failure: whilst inside the blast the undead is H2 to hit with attacks.</li> </ul> <p>The spell lasts for 10 turns and is attached to the caster and moves with them. Whilst maintaining the spell the caster can't move more than 5 squares each turn. If they move more than this, drop their death rune or lose consciousness the spell ends.</p>	Self, Attack Spell, Duration: 10 turns.
Unbreakable Line	2	Targets a phalanx of Yelmalio initiates or rune masters all standing within 1 square of each other. Each member of the phalanx is immune to recoil and knockback as long as they remain in the phalanx, are in good standing with the cult and has not broken any geases	Ranged, Duration, Difficulty 8
Unisonance	Var	The caster must sit upon the ground, in front of a fire with a specially enchanted instrument. Upon casting the spell, the instrument resonates with the other instrument with which it is paired. The caster can then communicate back and forth musically over 30 km per RP. Communication is carried out with the melodies played. On a Major Success acts as though an extra RP was used.	Touch, Duration, Difficulty 7
Unity	1	Two targets feel a passionate love for one another. The caster can be one of the targets. When the spell ends the passion fades to a vague longing.	Ranged, Duration
Venom Bite	1	The target's bite injects Paralysing scorpion venom with potency equal to the average of the spell.	Touch, Duration
Venom Boosting	Var	Target scorpion man stinger injects poison with an extra 3 potency for 1 RP or 6 potency for 2 RP.	Touch, Duration
Vesper	Var	This spell causes the caster to glow with a dull, bloody red colour. This glow covers a 4 square radius. The caster and their allies have 1 Spirit Armour, E1 to hit in spirit combat and E1 to success in spellcasting while they are within the glow. Each additional point either increases the radius by 4 squares or adds another 1 to the bonuses. On a Major Success acts as though another RP was used.	Self, Duration, Difficulty 8
Vex	Var	Targets up to two individual plus two per extra RP used. On a Success the target can only use their actions to move as fast as possible toward the caster or to attack the caster with a melee attack. On a Major Success they are also affected as for the spirit magic spell Fanaticism.	Ranged, Duration, Attack Spell
Vision	1	This spell targets an individual including a spirit. It gives the caster a viewpoint up to 100 squares away from the position of the target of the spell. Looking from this viewpoint is approximately like looking through the caster's eyes, but it gives a 180° view. The viewpoint can be turned up to 180° in a turn. The viewpoint cannot move. While using Vision, the caster cannot use their own eyes. However, they can switch back and forth between the spell's viewpoint and their own from one turn to the next. The viewpoint is visible as a semi-transparent sphere about four cm in diameter. Attack spells cast at the viewpoint affect the caster of the Vision spell.	Ranged, Duration



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Name	RP	Effects	Other
Walk in Mountains	1	Target suffers can move in steep and rough terrain without penalties. They will not cause collapses or landslides and can move normally on narrow ledges and paths.	Touch, Duration+
Walk on Moonbeams	1	The caster can walk directly toward or away from the moon as though walking on flat level ground rising into the air as necessary. This spell doesn't work under the Black or Dying Moon. Under the crescent moon each square moved costs 2 movement, under the half-moons each square costs 1 movement and under the full moon each square costs only ½.	Self, Duration
Wall of Stone	Var	For 2 RP creates a wall of stone occupying a line of 8 squares long by 1 square high and 1 square wide resting on the ground and going into the ground by the same distance as the height. Each extra 2 RP adds either 8 squares to the length or 1 square to the height or 1 square to the width. Anyone in the squares of the wall when it is created must either evade or end up on top of it. It doesn't lift solid structures like walls with foundations but it lifts things like tents and huts. If placed touching or through a solid wall or foundation it joins to them rather than breaking them and therefore could end up on both sides of an existing wall. Climbing the wall is difficulty 6. Given time it is possible to break through it but it is very resistant to damage as it is at least a square thick! On a Major Success acts as though an extra 2 RP was used.	Ranged, Difficulty 10
Wall of Thorns	Var	Creates a wall of thorny briars occupying a line of 8 squares long by 2 squares high and 1 square wide. Each extra point adds 8 squares to the length and 1 square to the height. No missile or thrown attacks can be made through it. It can be climbed with a difficulty of 6 causing D6 Piercing damage per turn climbing it. When breaking through it resists damage with its average against fire or its value +2 against cutting -other attacks don't damage it. It can be pushed through by using Athletics against its average value and getting a Success and taking a whole action or on a Major Success costing 2 movement. It causes 2D8 piercing damage to anyone trying to push through it.	Ranged, Duration
Warding	Var	Protects a rectangle surrounding up to 36 squares with 4 silver rods set up at the corners. A warding is 2 squares high and has a roof and floor. It works against anything that crosses from outside to the inside of the area as follows. Everyone inside has E1 per RP Magic Resistance against spells from outside. Any hostile spirit or other insubstantial entity takes 1 Power Drain per RP when they cross the boundary. Any embodied creature takes 1 Hurt per RP. Anything crossing causes an alarm to sound. The warding lasts until the rods are removed. Anyone removing the rods other than the caster suffers the effects of the magic. Instead of increasing the effective effect of the warding the caster can use an RP per extra 36 squares covered. A Major success acts like an extra RP.	Touch, Ritual, Duration: until cancelled, Difficulty 7
Warrior of Stone	Var	This spell animates a prepared statue by putting a XD 8 cult spirit into it. This creates an Animated Statue (see PavisQuest: Creatures & Treasures). For 1 RP this is up to Size 0. Each RP adds 3 to the maximum size that can be animated or 1 to the XD. The cult spirit animating the statue will, of its own accord, attack things that it perceives to be enemies of the cult or things that are attacking it. It doesn't have much initiative and will stay in the same area unless it can directly perceive a threat. A Command Cult Spirit spell can be used to give it instructions. If the statue has been prepared as a 2-point Binding Enchantment then if a Command Cult Spirit is used with this spell then the spirit can be bound into the statue. It can then be used as a long-term guardian. This binding does not end with the death of the caster.	Touch, Duration, Difficulty 7

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Name	RP	Effects	Other
Water Wall	Var	Creates a wall of swirling water occupying a line of 8 squares long by 2 squares high and 1 square thick. Each extra point adds 8 squares to the length and 2 squares to the height. No missile or thrown attacks can be made through it. Anyone entering it or trying to make a melee attack into or through it must resist its average with Athletics and on any Success the target moves back 1 square and falls down.	Ranged, Duration
Waste Loins	2	The target becomes forever impotent and sterile or barren: they can never again produce any children.	Ranged, Attack Spell (Health)
Waterspout	Var	This spell creates a waterspout. It must be cast in a river, lake or sea. For each RP stacked, it has a height of 4 squares and a diameter of two squares. Targets more than 1 square below the water surface are safe from the spout. Anything caught in the spout takes solid damage equal to the rune of the spell. Once created the spout moves D10 in a random direction at the start of the caster's turn.	Ranged, Physical Agent, Duration
Waterwalk	1	The target can walk on water without sinking. If the water is rough it counts as bad going.	Ranged, Duration
Webbing	Var	This spell hurls a mass of silvery strands onto a blast template for 1 RP or a large blast for 2 RP. An evade can be used to try to get out of the area. Anyone hit by the strands is Grappled by the web. The strength of the grapple is equal to the average of the spell. Anyone walking over the web is also Grappled. It is possible to jump over the web. Breaking the grapple in a square removes the web from that square. The web in a square can also be attacked using fire at E3 or with a cutting attack. Its resistance is equal to its average in each square.	Ranged, Difficulty 7
Weigh Gold	1	Caster knows the exact weight of the gold in the object they choose. This can be a block of gold, gold nugget, a set coins or a gold object. If cast on a bulk object like a mountain it works on the volume of 1000 cubes nearest the caster. It tells the caster about the purity by giving them the weight of pure gold only and hence also its value in wheels.	Touch, Difficulty 6
Wielder of Age	Var	The target's physical age becomes older or younger by 10 years per point. They retain all knowledge and skills (though may not have the physical ability to perform them). The target can't be made younger than a new-born or older than the maximum possible age for their species.	Ranged, Attack Spell, Duration
Wind Walking	2	This spell permits the target to walk on the air as though it were solid ground. The speed through the air is equal to normal movement speed with +2 for moving in the direction of the wind, 4 for a gale or 6 for a hurricane. The same are applied as penalties if moving against the wind. The target can climb or dive at a cost of 2 move per square.	Touch, Duration
Wind Warp	Var	This spell changes the wind direction by up to 60°, in the direction of the caster's choice, over a 100 square radius around the caster. Each additional RP either adds 60° more or increases the radius of effect by another 100 squares. This spell also doubles the effect of wind on missile weapons. When the spell ends, the wind hesitates, motionless, for one turn, then abruptly returns to its former direction. Small whirlwinds may form at the spell's boundaries, where the wind is forced to clash with itself. On a Major Success acts as though an additional RP was used.	Self, Duration, Difficulty 7
Wind Words	1	The caster causes the wind to bring conversations to their ears, as if they were standing next to the speaker. The caster can choose which conversations they wish to hear within range.	Ranged, Duration, Difficulty 5
Wings	1	Eagle's wings grow from the caster's back in proportion to their size, granting Flight +6. The user can't be wearing anything on their back which makes normal armour max 2.	Touch, Duration

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Name	RP	Effects	Other
Wither	2	Part of the target's body withers, becoming permanently deformed and useless. On a Major Success the target dies as their head or torso withers. On a Success roll D6 to see which limb withers: 1: Right arm 2: Left arm 3-4: Right leg 5-6: Left leg A withered limb cannot be healed but could be amputated; Regrow Limb or other similar spells could then restore it.	Ranged, Attack Spell (Health)
Wither Crops	2	Crops growing on 1 Hide of land wither and die. On a Major Success 2 Hides are affected.	Ranged, Ritual, Difficulty 8
Wolf Hide	2	This spell can only be cast upon a Telmor initiate. The target sprouts fur and a tail. Only magic, fire, iron, or enchanted weapons penetrate the target's fur. Weapon affecting spells still do their damage. For example if an ordinary bronze sword with Bladesharp 3 strikes the target the damage is only 3. If the whole blade were enchanted—such as with a Truesword or Fire Weapon the entire damage is used. Poison still affects the target if the skin is penetrated. The target still needs oxygen and can be asphyxiated or drowned. This spell cannot be cast on Waterday or Clayday.	Touch, Duration
Wolfrunning	1	This spell can only be cast upon a Telmor initiate. It turns the target's arms and legs into the limbs of a wolf, permitting them to run on all fours. They gain Running +4, Gymnastics E4 and Stealth E4. The wolf-limbs prevent the user from holding weapons and using devices. This spell cannot be cast on Waterday or Clayday.	Touch, Duration
Wood Shards	1	Attacks all targets in a cone starting from the caster. Deals its augmented rune in solid damage. The damage is P1 against semi-heavy armour or P2 against heavy or extra heavy armour.	Self, Physical Agent
Wood Weapon	1	Creates a hardened wooden spear, sword or bow from a piece of wood of suitable size. Counts as being as hard as bronze	Touch, Duration

### Curse of Thed

Effect marked \* are not influenced by Duration.

D100	Effect
01-03	1 Power Drain
04-05	2 Power Drain
06	3 Power Drain
07-09	H1 Gymnastics, Weapons, Stealth
10-11	H2 Gymnastics, Weapons, Stealth
12	H3 Gymnastics, Weapons, Stealth
13-14	H2 Athletics
15	H4 Athletics
16-17	H2 Health
18	H3 Health
19-20	No Reactions.
21-22	No Magical Resistance to 1-point spells.
23-24	Drenched in acid of 2D10 potency.*
25-26	Engulfed in flame. Take 2D10 E4 fire damage. *
27-28	Attracts magic: all 1-point attack spells cast in a 15 square radius automatically targets against the victim.
29-30	Immune to fire damage.
31-32	Stupefied.
33-35	All attempts to hit the victim are E2.

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36-37	One valuable gem, magic item, or weapon in the victim's possession is eaten by Chaos and disappears forever.*
38-40	Take 1 Hurt per minute.
41-42	Befuddled.
43-45	Non-Rune metals do double damage to victim.
46	Victim is rendered incapable of physically attacking.
47-48	All attempts to hit the victim are E3.
49-50	Attacked by 2010 potency lethal poison with a delay of 3 turns.*
51-52	Takes 1 Hurt per turn,
53-54	All weapon damage against the victim is E2.
55-56	Victim bound as though in a Binding Enchantment spell into an object held by the caster.
57-58	No Magical Resistance to 1or 2-point spells.
59-60	A spirit of Possession Spirit with an XD the same as the caster's rune attacks the victim.
61-62	Explosion, 2D10 E2 fire damage in a large blast centred on the target.*
63-65	Victim becomes physically indistinguishable from caster of spell.
66-67	Victim becomes silent when moving; add B2 to Stealth. Permanent.*
68-70	Target becomes a magic attractant for 1- and 2-point spells: all spirit magic spells cast at anyone, beneficial or harmful, within 2 squares of the target instead strike target.
71-72	All weapon damage is E3 against the victim.
73-74	All weapon damage is E4 against the victim.
75-76	All weapon damage is E5 against the victim.
77	Victim cannot cast attack spells or physical agents.
78-80	Victim takes a Minor Wound each turn.
81-82	Victim Paralysed.
83-84	Victim acts as having the Fanaticism spell on them,
85	Foes have +40% chance to hit victim.
86-87	All normal objects on victim's body are devoured by Chaos, and victim stands naked and unarmed. Magical items disappear for the duration but the rest is gone forever.
88-90	Victim can make no vocal sounds, including spell casting.
91-92	Victim is Unconscious.
93-94	Victim becomes magic attractant for all spells cast within 2 squares.
95-96	Victim Demoralized (as the spell)
97-98	Size -2.
99	Roll twice, rolling again if this result is rolled once more.
00	Victim joins caster's side for duration of spell.

## Cults: Spells and Aspects

### Cults and Aspects

Initiates of cults can each choose one skill to add to their Aspect. This skill is **Augmented**.

### Spells by Cult

Each cult will have a list of Rune Spells that they have and also many have some Spirit Magic Spells they teach at reduced cost – note that these are not necessarily from the same runes as the ones used by other cults or shamans. Those marked \* are usually only available to rune levels (rune priests, god-talkers and rune-lords). Those marked \*\* are only available to Chief and High Priests. Some cults are Spirit Traditions which means their shamans teach any Spirit Magic Spell that matches the cult's runes. A spirit tradition has the spirit spells Summon and Command for their cult spirits. Lunar Cults also teach all the spells of their runes though at a higher cost. Some cults have a prohibited list of banned spells.

## Pavis Quest

### Common Rune Spells and Enchantments

These are available to every cult unless noted otherwise by class (Common or Universal). All can be gained and used with any rune of the cult. A cult's Command and Summon Cult Spirit work on their listed Cult Spirits.

#### Common Rune Spells

Command Cult Spirit  
Dismiss Magic  
Divination  
Extension  
Find Enemy  
Heal Wound  
Multispell  
Soul Sight  
Spirit Block  
Summon Cult Spirit  
Warding

#### Common Enchantments

Binding Enchantment\*  
Spirit Armour Enchantment\*  
Power Point Enchantment\*  
Matrix Creation\*

#### Universal Rune Spells

Ban\*\*  
Sanctify

## Pavis Quest

### Cults A

<b>Aldrya</b>	<b>†</b>	<b>□</b>	<b>⌘</b>
	<p><b>Aspect: Bow</b> No Common Rune Magic unless listed</p> <p><u>Initiate and Rune Lord</u> Arrow Trance, Barkskin, Chameleon, Divination, Silence Sphere, Wood Weapon</p> <p><u>Rune Lord</u> Ban, Binding Enchantment, Power Point Enchantment</p> <p><u>Shaman</u> Animate War Tree, Chameleon, Create War Tree, Divination, Plant Spy, Silence Sphere, Tanglethicket</p> <p><u>Elder Sister</u> All Common Rune Magic Animate War Tree, Chameleon, Create War Tree, Plant Spy, Power Point Enchantment, Shape Wood Silence Sphere, Tanglethicket, Wall of Thorns</p> <p><u>Gardener</u> As Rune Lord plus Elder Sister and Discoporate, Wood Shards</p> <p><b>Spirit Magic</b> <u>Lay Members</u> Heal, Speedart</p> <p><u>Higher Ranks</u> Lay Members plus: Binding Enchantment, Control (Cult Spirit), Summon (Cult Spirit), Mobility, Multimissile, Power Point Enchantment, Preserve Herbs, Repair</p>	<p><b>Aspect: Survival</b> No Common Rune Magic unless listed</p> <p><u>Initiate and Rune Lord</u> Shield</p> <p><u>Rune Lord</u> Enchant Copper, Matrix Creation</p> <p><u>Shaman</u> Absorption</p> <p><u>Elder Sister</u> All Common Rune Magic Absorption, Enchant Copper, Matrix Creation, Shield</p> <p><u>Gardener</u> As Rune Lord plus Elder Sister</p> <p><b>Spirit Magic</b> <u>All but Lay Members</u> Countermagic, Dispel Magic Extinguish, Second Sight, Silence, Strengthening Enchantment, Summon (Cult Spirit)</p>	<p><b>Aspect: Gymnastics</b> No Common Rune Magic unless listed</p> <p><u>Initiate and Rune Lord</u> Accelerate Growth, Heal Body, Reflection</p> <p><u>Rune Lord</u> Spirit Armour Enchantment</p> <p><u>Shaman</u> Accelerate Growth, Heal Body</p> <p><u>Elder Sister</u> All Common Rune Magic Accelerate Growth, Heal Body, Reflection, Resurrection, Spirit Armour Enchantment</p> <p><u>Gardener</u> As Rune Lord plus Elder Sister</p> <p><b>Spirit Magic</b> <u>All but Lay Members</u> Befuddle, Light, Shimmer, Spirit Screen, Summon (Cult Spirit), Vigour</p>
Cult Spirits	Plant Spirits	Earth Spirits	Fertility Spirits
Prohibited	Ignite, Darkwall		
Special	Shamans do not get all spirit spells – just those listed.		
Associates	Flamal † Bear Fruit, Yelmalio O Cats's Eye (Shamans), Chalana Arroy III Cure All Disease, Ernalda □ Dismiss Earth Elemental, Earthpower (Gardeners), Gata □ Gnome to Gargoyle (Wood Lords, Gardeners), Dendara III Restore Health, Eiritha ▼ Speak with Herd Beasts (Shamans, Wood Lords, Gardeners), Ernalda □ Medium Earth Elementals (Elder Sisters), Yelm ⌘ Sunripen (Gardeners)		

## Pavis Quest

<b>Annilla ☉ (Blue Moon)</b>	<p><b>Aspect: Gymnastics</b></p> <p>Absorption, Conceal, Divination Block, Invisibility, Spy Rock, Vision</p> <p><u>Spirit Magic</u> Befuddle, Coordination, Countermagic, Darkwall, Dispel Magic, Dullblade, Extinguish, Glamour, Glue, Mindpeech, Night Vision, Second Sight, Slow</p>
Additional Aspects	<p>●: Stealth</p> <p>#: Health</p>
Cult Spirits	Large Selene, Intellect Spirit, Blue Moon Spirit
Associates	Artmal ☉ Vesper, Entekos III Turn Blow, Shargash † Fear
Special	Lunar Cult

<b>Aranea</b>	●	▽	✱
	<p><b>Aspect: Stealth</b></p> <p>No Common Rune Magic</p>	<p><b>Aspect: Riding</b></p> <p>No Common Rune Magic</p> <p>Carapace Spidersilk Spider's Head Spiderlimbs Webbing</p>	<p><b>Aspect: Persuasion</b></p> <p>No Common Rune Magic</p> <p>Remove Curse</p>
Cult Spirits	Darkness Spirits	Spider Spirits	
Special	Spirit Tradition		
Associates	Kropa ▽ Transform Self (Spider)		

<b>Argan Argar</b>	‡	●
	<p><b>Aspect: Customs</b></p> <p>Remove Curse Safe</p> <p><u>Spirit Magic</u> Darkwall Protection</p>	<p><b>Aspect: Spear</b></p> <p>Become Other Create Shadow Dark Walk Dismiss Darkness Elemental Dismiss Fire Elemental Enchant Lead* Supress Lodril</p> <p>Nightcult: Appear as Uz or Human The Only Old One: Cure Iron Burn</p> <p><u>Spirit Magic</u> Detect Magic Glamour Night Vision Vigour</p>
Cult Spirits	Harmony Spirit	Medium Darkness Elemental Darkness Spirits
Prohibited	Light Wall, Light	
Associates	Xentha ● Affix Darkness, Ernalda III Restore Health, Gorakkiki ▽ Speak With Insects	

Pavis Quest






<b>Asrelia</b>	☐	⌘	⌘
	<b>Aspect: Survival</b>	<b>Aspect: Medicine</b>	<b>Aspect: Customs</b>
	Absorption Asrelia's Cavern Dismiss Earth Elemental Enchant Copper* Seek Omen Summon Guardian of Asrelia  <u>Spirit Magic</u> Detect (Precious Metal) Detect Gem Glue Repair	Attach Spirit Command Dog Command Snake Preserve Wealth  <u>Spirit Magic</u> Befuddle Vigour Heal  Subcult: Aleshmara: Bounty	Fortune  <u>Spirit Magic</u> Avert Disaster Countermagic Protection Second Sight
Cult Spirits	Medium Earth Elemental Intellect Spirit	Dog Spirit Snake Spirit	Bad Luck Spirit Good Luck Spirit
Associates	Maran Gor ☐ Blast Earth, Ty Kora Tek † Command Ghost, Babeester Gor ☐ Earth Shield, Lodril ⊙ Earthwarm, Caladra & Aurelion ⌘ Fertilize, Ernalda III Inviolable, Gata ☐ Restore Magic		









Cults B



<b>Babeester Gor</b>	☐	†
	<b>Aspect: Health</b>	<b>Aspect: Athletics</b>
	Brew Blood Beer Dismiss Earth Elemental Earth Shield Enchant Copper* Enchant Iron* No Sleep Shield Stone Weapon Stones Fly  <u>Spirit Magic</u> Heal Strength Vigour	Axe Trance Berserker Death Paint Ritual Slash  <u>Spirit Magic</u> Bladesharp Demoralize Detect Enemies Disruption
Cult Spirits	Small Earth Elemental Nakasa	Death Spirit Vengeful Spirit
Associates	Maran Gor ☐ Blast Earth, Asrelia ⌘ Command Dog, Ty Kora Tek † Command Ghost, Gata ☐ Gnome to Gargoyle, Ernalda III Heal Body	



Pavis Quest




<b>Bagog</b>				
	<b>Aspect: Mace</b>	<b>Aspect: Health</b>	<b>Aspect: Stealth</b>	<b>Aspect: Persuasion</b>
	No Common Rune Magic except those listed  Poison Ritual of Devouring Ritual of Rebirth	No Common Rune Magic except those listed  Carapace of Bagog Claws of Bagog Divination Jabbers Sprout Legs Venom Boosting	No Common Rune Magic	No Common Rune Magic except those listed  Heal Wound
	Cult Spirits	Chaos Spirit	Scorpion Spirit	Fear Spirit
Special	Spirit Tradition			
Associates	Primal Chaos  Blessing of Chaos			



<b>Barntar</b>		
	<b>Aspect: Customs</b>	<b>Aspect: Craft</b>
	<u>Spirit Magic</u> Bladesharp Detect Enemies Mobility	Command Bull Enchant Copper* Plough Tame Bull  <u>Spirit Magic</u> Heal Repair Strength Vigour
	Cult Spirits	Air Spirits
Associated	Grain Goddesses  Bless Crops, Orlanth  Cloud Call, Cloud Clear, Ernalda  Heal Body, Heler  Rain, Mahome  Ignite (Spirit Spell), Gustbran  Create Bonfire	

<b>Basmol</b>		
	<b>Aspect: Athletics</b>	<b>Aspect: Bravery</b>
	No Common Rune Magic  Keenclaw Strength of Basmol Transform Head (Lion) Transform Self (Lion)	No Common Rune Magic  <u>Spirit Magic</u> Ironhand
	Cult Spirits	Lion Spirits
Special	Spirit Tradition	
		Death Spirit

<b>Bearpaw</b>		
	<b>Aspect: Customs</b>	<b>Aspect: Stealth</b>
	No Common Rune Magic	No Common Rune Magic  Dismiss Magic
	Cult Spirits	Air Spirit
Special	Spirit Cult	
		Intellect Spirit

Pavis Quest

<b>Bisenslib</b>	 <b>Aspect: Medicine</b>	 <b>Aspect: Arts</b>	 <b>Aspect: Customs</b>	
	Marsh Wader Strengthen Resolve	Bless Birth Command Water Bird Cure Poison Heal Strength Restore Health	Attach Spirit Axis Mundi Discorporation Free Ghost Incarnate Ancestor Resurrect (One Use) Spirit Guardian Spirit Melding Summon Ancestor Summon Specific Ancestor Summon Spirit Teacher	
	Cult Spirits	Emotional Passion Spirit Intellect Spirit Loyal Passion Sprit Worldly Passion Spirit	Fertility Spirit Lustful Passion Spirit	Ancestor Spirit
	Special	Spirit Tradition		
Associated	Everina ✕ Bless Wild Rice, Oslira ✕ Control Flood, Yestendos ✕ Float, Shargash ☉ Shield			

<b>Black Fang</b>	 <b>Aspect: Stealth</b>	 <b>Aspect: Dagger</b>
	No Common Rune Magic except those listed  Divination Extension 1 Spirit Block	No Common Rune Magic except those listed  Invisibility Multispell 1 Shatterering
Cult Spirits		Disorder Spirits
Special	Spirit Cult	

Pavis Quest

<b>Bloody Tusk</b>	☐	▽	†
	<p><b>Aspect: Health</b></p> <p>No Common Rune Magic except those listed</p> <p>Divination Extension Heal Wound Spell Matrix Enchantment*</p> <p>Sub Cults: Gouger ☐: Appease Earth</p> <p><u>Spirit Magic</u> Countermagic Heal 2 Protection Slow Vigour</p>	<p><b>Aspect: Riding</b></p> <p>No Common Rune Magic except those listed</p> <p>Command Cult Spirit Find Enemy Summon Cult Spirit</p> <p><u>Spirit Magic</u> Ironhand Mobility</p> <p>Sub Cults: Aram Ya-Udrum ▽: Command Swine</p>	<p><b>Aspect: Bravery</b></p> <p>No Common Rune Magic except those listed</p> <p>Command Cult Spirit Summon Cult Spirit Dismiss Magic Spirit Block Warding</p> <p>Subcults: Aram Ya-Udrum †: Pain Tooth The Darkness Demon †: Seal Wound Gouger †: Death Binding</p> <p><u>Spirit Magic</u> Bladesharp Demoralize Disruption</p>
Cult Spirits		Swine Spirit	Death Spirit Vengeful Passion Spirit




<b>Breath Friend</b>	⊖	⊙
	<p><b>Aspect: Customs</b></p> <p>No Common Rune Magic</p> <p>Wind Warp</p>	<p><b>Aspect: Knowledge</b></p> <p>No Common Rune Magic</p> <p><u>Spirit Magic</u> Light</p>
Cult Spirits	Air Spirit	Light Spirit
Special	Spirit Cult	





<b>Brother Dog</b>	▽
	<p><b>Aspect: Perception</b></p> <p>No Common Rune Magic</p> <p>Conquer Beast Identify Scent</p>
Cult Spirits	Dog Spirit
Special	Spirit Cult


<b>Burners</b>	⊙
	<p><b>Aspect: Bow</b></p> <p>No Common Rune Magic</p> <p><u>Spirit Magic</u> Fire Arrow Fire Weapon Ignite</p>
Cult Spirits	Fire Spirits
Special	Spirit Society. Allows shared RP between fire spirit cults.

## Pavis Quest

### Cults C

<b>Cacodemon</b>			
	<b>Aspect: Dagger</b>	<b>Aspect: Gymnastics</b>	<b>Aspect: Persuasion</b>
	No Common Rune Magic Except those listed	No Common Rune Magic Except those listed	No Common Rune Magic Except those listed
	Command Cult Spirit Extension Fiendish Presence Heal Wound Summon Cult Spirit  <u>Spirit Magic Spells</u> Disruption	Command Cult Spirit Concealment Detection Blank False Form Multispell 2 Summon Cult Spirit	Command Cult Spirit Create Ghost Create Skeleton Create Zombie Find Enemy Sever Spirit (One Use) Soul Sight Spirit Block Summon Cult Spirit Warding
Cult Spirits	Chaos Spirit Faithless Passion Spirit Fear Spirit Hatred Spirit	Disorder Spirit	Death Spirit
Special	Divine Intervention only ever summons a Fiend of Cacodemon		
Associates	Mallia † Cause Blotches		

<b>Caladra and Aurelion</b>				
	<b>Aspect: Customs</b>	<b>Aspect: Customs</b>	<b>Aspect: Gymnastics</b>	<b>Aspect: Survival</b>
	Burning Hands Earthwarm Firedwell Protection Against Cold Protection Against Fire  <u>Spirit Magic</u> Ignite	Attach Spirit Enchant Instrument* Matrix Creation Unisonance	Fertilize Cure Poison Heal Strength	Enchant Copper* Enchant Gold* Enchant Iron*  <u>Spirit Magic</u> Detect Gems Detect Gold Detect Earthblood Detect Firebone Detect Diamond
	Cult Spirits	Emotional Passion Spirit Small Fire Elemental Fire Spirit	Harmony Spirit Kind Passion Spirit	Fertility Spirit Generous Passion Spirit
Prohibited	Disruption, Extinguish, Fanaticism, Bludgeon, Darkwall			
Associated	Ernalda ✕ Bless Crops, Mostal □ Diamond Edge, Asrelia □ Hide Wealth, Lodril ⊙ Heat Blast			

<b>Cannibal Cult</b>	
	<b>Aspect: Net</b>
	No Common Rune Magic
	Devour Foe
Cult Spirits	Hunger Spirit
Special	Spirit Cult

Pavis Quest



<b>Chalana Arroy</b>	<b>III</b>		<b>X</b>	
	<b>Aspect: Customs</b>		<b>Aspect: Gymnastics</b>	
	Attach Spirit Cure Chaos Wound Comfort Song Cure All Disease Cure Poison Harmony Remove Curse Regrow Limb Restore Health Restore Mind Resurrect  Subcult Errissa O: Restore Vision Subcult: Sisters of Mercy: Refine Medicine Zotulla: Absorption  <u>Spirit Magic</u> Dullblade Heal Light Shimmer Sleep		Remove Fungus  <u>Spirit Magic</u> Befuddle Preserve Herbs Vigour	
	Cult Spirits	Forgiving Passion Spirit Harmony Spirit Healing Spirit Kind Passion Spirit	Generous Passion Spirit	
	Prohibited	Bladesharp, Bludgeon, Cold Arrow, Cold Weapon, Demoralize, Disrupt, Firearrow, Fireblade, Ironhand, Lightning Arrow, Lightning Weapon, Multimissile, Speedart		
Associates	Aldrya X Accelerate Growth, Lhankor Mhy Y Analyse Magic, Ernalda X Bless Pregnancy, Yelm X Fight Disease, Orlanth R Shield, Eiritha V Speak with Herd Beasts, Orlanth R Wind Words			


<b>Chalk Man</b>	<b>□</b>	<b>∩</b>
	<b>Aspect: Medicine</b>	<b>Aspect: Customs</b>
	No Common Rune Magic  Drive Out Spirit Fight Giant  <u>Spirit Magic</u> Heal	No Common Rune Magic  <u>Spirit Magic</u> Avert Disaster
	Cult Spirits	Earth Spirit  Bad Luck Spirit Good Luck Spirit
Special	Spirit Cult	

<b>Condor</b>	<b>▽</b>
	<b>Aspect: Perception</b>
	No Common Rune Magic  Command Condor  <u>Spirit Magic</u> Farsee
	Cult Spirits
Special	Spirit Cult

## Pavis Quest

### Cults D



<b>Daka Fal</b>		
	<b>Aspect: Knowledge</b>	<b>Aspect: Survival</b>
		Attach Spirit Axis Mundi Discorporation Free Ghost Incarnate Ancestor Resurrect (One Use) Spirit Guardian Spirit Melding Summon Ancestor Summon Specific Ancestor Summon Spirit Teacher
	Cult Spirits	Intellect Spirit
Special	Spirit Tradition	









<b>Danfiv Xaron</b>		<b>Aspect: Flail</b>
		Endurance, Madness, Reflection, Resist Pain, Silver Track, Enchant Silver*  <u>Spirit Magic</u> Bludgeon, Fanaticism, Heal, Ironhand, Vigour
Additional Aspects	†: Athletics III: Perception	
Cult Spirits	Madness Spirit, Moon Spirit, Large Lunes, Small Earth, Water, Fire and Darkness Elementals	
Associates	Red Goddess ⊕ Chaos Gift, Ikadz † Agony, Jeset ● Styx's Shore, Orogeria ⊕ Hunter/Prey Link, Gerra (gets Resist Pain as a Cult Special from her), Deezola ⊕ Resurrect (1 use)*, Yanafal Tarnils ⊕ Truesword*, Irrippi Ontor ⊕ Mind Blast, Hon-eel ⊕ Bless Maize*, Hwarim Dalthippa ⊕ Shield*	
Special	Lunar Cult	













<b>Dark Eater</b>		<b>Aspect: Stealth</b>
		No Common Rune Magic  Create Shadow Darksee  <u>Spirit Magic</u> Night Vision
	Cult Spirits	Darkness Spirit
Special	Spirit Cult	

<b>Daxdarius</b>		
	<b>Aspect: Shield</b>	<b>Aspect: Tactics</b>
	Attach Spirit True Shield Heal Strength Phalanx  <u>Spirit Magic</u> Detect Enemies Dispel Magic Heal Farsee Parry Repair	True Spear Enchant Iron* Press Forward Speed Spear  <u>Spirit Magic</u> Bladesharp Courage Spirit Screen
	Cult Spirits	Harmony Spirit Intellect Spirit
Associates	Natha † Red Armour, Dendara III Heal Body, Entekos III Turn Blow	

## Pavis Quest

Deep Well		
	<b>Aspect: Survival</b>	<b>Aspect: Arts</b>
	No Common Rune Magic	No Common Rune Magic
	Spirit Block	<u>Spirit Magic</u> Detect Water
Cult Spirits	Air Spirit	Water Spirit
Special	Spirit Cult	

Deezola		<b>Aspect: Medicine</b>
		Dismiss Earth Elemental, Enchant Silver*, Heal Strength, Regrow Limb, Remove Curse, Resurrect (1 Use)*, Sacred Band
		<u>Spirit Magic</u> Befuddle, Glamour, Heal, Second Sight, Vigour
Additional Aspects	<input checked="" type="checkbox"/> : Gymnastics <input type="checkbox"/> : Health	
Cult Spirits	Madness Spirit, Moon Spirit, Medium Earth Elemental, Large Lunes, Small Water, Fire and Darkness Elementals	
Associates	Red Goddess  Chaos Gift*, Dendara  Heal Body, Gerra  Resist Pain, Yanafal Tarnils  Truesword*, Irrippi Ontor  Mind Blast, Hon-eel  Bless Maize*, Hwarim Dalthippa  Shield*	
Special	Lunar Cult	

Dendara				
	<b>Aspect: Arts</b>	<b>Aspect: Health</b>	<b>Aspect: Customs</b>	<b>Aspect: Knowledge</b>
	Bless Crops Bless Pregnancy Command Domestic Animal	Absorption Earth Wall Enchant Copper* Protection Against Air Stones Fly Return to Life	Attach Spirit Bless Home Heal Body Peace Remove Curse Restore Health	<u>Spirit Magic</u> Light Shimmer
	<u>Spirit Magic</u> Glamour Vigour	<u>Spirit Magic</u> Repair	<u>Spirit Magic</u> Heal Second Sight	
Cult Spirits	Fertility Spirit	Small or Medium Earth Elemental Earth Spirit Industrious Passion Spirit Prudent Passion Spirit	Forgiving Passion Spirit Harmony Spirit Intellect Spirit Kind Passion Spirit	Light Spirit Loyal Passion Spirit Modest Passion Spirit Pure Passion Spirit
Associates	Aldrya  Accelerate Growth, Daxdarius  Heal Strength, Eiritha  Speak to Herd Beasts, Lodril  Earthwarm, Yelm  Cloudclear, Entekos  Turn Blow, Gorgorma  Shield, Naveria  Cross Mountains, Ourania  Inspiration, Polaris  Starbright, Lokarnos  Open or Close Gate, Deezola  Regrow Limb			

Pavis Quest

Defender	<b>Ⓞ</b>	<b>Ⓢ</b>
	<b>Aspect: Survival</b>	<b>Aspect: Shield</b>
	No Common Rune Magic	No Common Rune Magic
	Track Spirit	<u>Spirit Magic</u> Spirit Screen
Cult Spirits	Air Spirit	Intellect Spirit
Special	Spirit Cult	

Dew Maid	<b>⚡</b>	<b>   </b>
	<b>Aspect: Persuasion</b>	<b>Aspect: Stealth</b>
	No Common Rune Magic	No Common Rune Magic
	Dew	<u>Spirit Magic</u> Healing
	<u>Spirit Magic</u> Shimmer	
Cult Spirits	Water Spirit	Harmony Spirit
Special	Spirit Cult	

Doburdun	<b>Ⓞ</b>
	<b>Aspect: Thowstick</b>
	No Common Rune Magic except those listed.
	Cloud Call Command Cult Spirit Dismiss Air Elemental Divination Extension Thunderbolt Protection Against Air Ride Addi Summon Cult Spirit
	<u>Spirit Magic</u> Bludgeon Speedart
Cult Spirits	Air Spirit Small Air Elemental
Associates	Entakos Ⓞ Decrease Wind, Shafesora Ⓞ Rain

Donandar	<b>   </b>	<b>⚡</b>
	<b>Aspect: Streetwise</b>	<b>Aspect: Persuasion</b>
	No Common Rune Magic Except those listed	No Common Rune Magic Except those listed
	Binding Enchantment* Command Cult Spirit Divination Extension Group Dance Harmonise Matrix Creation* Power Point Enchantment* Summon Cult Spirit	Command Cult Spirit Illusory Motion Illusory Sight Illusory Sound Spirit Armour Enchantment* Summon Cult Spirit Switch Places
	<u>Spirit Magic</u> Co-ordination Heal	<u>Spirit Magic</u> Bladesharp Detect Illusion Glamour
Cult Spirits	Arts Spirit Harmony Spirit	Deceitful Passion Spirit Frivolous Passion Spirit Illusion Spirit Superficial Passion Spirit
Associates	Eurmial ⚡ Group Laughter	



## Pavis Quest

### Cults E

<b>Earth Witch</b>	□	⚔
	<b>Aspect: Health</b>	<b>Aspect: Survival</b>
	No Common Rune Magic  Command Earth Elemental Dismiss Earth Elemental Stones Fly Stone Weapon Summon Earth Elemental	No Common Rune Magic
Cult Spirits	Earth Spirit Industrious Passion Spirit Landscape Spirits □ Large Earth Elemental Lustful Passion Spirit Prudent Passion Spirit	Arbitrary Passion Spirit Cruel Passion Spirit
Special	Spirit Tradition	

<b>Eiritha</b>	▼	⚔	□
	<b>Aspect: Athletics</b>	<b>Aspect: Customs</b>	<b>Aspect: Health</b>
	Bless Animals Speak with Herd Beasts Call Herd Animal  <u>Spirit Magic</u> Farsee	<u>Spirit Magic</u> Ignite	<u>Spirit Magic</u> Heal Slow Spirit Screen
Cult Spirits	Herd Animal Spirits	Fertility Spirit	Earth Spirit
Prohibited	Bladesharp, Bludgeon, Disruption, Fanaticism, Firearrow, Fireblade, Ironhand, Multimissile, Protection, Speedart		
Associates	Aldrya ⚔ Accelerate Growth, Earth Witch □ Dismiss Earth Elemental, Ernalda □ Dismiss Earth Elemental, Aldrya ⚔ Heal Body, Ernalda III Heal Body, Ronanace ⚔ Pathway, Three Bean Circus III Peace*, Good Shepherd ⚔ Seal Soul, Waha ⚔ Shield, Earth Witch □ Large Earth Elementals, Ernalda □ Medium Earth Elementals, Dendara III Heal Body, Ertelenari ▼ Identify Scent, Naveria ⚔ Bless Pregnancy, Lokarnos ⚔ Hie Waggon		

Pavis Quest

<b>Entekos</b>	<b>6</b>	<b>III</b>
	<p><b>Aspect: Gymnastics</b></p> <p>Air Wall Cause Drought Cloud Call Cloudclear Decrease Wind Deflect Missile Desiccate Dismiss Air Elemental Increase Temperature Protection Against Air Stop Breath</p> <p><u>Spirit Magic</u> Co-ordination Shimmer</p> <p>Subcults: Doburdun: Thunderbolt Shafesora: Rain</p>	<p><b>Aspect: Persuasion</b></p> <p>Absorption Attach Spirit Aura of Peace Bless Birth Blessing of the Beloved Goddess Grounding Turn Blow</p> <p><u>Spirit Magic</u> Dullblade Glamour Heal Wisdom</p>
	Cult Spirits	<p>Small Air Elemental Air Spirit</p>
Associates	<p>Annilla ☉ Invisibility, Lokarnos ♃ Bear Burden, Dendara III Heal Body, Lodril ✕ Stamina, Bentus ✕: Seal Soul, Uleria ✕ Inspire Love*, Oria ✕ Bless Crops, Daxdarius III Heal Strength, Natha ☉ Perfect Balance, Orogeria ☉ Walk on Moonbeams, Yelm ✕ Fight Disease, Verithurusa ☉ Seek</p>	

<b>Ernalda</b>	<b>✕</b>	<b>□</b>	<b>III</b>
	<p><b>Aspect: Streetwise</b></p> <p>Arouse Passion Bless Crops Bless Champion Bless Pregnancy Charisma Reproduce</p> <p>Subcults: Enita ✕: Birthing Jolly Fat Man ✕: Seal Soul Kero Finn ✕: Know Lineage Nandan ✕: Pregnancy</p> <p><u>Spirit Magic</u> Shimmer Vigour</p>	<p><b>Aspect: Survival</b></p> <p>Absorption Command Earth Elemental Command Snake Command Swine Dismiss Earth Elemental Earthpower Earth Wall Enchant Copper* Stones Fly Protection Against Air Return to Life</p> <p>Subcults: Kero Finn □: Mountain Leap</p> <p><u>Spirit Magic</u> Second Sight Slow Strength</p>	<p><b>Aspect: Customs</b></p> <p>Attach Spirit Heal Body Inviolable Regrow Limb Restore Health Summon Household Guardian</p> <p><u>Spirit Magic</u> Befuddle Demoralize Heal</p>



## Pavis Quest


Cult Spirits	Pig Spirits	Earth Elementals Earth Spirits Nymphs Snake Daughter Snake Spirits	
Associates	Aldrya ✕ Accelerate Growth, Eiritha ▼ Bless Animals, Flamal † Bear Fruit, Maran Gor □ Blast Earth, Ty Kora Tek † Bless Grave, Magasta ✎ Breathe Air/Water, Minlister ✕ Brew, Choralinthor ✎ Calm Waters, Yelmalio ○ Catseye, Orlanth ☉ Cloud Call, Yelm ☉ Cloud Clear, Gamara ▼ Command Horse, Argan Argar ● Create Shadow, Babeester Gor □ Earth Shield, Lodril ☉ Earthwarm, Caladra & Aurelion ✕ Fertilize, Voria ✕ Flowers, Gata □ Gnome to Gargoyle, Chalana Arroy III Healing Trance, Asrelia □ Hide Wealth, Storm Bull †☉ Impede Chaos, Three Bean Circus III Peace*, Barntar □ Plough, Orlanth ☿ Shield, Gamara ▼ Speak with Horse, Yelorna ☉ Silver Track		

Ertelenari	▼	□
	<b>Aspect: Athletics</b>	<b>Aspect: Health</b>
	Claws Bear's Strength Bear's Skin Identify Scent  <u>Spirit Magic</u> Heal Ironhand	Enchant Copper*  <u>Spirit Magic</u> Protection Strength Vigour
Cult Spirits	Bear Spirits	Earth Spirits
Associates	Eiritha ▼ Call Herd Animal, Oria □ Dismiss Earth Elemental, Verganri ▼ Command Swine, Helpwoman ✕ Bless Pregnancy, Sesenari ✎ Purify Water, Gera ☉ Resist Pain, Orogeria ☉III Transform Self (Bear)	

Etyries ●	<b>Aspect: Customs</b>
	Bless Shop, Exchange, Path Watch, Safe, Reflection  <u>Spirit Magic</u> Countermagic, Extinguish, Farsee, Glue, Ignite, Mobility, Repair
Additional Aspects	‡: Literacy
Cult Spirits	Madness Spirit, Moon Spirit, Trade Spirits, Medium Lune
Associates	Red Goddess ☉ Madness, Seven Mothers ☉ Mind Blast
Special	Lunar Cult



## Pavis Quest



Eurmal	 <b>Aspect: Persuasion</b> No common rune magic except that listed.  Become (Other Shape) Charisma Clairvoyance Block Clever Tongue Create Feast Create Wine Divination Divination Block Group Laughter Hallucinate Hide Fire Illusory Odour Illusory Sight Illusory Sound Illusory Substance Illusory Taste Invisibility Lie Panic Reflection  <u>Spirit Magic</u> Detect Illusion Hotfoot Silence	 <b>Aspect: Gymnastics</b> No common rune magic except that listed.  Binding Enchantment* Crack Extension Fumble Matrix Creation* Multispell Power Point Enchantment* Remove (Body Part) Scram Spirit Armour Enchantment* Strike Swallow  <u>Spirit Magic</u> Disruption
	Special	Each shrine will have only one illusion rune spell and sometimes a similar spirit spell.
	Associates	Donander III Harmonise, Raven ☩ Invisibility, Orlanth ☩ Wind Words








Evening Star	 <b>Aspect: Knowledge</b>  No Common Rune Magic  Affix Light  <u>Spirit Magic</u> Light	
	Cult Spirits	Light Spirit
	Special	Spirit Cult





## Pavis Quest

### Cults F

Father of Independents		
	<b>Aspect: Perception</b>	<b>Aspect: Survival</b>
	No Common Rune Magic  Dead Place Ferry	No Common Rune Magic  <u>Spirit Magic</u> Spirit Screen
Cult Spirits	Man Spirit	Intellect Spirit
Special	Spirit Cult	

Fire Snake		
	<b>Aspect: Perception</b>	<b>Aspect: Health</b>
	No Common Rune Magic  Fire Wall	No Common Rune Magic
Cult Spirits	Fire Spirit	Earth Spirit
Special	Spirit Cult	

Flamal		
	<b>Aspect: Survival</b>	<b>Aspect: Customs</b>
	Barkskin Bear Fruit Remove Fungus Sprout Wall of Thorns  <u>Spirit Magic</u> Vigour	<u>Spirit Magic</u> Befuddle Countermagic Heal
Cult Spirits	Plant Spirits	
Associates	Aldrya  Accelerate Growth, Mee  Vorla Moulder, Slor  Proliferate, Ernalda  Reproduce, Murthdrya  Scum	

Flintnail			
	<b>Aspect: Craft</b>	<b>Aspect: Health</b>	<b>Aspect: Customs</b>
	Common Rune Magic no more than 1 point  Mold Rock Shape Metal Support  <u>Spirit Magic</u> Glue	Common Rune Magic no more than 1 point  Command Cult Spirit Dismiss Earth Elemental Enchant Iron* Summon Cult Spirit Warrior of Stone  <u>Spirit Magic</u> Extinguish Ignite	Common Rune Magic no more than 1 point  <u>Spirit Magic</u> Repair
Cult Spirits	Stasis Spirit	Small or Medium Earth Elementals	
Associates	Pavis  City Harmony		



Pavis Quest




<b>Foundchild</b>	<b>†</b>	<b>☰</b>
	<b>Aspect: Athletics</b>	<b>Aspect: Survival</b>
	Sureshot  <u>Spirit Magic</u> Disruption Multimissile Speedart	Beastmaster Draw Beast  <u>Spirit Magic</u> Detect Life Detect Traps Farsee Mobility Silence Slow
Cult Spirits	Animal Spirits	
Associated	Brother Dog ▼ Conquer Beast, Orogeria Ⓞ Gather Hunters, Votank ✂ Free Ghost	




<b>Frog Woman</b>	<b>⚡</b>	<b>▽</b>	<b>♿</b>
	<b>Aspect: Stealth</b>	<b>Aspect: Water Life</b>	<b>Aspect: Athletics</b>
	No Common Rune Magic  <u>Spirit Magic</u> River Eyes	<u>Spirit Magic</u> Water Way	No Common Rune Magic  Great Leap
Cult Spirits	River Spirits	Frog Spirits Trasker Spirits	Movement Spirits
Special	Spirit Cult		

Pavis Quest

Cults G


<b>Gamara</b>		
	<b>Aspect: Unarmed</b>	<b>Aspect: Riding</b>
	No Common Rune Magic Except those listed  Extension Multispell	No Common Rune Magic Except those listed  Binding Enchantment* Bless Horse Call Horse Command Horse Create Matrix* Heal Wound Speak with Horse  <u>Spirit Magic</u> Mobility
Cult Spirits		Horse Spirits
Associates	Ernalda III Restore Health, Lokarnos ☮ Hie Waggon	



<b>Gargrath</b>			
	<b>Aspect: Survival</b>	<b>Aspect: Stealth</b>	<b>Aspect: Athletics</b>
	No Common Rune Magic Except those listed  Air Wall Command Whirlvish Create Whirlvish Power Point Enchantment* Sanctify Windwalking Wind Warp  <u>Spirit Magic</u> Mobility	No Common Rune Magic Except those listed  Create Tornado Extension Matrix Creation*  <u>Spirit Magic</u> Protection	No Common Rune Magic Except those listed  Enchant Iron* Spirit Armour Enchantment*  <u>Spirit Magic</u> Demoralize Disruption Spirit Screen



<b>Gark</b>			
	<b>Aspect: Unarmed</b>	<b>Aspect: Athletics</b>	<b>Aspect: Persuasion</b>
	Command Zombie  <u>Spirit Magic</u> Dullblade	Eternal Peace  <u>Spirit Magic</u> Glue Slow	Create Zombie  <u>Spirit Magic</u> Demoralize
Cult Spirits	Chaos Spirit	Stasis Spirit	

## Pavis Quest

<b>Gerra</b> ● (Dying)	<p><b>Aspect: Customs</b></p> <p>Heal Body, Resist Pain, Take on Pain</p> <p><u>Spirit Magic</u> Courage, Fanaticism, Heal, Protection, Vigour</p>
Additional Aspects	†: Persuasion □: Health
Cult Spirits	Cold Passion Spirit, Death Spirit, Deep Passion Spirit, Earth Spirit, Forgiving Passion Spirit, Just Passion Spirit, Madness Spirit, Medium Lune, Moon Spirit
Associates	Ertelenari ▼ Survive Cold, Deezola ⊕ Regrow Limb, Danfive Xaron ⊕ Reflection, Red Goddess ⊕ Madness
Special	Lunar Cult

<b>Ghost Darters</b>	 <b>Aspect: Survival</b>
	<p>No Common Rune Magic</p> <p>Ghost Dart</p> <p><u>Spirit Magic</u> Distraction Speedart Spirit Screen Visibility</p>
Special	Spirit Society. Allows sharing of RP between ghost hunting spirit cults.

<b>Good Shepherd</b>	 <b>Aspect: Customs</b>	 <b>Aspect: Gymnastics</b>
	<p>No Common Rune Magic</p> <p>Seal Soul</p> <p><u>Spirit Magic</u> Vigour</p>	<p>No Common Rune Magic</p> <p><u>Spirit Magic</u> Heal</p>
Cult Spirits	Generous Passion Spirit	Intellect Spirit
Special	Spirit Cult	

<b>Gorakiki</b>	 <b>Aspect: Stealth</b>	 <b>Aspect: Riding</b>
	<p>No Common Rune Magic Except those listed</p> <p>Binding Enchantment* Command Cult Spirit Sanctify Spirit Armour Enchantment* Summon Cult Spirit</p>	<p>No Common Rune Magic Except those listed</p> <p>Command Cult Spirit Speak with Insects Summon Cult Spirit Transform Self</p> <p>Subcults: Gorakiki Bee: Transform Head (Bee), Stinger, Sprout Wings Gorakiki Beetle: Transform Head (Beetle), Carapace, Beetle Limbs Gorakiki Locust: Transform Head (Locust), Insect Song, Leaping Legs Gorakiki Moth: Transform Head (Moth), Featherscales, Butterflight Gorakiki Wasp: Transform Head (Wasp), Stinger, Sprout Wings Gorakiki Woodlouse: Transform Head (Woodlouse), Carapace, Crawling Legs</p>



## Pavis Quest

Cult Spirits	Insect Spirits
Special	Spirit Tradition
Associates	Argan 𐌆𐌆𐌆 Argar Safe, Kropa ▼ Transform Self (Insect Type)

<b>Gorgorma</b> ● (Dying)	<p><b>Aspect: Persuasion</b></p> <p>Absorption, Command Bear, Command Dog, Create Ghost, Curse Pregnancy, Curse Man, Nightmare, Second Mouth, Shield, Soul Sight, Waste Loins, Wither Crops</p> <p><u>Spirit Magic</u> Befuddle, Bladesharp, Bludgeon, Demoralize, Disrupt, Ironhand, Slow</p>
Additional Aspects	†: Athletics □: Health
Cult Spirits	Cold Passion Spirit, Death Spirit, Earth Spirit, Fear Spirit, Just Passion Spirit, Madness Spirit, Medium Earth Elemental, Vengeful Passion Spirit
Associates	Dendara III Heal Body, Red Goddess ◊ Madness
Special	Lunar Cult

<b>Grandmother of Spiders</b>	●	▼
	<p><b>Aspect: Stealth</b></p> <p>No Common Rune Magic</p> <p>Create Shadow</p> <p><u>Spirit Magic</u> Night Vision</p>	<p><b>Aspect: Riding</b></p> <p>No Common Rune Magic</p> <p>Webbing</p>
Cult Spirits		Spider Spirit
Special	Spirit Cult	

<b>Great Rhino</b>	▼	□
	<p><b>Aspect: Riding</b></p> <p>No Common Rune Magic</p> <p>Rhino Hide</p> <p><u>Spirit Magic</u> Protection</p>	<p><b>Aspect: Health</b></p> <p>No Common Rune Magic</p> <p><u>Spirit Magic</u> Vigour</p>
Cult Spirits	Rhino Spirit	
Special	Spirit Cult	



<b>Granny Vo and Uncle</b>	*
	<p><b>Aspect: Bow</b></p> <p>No Common Rune Magic</p> <p>Three Bow</p> <p><u>Spirit Magic</u> Speedart Multimissile</p>
Cult Spirits	Fate Spirits
Special	Spirit Cult


<b>Gustbran</b>	⊙	⚙
	<p><b>Aspect: Craft</b></p> <p>Bless Smithy Burning Hands Create Bonfire Dismiss Fire Elemental Furnace Fire Protection Against Cold and Fire</p> <p><u>Spirit Magic</u> Extinguish Fire Weapon Heat Ignite</p>	<p><b>Aspect: Athletics</b></p> <p>Strong Tools</p>
Cult Spirits	Fire Spirit Small Fire Elemental	Industrious Passion Spirit
Associates	Issaries 𐌆𐌆𐌆 Safe, Barntar □ Tame Bull, Arnna □ Lock	

Pavis Quest


Cults H

<b>Heler</b>	 <b>Aspect: Persuasion</b>	 <b>Aspect: Flail</b>	 <b>Aspect: Stealth</b>
	Flood of Rain Rain Change Sex Torrential Downpour Water Wall	Flight Pass Through Barrier	<u>Spirit Magic</u> Coordination Mobility
	<u>Spirit Magic</u> Extinguish Heal	<u>Spirit Magic</u> Protection	
	Cult Spirits	Water Spirit	Air Spirit Large Cloud Elemental
Prohibited	Fire Weapon, Ignite, Fire Arrow		
Associated	Grain Goddesses ☒ Bless Crops, Orlanth ☒ Cloud Call, King Undine ☒ Dismiss Water Elemental, Medium Water Elemental, Engazi ☒ Fireshield, Iphara ☒ See Through Fog		

<b>Hepwoman</b>	 <b>Aspect: Customs</b>	 <b>Aspect: Survival</b>
	No Common Rune Magic  Bless Pregnancy  <u>Spirit Magic</u> Detect Life	No Common Rune Magic  <u>Spirit Magic</u> Heal Ignite
Cult Spirits	Fertility Spirit	Harmony Spirit

<b>Himile</b>	 <b>Aspect: Mace</b>
	Chill Cold Bolt Cold Wall Decrease Temperature Form Ice Ice Wall Protection Against Cold
	<u>Spirit Magic</u> Cool Cold Arrow Cold Weapon Disrupt Extinguish
	Prohibited
Cult Spirits	Cold Spirit Hollri
Associated	Subere ● Command Shade, Valind ● Snow

#

<b>Hon-eel</b> 	<b>Aspect: Gymnastics</b>	
	Bless Maize, Charisma, Cloud Clear, Dance of Power, Dance of Victory, Darksee, Enchant Silver*, Sunripen	
	<u>Spirit Magic</u> Befuddle, Glamour, Heal, Second Sight	
	Additional Aspects	☒: Arts ☐: Health
	Cult Spirits	Madness Spirit, Moon Spirit, Medium Earth Elemental, Medium Lune, Small Fire, Water or Darkness Elemental
Associates	Dendara ☒ Heal Body, Flamal ☒ Sprout, Red Goddess ☐ Madness, Yara Aranis ☐ Terrify Horse, Seven Mothers ☐ Mind Blast	
Special	Lunar Cult	

## Pavis Quest

<b>Humakt</b>	<b>†</b>	<b>Y</b>
	<b>Aspect: Athletics</b>	<b>Aspect: Sense Assassin</b>
	Enchant Iron* Sever Spirit Sword Trance Truesword Turn Undead  Subcults: Hiia Swordsman: Strongblade Indrodar Greydog: Release Undead Makla Man: Stop Resurrection* Yan Starcere: Parry Other Blow  <u>Spirit Magic</u> Bladesharp Demoralize Disruption Fire Weapon	Bind Ghost Detect Truth Morale Oath Shield  <u>Spirit Magic</u> Coordination Detect Enemies Detect Undead Heal Parry Protection Repair Strength Vigour
Prohibited	Bludgeon, Dullblade	
Cult Spirits	Death Spirits	Truth Spirits




<b>Hwarim Dalthippa</b>	<b>●</b>	<b>Aspect: Shield</b>
		Aegis, Behold, Charisma, Create Bridge, Daughter's Road, Enchant Silver*, New Fire, Shield  Subcults Jillaro: City Harmony  <u>Spirit Magic</u> Bladesharp, Coordination, Healing, Glamour, Light, Mobility, Multimissile, Protection, Speedart
Additional Aspects	⚔: Craft ○: Spear	
Cult Spirits	Madness Spirit, Moon Spirit, Medium Lune	
Associates	Seven Mothers ⊕ Dispel Lune, Red Goddess ⊕ Chaos Gift*, Hyalor ○ Command Horse, Yelmalio ○ Cloud Clear, Yelorna ○ Silver Track, Iphagos ⊕ Breathe Life Into Art	
Special	Lunar Cult	




<b>Hungry Fire</b>	<b>◎</b>	<b>Aspect: Survival</b>
		No Common Rune Magic
	Cult Spirits	Small Fire Elemental
Special	Spirit Cult	

<b>Hyena</b>	<b>▽</b>	<b>Aspect: Customs</b>	<b>⌘</b>	<b>Aspect: Stealth</b>
		No Common Rune Magic		No Common Rune Magic
		Hyena's Laugh		
Cult Spirits	Hyena Spirit		Disorder Spirit	
Special	Spirit Cult			

## Pavis Quest

### Cults I

<b>Inora</b>			
	<b>Aspect: Gymnastics</b>	<b>Aspect: Athletics</b>	<b>Aspect: Medicine</b>
	Avalanche Freezing Hands Frost Protection Against Cold Snow Walk in Mountains  <u>Spirit Magic</u> Cold Arrow Cold Weapon	Freeze Ground Snow Shelter  <u>Spirit Magic</u> Protection Slow	<u>Spirit Magic</u> Heal Vigour
Cult Spirits	Cold Spirit Ice Nymph	Stasis Spirit	
Associates	Kero Fin ☒ Regrow Limb, Orlanth ☉ Increase/Decrease Wind, Valind Decrease ● Temperature, Yinkin ▼ Catseye		

<b>Iphara</b>			
	<b>Aspect: Stealth</b>	<b>Aspect: Survival</b>	<b>Aspect: Gymnastics</b>
	Fog Cloak of Fog See Through Fog	Confusing Mist Detection Blank  <u>Spirit Magic</u> Shimmer Silence	<u>Spirit Magic</u> Extinguish
Cult Spirits	Air Spirit Small Air Elemental	Deceitful Passion Spirit	Small Water Elemental Water Spirit
Associates	Heler ☉ Flight, Valind ☉ Cloud Call, Entekos ☉ Decrease Wind		

<b>Iphigios</b> ⊕	<b>Aspect: Arts</b>
	Animate Art, Beautify Location, Breathe Life Into Art, Enchant Silver*, Illusory Odour, Illusory Sight, Illusory Sound, Illusory Substance, Illusory Taste  <u>Spirit Magic</u> Befuddle, Glamour, Shimmer
Additional Aspects	∴ Persuasion
Cult Spirits	Madness Spirit, Moon Spirit, Small Lune
Associates	Hwarim Dalthippa ⊕ Behold, Red Goddess ⊕ Madness
Special	Lunar Cult



## Pavis Quest


<b>Irippi Ontor</b> ⊖	<p><b>Aspect: Literacy</b></p> <p>Analyse Magic, Bedazzle Enemy Gods, Clairvoyance, Enchant Silver*, Knowledge, Mind Blast, Translate, Truespeak</p> <p><u>Spirit Magic</u> Detect (Any), Farsee</p>
Additional Aspects	Y: Customs O: Tactics
Cult Spirits	Madness Spirit, Large Lunes, Small Earth, Water, Fire and Darkness Elementals, Intellect Spirits, Moon Spirits
Special	Any spirit magic spell with the cult's runes is taught for 100L per point. An initiate must become a Lunar Sorcerer with mastery of the ⊖ rune and the Command Sorcerous Technique. They are a member of the Irippi Ontor Sorcery School.
Allies	Red Goddess ⊖ Madness, Yelm ○ Cloud Clear, Deezola ⊖ Resurrect (1 use)*, Yanafal Tarnils ⊖ Truesword*, Hon-eel ⊖ Bless Maize*, Hwarim Dalthippa ⊖ Shield*, Kana Poor ⊖ Confuse Time Sense
Special	Lunar Cult

<b>Issaries</b>	⊕
	<p><b>Aspect: Customs</b></p> <p>Create Great Market** Create Market Lock Passage Path Watch Spell Trading Safe Silvertongue</p> <p>Subcults: Garzeen: Bless Shop ⊕ Goldentongue: Friendly Greeting ⊕ Herald: Recite Message, Mindbridge ⊕</p> <p><u>Spirit Magic</u> Countermagic Detect Enemies Farsee Glamour Glue Mobility Repair</p>
Cult Spirits	Trade Spirit
Associates	Lhankor Mhy Y Analyse Magic, Eurmal ∴ Clever Tongue, Orlanth ⊕ Flight, Chalana Arroy ⊕ Regrow Limb, Gustbran ⊕ Ignite (Spirit Magic) - free

## Pavis Quest

### Cults J

<b>Jajagappa</b>		
	<b>Aspect: Customs</b>	<b>Aspect: Survival</b>
	Command Dog Follow Trail Remove Curse	Attach Spirit Soul Net Spirit Pack
	Cult Spirits	Intellect Spirit Dog Spirit Magic Spirit
	Special	Spirit Tradition
Associates	Ensoval ▼ Identify Scent, Brother Dog ▼ Conquer Beast, Rowdril ▼ Call Pack	

<b>Jakaleel the Witch</b>		<b>Aspect: Medicine</b>
		Attach Spirit, Command Ghost, Discorporation, Command Lune, Enchant Silver*, Remove Curse, Summon Ghost
	Additional Aspects	●: Stealth †: Bravery
	Cult Spirits	Madness Spirit, Moon Spirit, Large Lunes, Small Earth, Darkness, Fire and Water Elementals, Man Spirits
	Associates	Red Goddess ⊕ Madness, Deezola ⊕ Resurrect (1 use)*, Yanafal Tarnils ⊕ Truesword*, Irrippi Ontor ⊕ Mind Blast, Hon-eel ⊕ Bless Maize*, Hwarim Dalthippa ⊕ Shield*, Annilla ⊕ Invisibility, Gorgorma ⊕ Fear, Zorak Zoran ● Command Darkness Elemental
Special	Spirit Tradition, Lunar Cult	

## Pavis Quest

### Cults K



<b>Kana Poor</b> ⊕	<b>Aspect: Tactics</b>  Compress Actions, Confuse Time Sense, Decay Magic, Enchant Silver*, Hold Moment, Reflection, Time's Light Arrow, Wielder of Age  <u>Spirit Magic</u> Detect Illusion, Light, Lightwall
Additional Aspects	Y: Literacy
Cult Spirits	Large Lune, Madness Spirit, Intellect Spirit, Light Spirit, Magic Spirit, Moon Spirit
Associates	Red Goddess ⊕ Chaos Gift*, Irrippi Ontor ⊕ Analyse Magic, Ourania ○ Call on Stars
Special	Lunar Cult




<b>Kastok</b>	⊙
	<b>Aspect: Spear</b>  No Common Rune Magic  Saggitus Shot  <u>Spirit Magic</u> Fire Spear
Special	Spirit Cult

<b>Kolat</b>	⊖	⚔
	<b>Aspect: Gymnastics</b>  No Common Rune Magic  Bind Wind	<b>Aspect: Survival</b>  No Common Rune Magic
Cult Spirits	Air Spirit Emotional Passion Spirit Large Air Elemental Proud Passion Spirit Violent Passion Spirit	Arbitrary Passion Spirit Cruel Passion Spirit Intellect Spirit Magic Spirit Mercurial Passion Spirit
Special	Spirit Tradition	
Orlanth	Orlanth ⊖ Increase/Decrease Wind	

<b>Krarsht</b>	♣	♠	♠
	<b>Aspect: Streetwise</b>  Chomping Sweat Acid Tongue Venom Bite  <u>Spirit Magic</u> Befuddle Brew Pratzim Disrupt	<b>Aspect: Net</b>  <u>Spirit Magic</u> Glue Silence	<b>Aspect: Stealth</b>  <u>Spirit Magic</u> True Net
Cult Spirits	Krarshtides		
Special	Divine Intervention only ever summons 2D6 krarshkids and 1d3 krarshtides.		
Associates	Primal Chaos ♣ Blessing of Chaos*		

Pavis Quest

<b>Kero Finn</b>		
	<b>Aspect: Leadership &amp; Oratory</b>	<b>Aspect: Athletics</b>
	Enchant Copper* Mountain Gale Mountain Leap Mountain Snow  Subcults: Sorana Tor: Human Sacrifice  <u>Spirit Magic</u> Protection Strength	Know Lineage Regrow Limb Bless King  <u>Spirit Magic</u> Heal Vigour
Cult Spirits	Earth Spirit Medium Earth Elemental Oread	Fertility Spirit
Associates	Inora ● Avalanche, Orlanth ☯ Command Air Elemental, Yinkin ▼ Command Alynx, Maran Gor □ Shake Earth, Himile ● Snow, Orogeria Command IIIⓄ Mountain Animal	

<b>Krjalk</b>			
	<b>Aspect: Spear</b>	<b>Aspect: Athletics</b>	<b>Aspect: Persuasion</b>
	No Common Rune Magic except those listed.  Become Krjalki Conversion of Chaos Dismiss Magic Fear Madness Power Drain Warding	No Common Rune Magic except those listed.  Extension	No Common Rune Magic except those listed.  Dismiss Magic Sanctify
Associates	Primal Chaos ♡ Blessing of Chaos*, Porcharngo ♡ Corruption*		







Pavis Quest



<b>Kyger Litor</b>	●	✚
	<b>Aspect: Stealth</b>	<b>Aspect: Leadership &amp; Oratory</b>
	Absorption Blinding Counter Chaos Darksee Dismiss Darkness Elemental Enchant Lead*	Remove Curse  Subcults: Gerak Kag: Jumping (Spirit Magic) Stone Biter: Stone Biting ✚ Tree Chopper: Tree Chopping Song ✚
	<u>Spirit Magic</u> Bludgeon Countermagic Darkwall Dullblade Extinguish Second Sight	<u>Spirit Magic</u> Befuddle Demoralize Disruption Heal Protection Slow Spirit Screen
	Cult Spirits	Uz Spirits
	Darkness Spirit Fear Spirit Large Darkness Elementals	
Special	Includes shamans so can have Students and Assistant Shamans with all Darkness and Man Spirit Magic available.	
Prohibited	Fire Arrow, Fire Weapon, Ignite, Light, Lightwall and any other fire or light spells.	
Associated	Subere ● Attack Soul, Zorak Zoran † Crush, Daka Fal ✘ Summon Specific Ancestor, Xiola Umber III Healing Trance	

## Pavis Quest

### Cults L

<b>Lanbril</b>	<p style="text-align: center;"></p> <p><b>Aspect: Gymnastics</b></p> <p>No Common Rune Magic except those listed.</p> <p>Ban** Binding Enchantment* Dismiss Magic Find Enemy Power Point Enchantment* Spirit Block Warding</p> <p><u>Spirit Magic</u> Befuddle</p>	<p style="text-align: center;"></p> <p><b>Aspect: Persuasion</b></p> <p>No Common Rune Magic except those listed.</p> <p>Divination Block Clairvoyance Block</p> <p><u>Spirit Magic</u> Conceal Item Face of Landril Forget Shimmer Silence</p>	<p style="text-align: center;"></p> <p><b>Aspect: Devices</b></p> <p>No Common Rune Magic except those listed.</p> <p>Divination Dismiss (Type) Elemental Enchant Iron Extension Heal Wound Matrix Creation* Multispell Spirit Armour Enchantment*</p>
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<b>Lightning Boy</b>	<p style="text-align: center;"></p> <p><b>Aspect: Gymnastics</b></p> <p>No Common Rune Magic</p> <p>Lightning</p> <p><u>Spirit Magic</u> Lightening Arrow Lightning Weapon</p>	<p style="text-align: center;"></p> <p><b>Aspect: Spear</b></p> <p>No Common Rune Magic</p>
Cult Spirits	Air Spirit	
Special	Spirit Cult	

<b>Lessilla</b> 	<p><b>Aspect: Bow</b></p> <p>Absorption, Attatch Spirit, Behold, Bless Pregnancy, Cerrulia's Bow, Heal Mind, Moon Shield, Rise Up, Travel Home</p> <p><u>Spirit Magic</u> Courage, Heal, Protection, Vigour, Wisdom</p>
Additional Aspects	<p>⌘: Gymnastics □: Medicine</p>
Cult Spirits	Fertility Spirit, Small Lune, Worldly Passion Spirit
Associates	Red Goddess  Madness
Special	Lunar Cult

Pavis Quest

<b>Lhankor Mhy</b>	<b>D</b>	<b>Y</b>
	<b>Aspect: Craft</b>  Enchant Iron*	<b>Aspect: Literacy</b>  Analyse Magic Clairvoyance Find (Substance) Knowledge Mind Read Reconstruction Translate Truespeak  <u>Spirit Magic</u> Detect (Kind) Farsee
	Cult Spirits Constant Passion Spirit	Intellect Spirits Truth Spirit
Associated	Eurmā ✨ Clever Tongue, Yelm ☉ Cloud Clear, Issaries ✚ Create Market, Chalana Arroy III Restore Health, Orlanth 🌀 Wind Words	



<b>Lodril</b>	<b>⚔</b>	<b>☉</b>	<b>⚔</b>
	<b>Aspect: Athletics</b>  Satisfy Goddess Stamina  <u>Spirit Magic</u> Vigour Heal	<b>Aspect: Spear</b>  Cremate Dead Create Bonfire Create Wildfire Dismiss Fire Elemental Divert Fire Earthwarm Firespear Heat Blast Lava Spear Summon Lodril Suppress Oakfed Raise Ground Fire Wall Flame Skin Fire Bolt  <u>Spirit Magic</u> Extinguish Fire Arrow Fire Weapon Heat Metal Ignite Warm	<b>Aspect: Gymnastics</b>  Smouldering Rebellion  <u>Spirit Magic</u> Disrupt Extinguish
	Cult Spirits Fertility Spirit Lustful Passion Spirit	Emotional Passion Spirit Fire Spirit Industrious Passion Spirit Large Fire Elemental Worldly Passion Spirit	Disorder Spirit Mercurial Passion Spirit
Associates	Dendara III Heal Body, Entekos III Turn Blow, Bentus ⚔: Seal Soul, Oria ⚔ Bless Crops, Yelm ☉ Shield, Caladra & Aurelion ☉ Firedwell, Maran Gor ☐ Create Fissure, Shargash ⚔ Berserker		




Pavis Quest

<b>Lokarnos</b>	○	☿
	<b>Aspect: Streetwise</b>	<b>Aspect: Riding</b>
	Coin Wheel Enchant Gold* Purify Gold Weigh Gold  <u>Spirit Magic</u> Detect Gold Detect Silver Farsee Glamour Glue Repair	Bear Burden Hie Waggon Open or Close Gate  <u>Spirit Magic</u> Mobility
Cult Spirits	Light Spirit Loyal Passion Spirit Modest Passion Spirit	Movement Spirit
Associates	Entekos III Turn Blow, Yelm ○ Command Fire Elemental, Dendara III Restore Health, Eiritha ▼ Speak with Herd Beasts, Gamara ▼ Command Horse	

Pavis Quest

Cults M

<b>Mahome</b>		
	<b>Aspect: Survival</b>	<b>Aspect: Customs</b>
	<p>No Common Rune Magic except those listed.</p> <p>Bless Home Command Cult Spirit Hearth Fire Summon Cult Spirit</p> <p><u>Spirit Magic</u> Extinguish Ignite</p>	<p>No Common Rune Magic except those listed.</p> <p>Binding Enchantment* Dismiss Magic Extension Heal Wound</p> <p><u>Spirit Magic</u> Heal</p>
Cult Spirits	Fire Spirit	
Associates	Barntar ☐ Plough, Votank & Free Ghost	



<b>Mallia</b>			
	<b>Aspect: Persuasion</b>	<b>Aspect: Stealth</b>	<b>Aspect: Streetwise</b>
	<p>No Common Rune Magic except that listed.</p> <p>Divination</p>	<p>No Common Rune Magic except those listed.</p> <p>Binding Enchantment* Cause (Disease) Control Cult Spirit Infect Source Sanctify Spirit Armour Enchantment* Summon Cult Spirit</p> <p><u>Spirit Magic</u> Sneeze</p>	<p>No Common Rune Magic except those listed.</p> <p>Carry Disease Power Point Enchantment*</p>
Cult Spirits		Disease Spirits	
Special	Spirit Tradition		
Associated	Thed ♡ Chaos Spawn*, Cacodemon ♡ Acid Bile		


Pavis Quest



<b>Maran Gor</b>	☐	⚔	†
	<b>Aspect: Health</b>	<b>Aspect: Mace</b>	<b>Aspect: Athletics</b>
	Blast Earth Command Dinosaur Create Fissure Dismiss Earth Elemental Earth Wall Elemental Weapon Earth Enchant Copper* Raise Ground Shake Earth Solidify Dust Stone Weapon Stones Fly Stoneskin Stone Wall  <u>Spirit Magic</u> Heal Strength Vigour	Infertility Wither Crops  <u>Spirit Magic</u> Befuddle Dullblade	<u>Spirit Magic</u> Bladesharp Bludgeon Disruption Ironhand
	Cult Spirits	Earth Spirits Medium Earth Elementals Snake Daughter	Arbitrary Passion Spirit Disorder Spirits
Associated	Ty Kora Tek † Bless Grave, Ernalda ☐ Earthpower, Asrelia ☐ Hide Wealth, Kero Fin ⚔ Regrow Limb, Babeester Gor ☐ Shield, Lodril ☉ Summon Lodril, Ty Kora Tek † Bless Grave		



<b>Mastakos</b>	☞
	<b>Aspect: Riding</b>
	Balance Leap Carry Companion Guided Teleportation Meld Form Never Stuck Proteus Speed Movement Teleportation Travel Into the West  <u>Spirit Magic</u> Coordination Mobility
	Cult Spirits
Associates	Orlanth ☞ Flight, ☉ Wind Warp


Pavis Quest

<b>Mee Vorala</b>	 <b>Aspect: Stealth</b>  <u>Spirit Magic</u> Darkwall Disrupt	 <b>Aspect: Survival</b>  Moulder Remove Fungus  <u>Spirit Magic</u> Heal
	Cult Spirits	Fungus Spirits

<b>Mistress Calm</b>	 <b>Aspect: Persuasion</b>  No Common Rune Magic  Decrease Wind  <u>Spirit Magic</u> Extinguish	 <b>Aspect: Stealth</b>  No Common Rune Magic  <u>Spirit Magic</u> Heal
	Cult Spirits	Harmony Spirit






<b>Monkey King</b>	 <b>Aspect: Athletics</b>  No Common Rune Magic  Might of the Monkey King  <u>Spirit Magic</u> Strength	 <b>Aspect: Unarmed</b>  No Common Rune Magic  <u>Spirit Magic</u> Ironhand
	Cult Spirits	Monkey Spirit
Special	Spirit Cult	







<b>Moon Girl</b>	 <b>Aspect: Streetwise</b>  No Common Rune Magic  Charm	 <b>Aspect: Arts</b>  No Common Rune Magic  <u>Spirit Magic</u> Mobility
	Cult Spirits	Moon Spirit
Special	Spirit Cult	



<b>Morning Star</b>	 <b>Aspect: Customs</b>  No Common Rune Magic  Aurora  <u>Spirit Magic</u> Light
	Cult Spirits
Special	Spirit Cult

## Pavis Quest

### Cults N

<b>Natha</b> 	<b>Aspect: Dagger</b>  Avenging Fury, Crack, Cutting Edge, Cut Otherworld Entity, Dance Past Blades, Devastating Riposte, Enchant Silver*, Perfect Balance, Red Armour, Speed Sword  <u>Spirit Magic</u> Bladesharp, Darkwall, Protection, Spirit Screen
	Additional Aspects †: Bravery X: Gymnastics
	Cult Spirits Just Passion Spirit, Madness Spirit, Small Lune
	Associates Daxdarius † Press Forward, Entekos III Turn Blow, Naveria  Cross Mountains, Red Goddess  Madness, Yanafal Tarnils  True Sword, Yara Aranis  Fear
	Special Lunar Cult


<b>Naveria</b>			
	<b>Aspect: Spear</b>  <u>Spirit Magic</u> Courage Fire Weapon Light Light Wall	<b>Aspect: Art</b>  Attach Spirit Bless Pregnancy Give Health Renew Life  <u>Spirit Magic</u> Glamour Heal Vigour	<b>Aspect: Craft</b>  Fight Giant Cross Mountains  <u>Spirit Magic</u> Coordination Mobility Shimmer
	Cult Spirits Constant Passion Spirit Fire Spirit Loyal Passion Spirit	Fertility Spirit Generous Passion Spirit	Movement Spirit
Associates Eiritha Call  Herd Animal, Oria  Bless Crops, Natha  Red Armour, Dendara III Heal Body			

<b>Night Woman</b>		
	<b>Aspect: Stealth</b>  No Common Rune Magic  Create Shadow	<b>Aspect: Survival</b>  No Common Rune Magic  <u>Spirit Magic</u> Spirit Screen
Cult Spirits Shadow Spirit		
Special Spirit Cult		










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



















<b>Oakfed</b>	
	<p><b>Aspect: Spear</b></p> <p>No Common Rune Magic except those listed</p> <p>Create Wildfire Cremate Divination Extension 1 Fire Wall Multispell 1 Spirit Block</p> <p><u>Spirit Magic</u> Fire Weapon Heat Ignite</p>
	<p>Prohibited Extinguish</p> <p>Special Spirit Cult</p>



<b>Odayla</b>		
	<p><b>Aspect: Health</b></p> <p>Claws Bear's Skin Bear's Strength Protection Against Cold</p> <p><u>Spirit Magic</u> Detect Life Heal Protection Slow Strength</p>	<p><b>Aspect: Athletics</b></p> <p>Steal Last Breath</p> <p><u>Spirit Magic</u> Disruption Mobility Speedart Spirit Screen</p>
	<p>Cult Spirits Bear Spirit</p> <p>Associates Orogeria   Transform Self (Bear), Orlantha  Small Air Elemental</p>	

<b>Orani</b>	
	<p><b>Aspect: Sword</b></p> <p>No Common Rune Magic</p> <p>Face Chaos</p> <p><u>Spirit Magic</u> Disrupt</p>
	<p>Cult Spirits Law Spirits</p> <p>Special Spirit Cult</p>

<b>Orogeria</b> 	<p><b>Aspect: Perception</b></p> <p>Behold, Command (Forest Animal, Mountain Animal, Plains Animal), Enchant Silver*, Gather Hunters, Hunter-Prey Link, Kill Scent, Shoot Otherworld Entity, Silver Track, Transform Self (Fox, Mouse), Walk on Moonbeams</p> <p><u>Spirit Magic</u> Bladesharp, Coordination, Multimissile, Night Vision, Shimmer, Silence, Speedart, Spirit Screen</p>
	<p>Additional Aspects †: Athletics III: Gymnastics</p>
	<p>Cult Spirits Madness Spirit, Small Lune, Animal Spirit</p>
	<p>Special When she lends her Transform Self spell to her associated cults (e.g. Odayla) it allows them to transform into their animals.</p>
	<p>Associates Odayla  Protection Against Cold, Foundchild † Sureshot, Yinkin  Charisma, Entekos III Turn Blow, Yelorna  Shooting Star, Red Goddess  Madness, Kero Fin  Mountain Leap</p>
	<p>Special Lunar Cult</p>

Pavis Quest

<b>Orlanth</b>			
	<b>Aspect: Shield</b> Command Air Elemental Dismiss Air Elemental Enchant Iron* Enchant Silver* Summons of Evil  Subcult: Orlanth Thunderous  Air Wall Bless Thunderstone* Cloud Call Cloud Clear Increase/Decrease Wind Thunderbolt Wind Warp  Subcults: Barntar  : Plough, Tame Bull  <u>Spirit Magic</u> Heal Protection Strength	<b>Aspect: Spear</b>  Subcult: Orlanth Adventurous  Bless Woad* Cattle Thief Dark Walk Earth Shield Flight Leap Lightning Mist Cloud Shield Speed Sword Throw Far Wind Words  Subcults: Voriof: Command Sheep, Detect Sheep (Spirit Magic) Vinga: Fearless  <u>Spirit Magic</u> Bladesharp Detect Enemies Disruption Mobility	<b>Aspect: Customs</b>  Subcult: Rex  Command Priests Command Worshippers Detect Honour  Subcults: Sartar: City Harmony, Support  <u>Spirit Magic</u> Glamour
	Cult Spirits	Air Spirits Medium Air Elemental  Subcult: Thunderous Large Air Elemental	Movement Spirits
Associates	Lhankor Mhy  Analyse Magic, Odayla  Bear's Strength (Thunderous), Kolat  Bind Wind (Thunderous), Grain Goddesses  Bless Crops (Thunderous), Eurmäl  Charisma, Clever Tongue, Storm Bull  Face Chaos, Mastokos  Guided Teleportation (Thunderous), Gurundyer  Hailstones, Ernalda  Heal Body, Yinkin  Identify Scent (Adventurous), Issaries  Lock, Kero Finn  Mountain Leap (Adventurous), Know Lineage (Thunderous, Rex), Heler  Rain, Chalana Arroy  Restore Health, Inora  Snow (Thunderous), Valind  Snow (Thunderous), Mastakos  Guided Teleportation (Thunderous), Teleportation (Adventurous), Ygg  Windwalking (Adventurous, Rex)		





<b>Ostrich Mother</b>			
	<b>Aspect: Mace</b>  No Common Rune Magic  <u>Spirit Magic</u> Fire Arrow	<b>Aspect: Riding</b>  No Common Rune Magic  Magnify Bird  <u>Spirit Magic</u> Mobility	<b>Aspect: Throwstick</b>  No Common Rune Magic  <u>Spirit Magic</u> Protection
Cult Spirits	Light Spirit	Ostrich Spirit	Earth Spirit



Pavis Quest

<b>Ourania</b>	○	III
	<b>Aspect: Knowledge</b>	<b>Aspect: Customs</b>
	Call on Stars Remove Curse Starlight Dismiss Darkness Elemental Enchant Gold* Left Tear  <u>Spirit Magic</u> Dispel Magic Farsee Intelligence Light Lightwall Shimmer	Inspiration Repel the Impure Right Tear  <u>Spirit Magic</u> Comprehension Heal Wisdom
Cult Spirits	Intellect Spirit Light Spirit Pure Passion Spirit	Harmony Spirit
Associates	Dayzatar ○ Star Sight, Polaris ○ Starbright, Dendara III Heal Body, Vrimak ○ All Seeing Eye, Yelm ○ Shield, Yelmalio ○ Cloud Clear, Yelorna ○ Silver Track, Arraz ○ Celestial Servent, Kana Poor ⊕ Reflection	












## Pavis Quest



### Cults P





<b>Pavis</b>				
	<b>Aspect: Customs</b>	<b>Aspect: Health</b>	<b>Aspect: Craft</b>	<b>Aspect: Streetwise</b>
	No Common Rune Magic except those listed.  Command Cult Spirit* Divination Multispell 1	No Common Rune Magic except those listed.  Command Cult Spirit* Warding 1  <u>Spirit Magic</u> Strength	No Common Rune Magic except those listed.  Command Cult Spirit* Create Matrix* Extension 1  <u>Spirit Magic</u> Glue	No Common Rune Magic except those listed.  City Harmony Command Cult Spirit* Dismiss Magic 1 Find Enemy Heal Body Sanctify  <u>Spirit Magic</u> Heal
	Special	Cults has a Small Earth, Air, Fire and Water Elemental (one of each for the whole cult – if lost only regained each High Holy Day). These are already bound into an other world space so only need to commanded and will appear.		
Associates	Flintnail ◡ Support			

<b>Pelaskos</b>		
	<b>Aspect: Customs</b>	<b>Aspect: Health</b>
	Attract Catch Ride Storm Enchant Quicksilver* Float Sail Into Wind	Calm Waves Point to Nearest Land
Cult Spirits	Water Spirit	Harmony Spirit

Pavis Quest




<b>Polaris</b>			
	<b>Aspect: Spear</b> Arrow of Light Call on Shanasse Dismiss Darkness Elemental Enchant Gold* Starbright Sky Sight Star Walk  <u>Spirit Magic</u> Dazzle Intelligence Light Lightwall  Subcults: Hastatus: True Spear	<b>Aspect: Tactics</b> Call on Stars Captain Souls Direct Soldiers  <u>Spirit Magic</u> Farsee Heal  Subcults: Urvairinus: Phalanx	<b>Aspect: Leadership &amp; Oratory</b> Enchant Iron* No Sleep  <u>Spirit Magic</u> Courage Protection
	Cult Spirits	Light Spirit	Harmony Spirit Intellect Spirit
Associates	Ourania  Inspiration, Arraz  Celestial Servent, Dayzatar  Star Sight, Dendara  Heal Body, Vrimak  All Seeing Eye, Yelm  Sunspear (1-use), Yelmalio  Cloud Clear, Yelorna  Silver Track		



<b>Pole Star</b>		
	<b>Aspect: Spear</b> No Common Rune Magic Captain Souls	<b>Aspect: Leadership &amp; Oratory</b> No Common Rune Magic  <u>Spirit Magic</u> Slow
	Cult Spirits	Light Spirit
Special	Spirit Cult	




<b>Porcharngo</b>		
	<b>Aspect: Spear</b> No Common Rune Magic	<b>Aspect: Survival</b> No Common Rune Magic except those listed  Dismiss Magic Divination Command (Spawn of Porcharngo) Create Gorp Consume Corruption Spawn (Creature) Wither
	Associates	Krjalk  Conversion of Chaos, Primal Chaos  Blessing of Chaos



















## Pavis Quest

### Cults R

<b>Rainbow Girl</b>	 <b>Aspect: Persuasion</b>	 <b>Aspect: Customs</b>	 <b>Aspect: Stealth</b>
	No Common Rune Magic	No Common Rune Magic  Mindbridge	No Common Rune Magic  <u>Spirit Magic</u> Shimmer
	Cult Spirits	Deep Passion Spirit	Harmony Spirit
Special	Spirit Cult		


<b>Raven</b>	 <b>Aspect: Perception</b>	 <b>Aspect: Streetwise</b>
	No Common Rune Magic	No Common Rune Magic  Hide Wealth Invisibility
	Cult Spirits	Raven Spirit
Special	Spirit Cult	



<b>Red Emperor</b> 	<b>Aspect: Leadership &amp; Oratory</b>	
	No Common or Special Rune Magic.	
	<u>Spirit Magic</u> Any taught by another Lunar Cult.	
	Additional Aspects	 : Customs  : Bravery
	Cult Spirits	Madness Spirit, Moon Spirit
	Associates	Initiates are also initiates of the Red Goddess and therefore use Her associates.
Special	Lunar Cult	



<b>Red Goddess</b> 	<b>Aspect: Leadership &amp; Oratory</b>	
	No Common Rune Magic unless listed Chaos Gift, Command Cult Spirit, Cyclical, Summon Cult Spirit, Madness	
	<u>Spirit Magic</u> Subcult Crater Makers  : Meteor Swarm	
	Additional Aspects	 : Streetwise  : Bow
Cult Spirits	Madness Spirit, Moon Spirit, Large Lune, Small Darkness, Earth, Fire or Water Elemental	
Associates	Annilla  Absorption, Crimson Bat  Glowspot, Etyries  Safe, Gerra  Resist Pain, Gorgorma  Soul Sight, Hon-eel Bless  Maize, Hwarim Dalhippa  Shield, Iphagos  Illusory Sight, Kana Poor  Decay Magic, Lessilla  Heal Mind, Natha  Crack, Orogeria  Walk on Moonbeams, Primal Chaos  Chaos Feature, Verithurusa  Charm, Danfive Xaron  Reflection, Deezola  Regrow Limb, Irrippi Ontor  Mind Blast, Jakaleel  Dismiss Lune, Yanafal Tarnils  Truesword, Yara Aranis  Terrify Horse	

## Pavis Quest

Special	Can always gain and cast associate's rune magic using Red Goddess's RP as though they were her own spells.
Special	Lunar Cult, Lunar Magic



Red School of Masks	 <b>Aspect: Survival</b>  No Common Rune Magic  <u>Spirit Magic</u> Spirit Screen
Cult Spirits	Moon Spirits
Special	Spirit Society. Allows shared RP between lunar spirit cults.


River Horse	 <b>Aspect: Riding</b>  No Common Rune Magic  Ride River Horse	 <b>Aspect: Water Life</b>  No Common Rune Magic  <u>Spirit Magic</u> Mobility
	Cult Spirits	Water Spirit
Special	Spirit Cult	





Ronance	 <b>Aspect: Medicine</b>  No Common Rune Magic	 <b>Aspect: Survival</b>  No Common Rune Magic  Pathway  <u>Spirit Magic</u> Mobility
	Cult Spirits	Fertility Spirit
Special	Spirit Cult	


## Pavis Quest


### Cults S

<b>Sakkar</b>		
	<b>Aspect: Athletics</b>  Claws Great Rush  <u>Spirit Magic</u> Strength	<b>Aspect: Bravery</b>  Fear  <u>Spirit Magic</u> Bladesharp Demoralize Speedart
Cult Spirits	Sakkar Spirit	Death Spirit Fear Spirit

<b>Serpent Dancers</b>	
	<b>Aspect: Survival</b>  No Common Rune Magic  <u>Spirit Magic</u> Spirit Screen
Cult Spirits	Snake Spirit
Special	Spirit Society. Allows sharing RP between animal spirit cults.




<b>Seven Mothers</b>		<b>Aspect: Customs</b>  Behold, Dismiss Elemental (Darkness, Water, Earth, Fire), Enchant Iron, Enchant Silver*, Madness, Matrix Creation, Mindblast, Reflection, Regow Limb, Remove Curse, Resurrection (1 Use)*, True Sword*  <u>Spirit Magic</u> Befuddle, Glamour
	Additional Aspects	†: Bravery X: Gymnastics
Cult Spirits	Madness Spirit, Large Lunes, Small Earth, Water, Fire and Darkness Elementals, Intellect Spirits, Moon Spirits	
Associated	Hon-eel  Bless Maize*, Red Goddess  Chaos Gift*, Hawrim Dalthippa  Shield*	
Special	Lunar Cult	


<b>Seven Winds</b>	
	<b>Aspect: Survival</b>  No Common Rune Magic  <u>Spirit Magic</u> Spirit Screen Visibility
Cult Spirits	Air Spirit
Special	Spirit Society. Allows sharing RP between wind spirit cults.


<b>Shadow People</b>	
	<b>Aspect: Perception</b>  No Common Rune Magic  <u>Spirit Magic</u> Nightvision
Cult Spirits	Shadow Spirits
Special	Spirit Society. Allows shared RP between night spirit cults.




Pavis Quest




<b>Shargash</b>	 <b>Aspect: Gymnastics</b>	 <b>Aspect: Spear</b>	 <b>Aspect: Bravery</b>	
	Berserker  Subcults: Urndudud: Fight Celestial Being  <u>Spirit Magic</u> Shimmer	Dismiss Darkness Elemental Dismiss Fire Elemental Enchant Gold* Protection Against Fire Shield Skyspear  Subcults: Alkor: Cremate Dead Eusibus: Guard Superiors  <u>Spirit Magic</u> Fire Weapon Ignite Strength	Enchant Iron* Fear Slay With Mace  Subcults: Kendathalus: Dismiss Water Elemental Urkarmascha: Hate Darjinni  <u>Spirit Magic</u> Bludgeon Demoralize	
	Cult Spirits	Disorder Spirits	Medium Fire Elemental Fire Spirits	Death Spirits Demons Fear Spirits
Associates	Artmal ☉☉ Vesper, Annila ●☉ Absorption, Biselensileb ✕ Restore Health, Hastatus ☉ True Spear, Lodril ☉ Fire Spear, Oslira ✎ Bless Rice, Yelm ☉ Sunspears (1-use)			



<b>Silver Deer</b>	 <b>Aspect: Survival</b>
	No Common Rune Magic  Transform Self (Deer) Walk on Moonbeams
	Cult Spirits
Special	Spirit Cult

<b>Sky Gazers</b>	 <b>Aspect: Riding</b>
	No Common Rune Magic  <u>Spirit Magic</u> Light
	Cult Spirits
Special	Spirit Society. <i>Allows shared RP between sky spirit cults following stars that came to the Wastes in the great Darkness.</i>

<b>Star Witches</b>	 <b>Aspect: Survival</b>
	No Common Rune Magic  Star Sight  <u>Spirit Magic</u> Light
	Cult Spirits
Special	Spirit Society. <i>Allows shared RP between star spirit cults</i>


Pavis Quest




<b>Storm Bull</b>			
	<b>Aspect: Bravery</b>  Berserker Face Chaos Impede Chaos  <u>Spirit Magic</u> Demoralize Detect Enemies Dispel Magic Fanaticism	<b>Aspect: Spear</b>  Air Wall Dismiss Air Elemental Sandstorm  <u>Spirit Magic</u> Protection	<b>Aspect: Riding</b>  <u>Spirit Magic</u> Heal
	Cult Spirits	Law Spirit	Air Spirits Medium Air Elementals
Associates	Chalana Arroy III Cure Chaos Wound, Ernalda ☐ Earthpower, Zorak Zoran ● Fear, Orlanth ☚ Shield, Eiritha ▼ Speak with Herd Beasts, Waha ✕ Spirit of Law		

<b>Subere</b>		
	<b>Aspect: Stealth</b>  Absorption Attack Soul Dismiss Darkness Elemental	<b>Aspect: Perception</b>
	Cult Spirits	Conchon Darkness Spirits Demon Ghoul Hag Hellion Lamia Large Darkness Elemental Shade Wraith
Associates	Himile ● Decrease Temperature, Kygor Litor ● Darksee, Xentha ● Create Shadow	

<b>Sun Hawk</b>			
	<b>Aspect: Spear</b>  No Common Rune Magic  Clear Sight  <u>Spirit Magic</u> Light	<b>Aspect: Bravery</b>  No Common Rune Magic  <u>Spirit Magic</u> Ironhand	<b>Aspect: Riding</b>  No Common Rune Magic  <u>Spirit Magic</u> Mobility
	Cult Spirits	Fire Spirit	Death Spirit
Special	Spirit Cult		



Pavis Quest





Sunset Society	 <b>Aspect: Survival</b>  No Common Rune Magic  <u>Spirit Magic</u> Demoralize
Cult Spirits	Darkness Spirits
Special	Spirit Society. <i>Allows shared RP between underworld spirit cults.</i>

SurEnslib	 <b>Aspect: Water Life</b>  Marsh Fisher Marsh Wader	 <b>Aspect: Gymnastics</b>  Bless Birth Command Water Bird Cure Poison Heal Strength Restore Health	 <b>Aspect: Customs</b>  Attach Spirit Axis Mundi Discorporation Free Ghost Incarnate Ancestor Resurrect (One Use) Spirit Guardian Spirit Melding Summon Ancestor Summon Specific Ancestor Summon Spirit Teacher	
	Cult Spirits	Emotional Passion Spirit Intellect Spirit Loyal Passion Sprit Worldly Passion Spirit	Fertility Spirit Lustful Passion Spirit	Ancestor Spirit
	Special	Spirit Tradition		
	Associated	Everina ✕ Bless Wild Rice, Yestendos ✕ Float, Oslira ✕ Water Walk		



Pavis Quest


Cults T



<b>Telmor</b>		
	<b>Aspect: Athletics</b>	<b>Aspect: Bravery</b>
	Exchange Skin Transform Head (Wolf) Transform Self (Wolf) Wolf Hide Wolfrunning	<u>Spirit Magic</u> Ironhand
Cult Spirits	Wolf Spirits	Death Spirit
Special	Spirit Tradition	


<b>Thanatar</b>				
	<b>Aspect: Bravery</b>	<b>Aspect: Perception</b>	<b>Aspect: Stealth</b>	<b>Aspect: Knowledge</b>
	No Common Magic unless listed  <u>Thanatar Subcult</u> Create Head Darklight Devour Book Dismiss Magic Soul Sight Summon Guardian of Thanatar* Summon Spirit of Reprisal**  <u>Spirit Magic</u> Befuddle Bladesharp Bludgeon Comprehension Darkwall Extinguish Fanaticism Heal	No Common Magic unless listed  <u>Than Subcult</u> Summon Guardian of Thanatar* True Garotte  <u>Spirit Magic</u> Bladesharp Bludgeon Disruption	No Common Magic unless listed  <u>Than Subcult</u> Create Head Create Skeleton Darklight  <u>Spirit Magic</u> Darkwall Extinguish Silence	No Common Magic unless listed  <u>Atyar Subcult</u> Consume Mind Devour Book Dismiss Magic Fear Soul Sight Summon Guardian of Thanatar*  <u>Spirit Magic</u> Befuddle Comprehension Demoralize Fanaticism Second Sight
Prohibited	Fire Arrow, Fire Weapon, Ignite, Light, Lightwall			




Pavis Quest

<b>Thed</b>		
	<b>Aspect: Athletics</b>	<b>Aspect: Survival</b>
	No Common Magic unless listed  Chaos Spawn Crack Curse of Thed Fumble Rebirth of Chaos*	No Common Magic unless listed  Divination Spirit Block
	Cult Spirits	Arbitrary Passion Spirit Broo Spirit Cruel Passion Spirit Magic Spirit
Special	Spirit Tradition	
Associated	Primal Chaos ♣ Chaos Feature (1 Use), Mallia † Cause Soul Waste	

<b>Thirstles</b>	
	<b>Aspect: Survival</b>
	No Common Rune Magic  <u>Spirit Magic</u> Detect Water
Cult Spirits	Water Spirits
Special	Spirit Society. <i>Allows shared RP between water spirit cults.</i>

<b>Tholm</b>		
	<b>Aspect: Gymnastics</b>	<b>Aspect: Spear</b>
	Call Hawk Claws Clear Sight Command Hawk Glide Become Hawk  <u>Spirit Magic</u> Mobility Shimmer	Dismiss Darkness Elemental Enchant Gold*  <u>Spirit Magic</u> Fire Arrow Fire Weapon Ignite Light Lightwall
	Cult Spirits	Hawk Spirit
Associates	Vrimak ▼ Call Bird	

<b>Three Bean Circus</b>	
	<b>Aspect: Persuasion</b>
	No Common Rune Magic  Peace
Cult Spirits	Harmony Spirit
Special	Spirit Cult

<b>Thunderbird</b>			
	<b>Aspect: Spear</b>	<b>Aspect: Gymnastics</b>	<b>Aspect: Survival</b>
	No Common Rune Magic  Thunderbolt	No Common Rune Magic  <u>Spirit Magic</u> Mobility	No Common Rune Magic  Cloud Call
Cult Spirits	Air Spirit	Bird Spirit	Water Spirit
Special	Spirit Cult		

Pavis Quest

Twin Stars Spirit Cult	<b>⊙</b>	<b>①</b>
	<b>Aspect: Spear</b>	<b>Aspect: Riding</b>
	No Common Rune Magic  <u>Spirit Magic</u> Light	No Common Rune Magic  Benison Charisma Deadly Distraction  <u>Spirit Magic</u> Glamour
Cult Spirits	Light Spirit	Moon Spirit Small Lune
Special	Spirit Cult	

Twin Stars Society	<b>①</b>
	<b>Aspect: Riding</b>
	No Common Rune Magic  <u>Spirit Magic</u> Light
Cult Spirits	Moon Spirits
Special	Spirit Society. <i>Allows shared RP between moon spirit cults.</i>

Ty Kora Tek	<b>†</b>	<b>□</b>	<b>*</b>
	<b>Aspect: Persuasion</b>	<b>Aspect: Health</b>	<b>Aspect: Customs</b>
	Command Ghost Bless Grave Summon Dead Turn Undead	Enchant Copper*  <u>Spirit Magic</u> Extinguish	<u>Spirit Magic</u> Detect Magic Dispel Magic
Cult Spirits	Man Spirits	Medium Earth Elementals	
Associates	Maran Gor □ Blast Earth, Ernalda □ Dismiss Earth Elemental, Babeester Gor □ Earth Shield, Asrelia □ Hide Wealth		

Pavis Quest


Cults U




<b>Uleria</b>	<b>⌘</b>		
	<b>Aspect: Gymnastics</b>	<b>Ⓞ</b>	<b>●</b>
	No Common Rune Magic unless listed but priestesses and god talkers have all common enchantments  Birthing Community Erotocomatose Lucidity Extension Inspire Love* Reproduce Transfer Pregnancy Unity	<b>Aspect: Spear</b>	<b>Aspect: Mace</b>
Associates	Entekos III Turn Blow	Uncle Frost	No Common Rune Magic  Chill  Spirit Magic Speedart
		Cult Spirits	Air Spirit  Cold Spirit
		Special	Spirit Cult
		<b>Urvarinius</b>	<b>Ⓞ</b>
		<b>Aspect: Spear</b>	<b>Aspect: Shield</b>
		No Common Rune Magic  Spirit Magic Fire Spear	No Common Rune Magic  Stone Wall  Spirit Magic Protection
		Special	Spirit Cult



Cults V

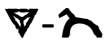
<b>Valind</b>	<b>Ⓞ</b>	<b>●</b>
	<b>Aspect: Spear</b>	<b>Aspect: Mace</b>
Cloud Call Dismiss Air Elemental Increase Wind Protection Against Cold  Spirit Magic Bladesharp Dispel Magic Mobility Second Sight Speedart	Decease Temperature Ice Wall Ice Bolt Snow  Spirit Magic Cool Cold Arrow Cold Weapon Disrupt Extinguish Shimmer Strength	
Cult Spirits	Medium Air Elemental	
Associates	Storm Bull ⚡ Face Chaos, Orlanth ⚡ Flight, Inora ● Frost, Ygg Ⓞ Increase Wind, Himile ● Hollri, Iphara Ⓞ See Through Fog	

## Pavis Quest

<b>Verithrasa</b> 	<p><b>Aspect: Bravery</b></p> <p>Charm, Dismiss Fire Elemental, Enchant Silver*, Hide, Seek</p> <p><u>Spirit Magic</u> Glamour, Light, Lightwall, Mobility, Shimmer, Spirit Screen, Warm</p>
Additional Aspects	<p>♃: Gymnastics</p> <p>♃: Spear</p>
Cult Spirits	Light Spirit, Madness Spirit, Pure Passion Spirit, Reckless Passion Spirit, Small Lune
Associates	Red Goddess ♀ Madness, Entekos III Turn Blow



<b>Vivamort</b>			
	<b>Aspect: Unarmed</b>	<b>Aspect: Persuasion</b>	<b>Aspect: Stealth</b>
	No Common Rune Magic	No Common Rune Magic	No Common Rune Magic
	Divination	Binding Enchantment Command Cult Spirit Create Ghost Create Skeleton Create Zombie Ecstatic Communion Raise Ghoul Summon Cult Spirit  <u>Spirit Magic</u> Detect Life	Detection Blank  <u>Spirit Magic</u> Darkwall
Cult Spirits		Small Shade Vampire Spirit	
Prohibited	Fire Arrow, Fire Blade, Ignite, Lightwall		
Special	Grants no rune spells to initiates. Vampires drain power points from victims and if they reduce them to 2 or fewer can steal one of their rune spells. They can also use drained magic points to gain cult rune spells (2 PP per point). All a vampire's rune magic is one.		



<b>Votank</b>		
	<b>Aspect: Knowledge</b>	<b>Aspect: Survival</b>
	Summon Son of Votank	Attach Spirit Axis Mundi Discorporation Free Ghost Incarnate Ancestor Resurrect (One Use) Spirit Guardian Spirit Melding Summon Son of Votank Summon Specific Ancestor Summon Spirit Teacher
	Cult Spirits	Intellect Spirit
Special	Spirit Tradition	
Associates	Found Child † Draw Beast, Mahome Ignite ♀ (Spirit Spell)	

<b>Voudisea</b>	
	<b>Aspect: Riding</b>
	No Common Rune Magic
	Call Horse
	<u>Spirit Magic</u> Bladesharp
Special	Spirit Cult






Pavis Quest

<b>Voria</b>	 <b>Aspect: Medicine</b>	 <b>Aspect: Gymnastics</b>
	No Warding Spell Speak with Small Animals	No Warding Spell Invigorate Flowers
Cult Spirits		Animal Spirits Plant Spirits

<b>Vrimak</b>	 <b>Aspect: Leadership &amp; Oratory</b>	 <b>Augment: Perception</b>
	All Seeing Eye Dismiss Darkness Elemental Enchant Gold* Light in the Darkness Paradisa Aviator Resist Temptation  <u>Spirit Magic</u> Fire Arrow Light Lightwall Speedart Wisdom	Become Eagle Claws Command Bird Enemy of Serpents Speak to Bird Summon Bird Wings  <u>Spirit Magic</u> Farsee Mobility
Cult Spirits	Fire Spirits Medium Fire Elemental	Eagle Spirits
Associates	Ourania III Inspiration, Polaris ○ Starbright, Tholm ▼ Claws, Yelm Command ○ Griffin, Yelmalio ○ Cloud Clear	

Cults W

<b>Wachaza</b>	 <b>Aspect: Net</b>	 <b>Aspect: Bravery</b>	 <b>Aspect: Stealth</b>
	Drown Enchant Quicksilver* Sea Strength Waterspout  <u>Spirit Magic</u> Coordination Mobility Slow	Fang of Wachaza  <u>Spirit Magic</u> Bladesharp Disrupt Strength	Fear  <u>Spirit Magic</u> Demoralize Second Sight
Cult Spirits	Water Spirit	Death Spirit	Fear Spirit
Associates	Magasta ≠ Breathe Air/Water		

## Pavis Quest

White Bull Brotherhood	<b>ᚠ</b>	<b>ᚱ</b>
	<b>Aspect: Spear</b>  No Common Rune Magic  <u>Spirit Magic</u> Bladesharp	<b>Aspect: Riding</b>  No Common Rune Magic  <u>Spirit Magic</u> <u>Mobility</u>
Cult Spirits	Air Spirits	Movements Spirits
Special	Spirit Society. Allows shared RP between air and movement spirit cults.	

Waha	<b>ᚠ</b>	<b>ᚱ</b>
	<b>Aspect: Persuasion</b>  Dismiss Earth Elemental Feed Ghosts*  <u>Spirit Magic</u> Detect Spirit Distraction Speedart	<b>Aspect: Survival</b>  Alter Creature* Axis Mundi Discorporation Shield  <u>Spirit Magic</u> Countermagic Protection Second Sight Slow Spirit Screen Vigour
Cult Spirits		Law Spirit Man Spirit Small Earth Elemental
Special	Shamans take on an extra three shamanic abilities. Cultists are limited to Healing 1.	
Associates	Oakfed ☉ Cremate Dead, Storm Bull ᚠᚱ Impede Chaos, Eiritha ▼ Speak with Herd Beasts, Foundchild III Silence (Spirit Magic)	

Wrong Season	<b>ᚠ</b>	<b>ᚱ</b>
	<b>Aspect: Survival</b>  No Common Rune Magic  <u>Spirit Magic</u> Disrupt	<b>Aspect: Gymnastics</b>  No Common Rune Magic  Reverse Weather
Cult Spirits	Air Spirit	Disorder Spirit
Special	Spirit Cult	

Pavis Quest


Cults X


<b>Xentha</b>	●	☪
	<b>Aspect: Stealth</b>  Absorption Affix Darkness Cloak of Darkness Command Shade Create Shadow Dismiss Darkness Elemental  <u>Spirit Magic</u> Darkwall Extinguish Night Vision	<b>Aspect: Customs</b>
	Cult Spirits Large Darkness Elemental Shadow Spirit	Mastery Spirit
Associates	Argan Argar ● Dark Walk, Subere ● Command Passion Spirit	


<b>Xiola Umbar</b>	⌘	●	☪
	<b>Aspect: Medicine</b>  Couvade	<b>Aspect: Stealth</b>  Command Darkness Elemental Remove Curse Shield of Darkness**  <u>Spirit Magic</u> Countermagic Darkwall Protection Shimmer Spirit Screen	<b>Aspect: Health</b>  Attract Attention Attach Spirit Group Defence Healing Trance Regrow Limb Turn Blow  <u>Spirit Magic</u> Heal Solace
	Cult Spirits Fertility Spirits	Darkness Spirits	Harmony Spirite
Associates	Kyger Litor ● Darksee, Zorak Zoran ● Large Darkness Elemental		

## Pavis Quest

### Cults Y

<b>Yanafal Tarnils</b> 	<p><b>Aspect: Leadership &amp; Oratory</b></p> <p>Charge of the Ram, Detect Truth, Enchant Iron*, Enchant Silver*, Mask of Command, Morale, Oath, Shield, Sever Spirit (1 use)*, True Sword, Turn Undead</p> <p><u>Spirit Magic</u> Bladesharp, Coordination, Demoralize, Detect Enemies, Distruct, Fire Weapon, Heal, Parry, Protection, Repair, Strength, Vigour</p>
Additional Aspects	†: Athletics Y: Shield
Cult Spirits	Madness Spirit, Large Lunes, Small Earth, Water, Fire and Darkness Elementals, Intellect Spirits, Moon Spirits
Associates	Deezola ⊕ Resurrect (1 use)*, Irrippi Ontor ⊕ Mind Blast, Hon-eel ⊕ Bless Maize*, Hwarim Dalthippa ⊕ Aegis, Red Goddess ⊕ Chaos Gift, Natha ⊕ Speed Sword
Special	Lunar Cult

<b>Yara Aranis</b> 	<p><b>Aspect: Sword</b></p> <p>Bind Ghost, Capture Slave Spirit, Command Ghost, Enchant Silver*, Enchant Iron*, Glowspot, Madness, Fear, Reflection, Spiderlimbs, Terrify Horse, Vex</p> <p><u>Spirit Magic</u> Bladesharp, Countermagic, Demoralize, Dispel Magic, Disruption, Fanaticism, Healing, Mobility, Multimissile, Shimmer, Slow, Speedart.</p>
Additional Aspects	□: Health †: Persuasion
Cult Spirits	Madness Spirit, Moon Spirit, Medium Lune
Associates	Gorgorma ⊕ Nightmare, Ikadz † Agony, Natha ⊕ Crack, Red Goddess ⊕ Chaos Gift

<b>Yarandros</b> 	<p><b>Aspect: Riding</b></p> <p>No Common Rune Magic</p> <p>Fierce Charge</p> <p><u>Spirit Magic</u> Bladesharp</p>
Special	Spirit Cult

Pavis Quest

Yelm	†	☉	⚡
	<b>Aspect: Bravery</b>	<b>Aspect: Leadership &amp; Oratory</b>	<b>Aspect: Athletics</b>
	Enchant Iron* Sureshot  <u>Spirit Magic</u> Detect Enemies Mobility Slow Speedart  Subcults: Ulkamoont †: Jugger Urengerum †: Bow of Dominion, Create Bone Arrow	Bless Worshippers Cloud Clear Command Eagle Command Griffin Command Hawk Command Horse Dismiss Darkness Elemental Dismiss Fire Elemental Shield Sunspear (1 use) Sunspear*  <u>Spirit Magic</u> Befuddle Disruption Extinguish Farsee Fire Arrow Fire Weapon Ignite Light Lightwall  Subcults: Arraz ☉: Call Subordinates Raibamus ☉: City Harmony	Fight Disease Remove Curse Resurrect Sunripen  <u>Spirit Magic</u> Coordination Heal
Cult Spirits	Death Spirits	Fire Spirits Small Fire Elementals Medium Fire Elementals (Shamans) Large Fire Elementals* Light Spirits Loyal Passion Spirit	Fertility Spirits
Associates	Yelmalio ☉ Cats's Eye, Ernalda III Heal Body, Chalana Arroy III Restore Health, Dendara III Regrow Limb, Ourania III Inspiration, Dayzatar ☉ Star Sight, Polaris ☉ Starbright, Vrimak ▼ Speak to Bird, Lkankor Mhy Y Truespeak, Entekos ☉ Decrease Wind, Grain Goddess ⚡ Bless Crops, Hyalor ☉ Summon Horse, Lodril ☉ Firespear, Lokarnos ☉ Coin Wheel, Oslira ✎ Control Flood, Red Goddess , Shargash ⚡ Thunderbolt, Irrippi Ontor ☉ Clairvoyance		

Pavis Quest

<b>Yelmalio</b>	○	Y
	<p><b>Aspect: Spear</b></p> <p>Catseye Cloud Clear Command Hawk Defender Against Monsters Dismiss Darkness Elemental Enchant Gold* Sunbright</p> <p><u>Spirit Magic</u> Detect Gold Lantern Light Lightwall Seek Sun Dome</p> <p>Subults: Monrough: Sun Shield</p>	<p><b>Aspect: Shield</b></p> <p>Unbreakable Line</p> <p><u>Spirit Magic</u> Coordination Farsee Repair</p>
	Cult Spirits	Light Spirits
Associated	Ernalda ✕ Bless Crops, Aldrya ✕ Heal Body, Yelm ○ Shield, Yelm ○ Sunspears (One Use), Ourania III Inspiration, Polaris ○ Starbright, Vrimak ▼ Speak to Bird, Hyalor ○ Summon Horse, Yelorna ○ Shooting Star, Hwarim Dalthippa ⊕ Aegis	

<b>Yelorna</b>	⊙	†
	<p><b>Aspect: Riding</b></p> <p>Only 1-point Common Rune Spells, No Warding</p> <p>Dismiss Darkness Elemental Dismiss Fire Elemental Shooting Star Silver Track Star Wards</p> <p><u>Spirit Magic</u> Ignite Detect Gold Detect Silver Light</p> <p><u>Unicorn Riders</u> Fire Arrow Lightwall Shimmer</p>	<p><b>Aspect: Bravery</b></p> <p>Only 1-point Common Rune Spells, No Warding</p> <p><u>Spirit Magic</u> Multimissile Speedart</p>
	Cult Spirits	Light Spirits Unicorn Spirits
Prohibited	Mace skill, Bludgeon, Darkwall, Extinguish	
Associates	Ourania III Inspiration, Polaris ○ Starbright, Aldrya ✕ Heal Body, Ernalda, Oregaria, Yelmalio ○ Catseye, Ernalda III Restore Health, Orogeria III ⊕ Gather Hunters, , Hwarim Dalthippa ⊕ Aegis	


Pavis Quest






<b>Ygg</b>	<b>ᚷ</b>	<b>†</b>	<b>ᚿ</b>
	<b>Aspect: Gymnastics</b>	<b>Aspect: Bravery</b>	<b>Aspect: Water Life</b>
	Dismiss Air Elemental Increase Wind Shield Windwalking  <u>Spirit Magic</u> Dispel Magic Fanaticism Heal Protection	<u>Spirit Magic</u> Bladesharp Demoralize	
Cult Spirits	Air Spirits Medium Air Elemental  Subcult: Wavebeater: Medium Water Elemental	Death Spirits	Movement Spirits
Associates	Dormal ᚹ Float, Orlanth ᚷ Large Air Elemental, Valind ● Snow		

<b>Yinkin</b>	<b>ᚿ</b>	<b>ᚻ</b>	<b>●</b>
	<b>Aspect: Survival</b>	<b>Aspect: Athletics</b>	<b>Aspect: Perception</b>
	No Common Rune Magic unless listed  <u>Spirit Magic</u> Coordination Mobility	No Common Rune Magic unless listed  Catseye Charisma Claws Heal Wound Identify Scent Sleep Anywhere Squeeze Through  <u>Spirit Magic</u> Detect Life Glamour Heal Silence	No Common Rune Magic unless listed  Divination Spirit Block Soul Sight  <u>Spirit Magic</u> Disruption Slow
Associates	Kero Fin ᚹ Regrow Limb, Orlanth ᚿ Shield, Orogeria IIIᚻ Transform Self (Alynx), Inora ● Protection Against Cold		

## Pavis Quest

### Cults Z

<b>Zebra Founder</b>	 <b>Aspect: Riding</b>  No Common Rune Magic  Call Zebra  <u>Spirit Magic</u> Mobility
Cult Spirits	Zebra Spirit
Special	Spirit Cult

<b>Zola Fel</b>	 <b>Aspect: Survival</b>  No Common Rune Magic except Enchantments Unless Listed  Breathe Air/Water Command Cult Spirit Divination Enchant Quicksilver* Fireshield Find (Substance) Lower or Raise River Purify Water Summon Cult Spirit  <u>Spirit Magic</u> Extinguish Rivereyes  Subcult: The Cleansed One: Remove Chaos Taint	 <b>Aspect: Trident</b>  No Common Rune Magic Unless Listed  Command Cult Spirit Summon Cult Spirit Waterwalk  <u>Spirit Magic</u> Mobility  Subcults Diros  : Propel Boat	 <b>Aspect: Gymnastics</b>  No Common Rune Magic  <u>Spirit Magic</u> Detect Enemies Detect Life Heal
Cult Spirits	Large Water Elementals Naiads River Spirits	Movement Spirits	
Prohibited	Fire Arrow, Fire Weapon, Ignite		
Associates	Diros  Float		



Pavis Quest

<b>Zong</b>	†	III
	<b>Aspect: Athletics</b>  Sureshot  <u>Spirit Magic</u> Disruption Multimissile Speedart	<b>Aspect: Survival</b>  Beastmaster Draw Beast  <u>Spirit Magic</u> Detect Life Detect Traps Farsee Mobility Silence Slow
Cult Spirits	Animal Spirits	

<b>Zorak Zoran</b>	●	†	⚔
	<b>Aspect: Athletics</b>  Enchant Lead* Fear  <u>Spirit Magic</u> Darkwall Demoralize Detect Enemy Dullblade Extinguish Protection	<b>Aspect: Bravery</b>  Berserker Command Ghost Command Skeleton Command Zombie Create Revenant Create Skeleton Create Zombie Crush Seal Wound Sever Spirit (One-Use)  <u>Spirit Magic</u> Bludgeon	<b>Aspect: Persuasion</b>  <u>Spirit Magic</u> Demoralize Dullblade Fanaticism  <u>Amanstan</u> Fire Arrow Fire Weapon Ignite
Cult Spirits	Darkness Spirits Large Darkness Elemental	Cruel Passion Spirits Death Spirits Hatred Spirits	Disorder Spirits  Subcult: Amanstan ⚔ Fire Spirits Large Fire Elemental
Associates	Kyger Litor ● Darksee, Storm Bull †☞ Face Chaos, Xiola Umbar III Healing Trance, Jakaleel Summon Ghost		

## Chaos Magic

### Learning Chaos Magic

A character with the Chaos rune or who is an initiate of a lunar new god and has a moon phase may be able to use Chaos magic. This costs 4 XP. This can be done at any time by calling on the power of chaos and results in the character being tainted by chaos and is a kind of chaos feature. It can be used to perform any of the Chaos Functions listed. Some named NPCs with these runes can use chaos magic at the referee's discretion. Other than for illuminates calling on the power of chaos is very risky and even for illuminates caution is required.

### Cost

Using Chaos Magic costs Power Points.

### Duration

Where chaos magic has a duration it lasts for 5 minutes (30 turns).

### Touch or Range

If a chaos magic is Touch the caster must be adjacent to the target if it is Ranged they must be in line of sight and within 80 squares.

### Rune

Chaos magic uses the character's Chaos rune or moon phase.

### Dispelling Chaos Magic

If it is being dispelled chaos magic counts as a spell with a cost equal to its PP.

### Additional Effects of Major Failures and Fumbles

When Chaos Magic gets a Major Failure it has a random effect rolled on the following table:

D12	Random Chaos Magic
1	Roll Twice
2	Reverse effect. Double effect for a Fumble or tripple for a Disaster when the effect is reversed. When swapping powers a Major Failure = Success, Fumble = Major Success. <ul style="list-style-type: none"> <li>• Chaos Weapon as Warp Weapon</li> <li>• Dissolve Magic reversed i.e. puts extra reinforcement into the magic.</li> <li>• Twist Spirit repairs all Power Drain on the spirit. If it has no Power Drain then it ignores the next 2 Power Drain in receives. On a fumble it ignores the next 2 Power Drains and repairs all Power Drain or if it has no Power Drain ignores the next 4 Power Drains. On a disaster it ignores the next 4 Power Drains and repairs all Power Drain or if it has no Power Drain ignores the next 8 Power Drains.</li> <li>• Knit Flesh: reversed = causes hursts and wounds instead of healing them.</li> <li>• Terror as Rage.</li> <li>• Rage as Terror.</li> <li>• Speed as Trap Victim.</li> <li>• Split Missile targets the attacker.</li> <li>• Trap Victim as Speed.</li> <li>• Warp Flesh as Knit Flesh.</li> <li>• Warp Weapon as Chaos Weapon.</li> </ul>
3	Reverse target. If the magic was aimed at an enemy it has its effect on the caster or if aimed at the caster it works on an enemy instead regardless of range. For a Fumble the effect is doubled and for a Disaster it is trippled as well.
4	Warping occurs. If the magic was cast on an ally or object owned by them they are warped. Otherwise it is the caster or one of the caster's objects. The warping should match the spell used. These effects will be hard to get rid of, extremely hard for a Fumble or almost impossible for a Disaster.
5	A weird chaotic effect appears. The caster and everyone within a last are Stunned. For a Fumble it is a large blast and for a Disaster a massive blast.

## Pavis Quest

D12	Random Chaos Magic
6	A magical explosion occurs. The caster is in the centre of the explosion which deals the caster's augmented rune in fire damage like a physical agent. The referee should choose or roll randomly for which type. For a Fumble it is a large blast and for a Disaster a massive blast. The caster can't evade it.
7	The caster flies 2D12 squares in a random direction and ends up prone. For a Fumble the caster falls from this height too and for a Disaster the distance is 2D20 as well.
8	The caster suffers a Hurt or for a Fumble a Hurt and a random Wound or for a Disaster 2 Hurts and two random wounds.
9	The caster suffers D6 Power Drain or for a Fumble 2D6 Power Drain or on a Disaster Soul Blast.
10	The caster is Confused for 10 minutes or on a Fumble Befuddled for 10 minutes or on a Disaster Befuddled for 6 hours.
11	The caster is Blinded for 2 minutes, on a Fumble for 10 minutes or on a Disaster for a day.
12	The caster is Dazed for an hour, on a Fumble for a day or on a Stupified for a day.

In addition if the roll to use chaos magic is a fumble:

- A non-illuminate who was using a moon phase swaps the moon phase for a ☾ and gains a chaos feature.
- A character using a chaos rune takes a Hurt. They cannot use chaos magic again until after the next midnight. They must roll the rune again and on a fumble also gain a chaos feature.
- An illuminate using a moon phase must succeed in a test of difficulty 8 using Knowledge trying once per day of prayer and meditation. If they try to use chaos magic again before completing this process they will count as a non-illuminate and hence risk getting a chaos rune and a chaos feature.

### Chaos Magic Powers

Chaos Magic Power	PP	Range	Effects	Other	Difficulty
Chaos Weapon	1	Touch	The weapon's attack and damage are <b>Augmented</b> .	Duration	4
Dissolve Magic	Var	Ranged	Each point used acts as 2 points of Dispel Magic.		2+2 per point
Knit Flesh	Var	Touch	Every point used heals 2 Hurts. Also Stabilizes a Mortal Wound or cures a Minor Wound. 2 points: Cures a Mortal or Serious Wound inflicted in the last 15 minutes. Whilst injuries are cured, they leave frightful scars.		2+2 per point.
Rage	1	Self	The caster has E3 to weapon attack, damage, and Health, cannot parry and has H2 Gymnastics (Dodge).	Duration	4
Speed	1	Self	The caster has +4 Base Move and their Gymnastics is <b>Augmented</b> .	Duration	4
Split Missile	Var	Touch	When an attack is made with the target missile then the missile is duplicated creating 3 extra missiles per point. The missile is destroyed.	Duration	2+2 per point
Terror	1	Ranged	On a Success the target is Demoralized and on a Major Success they are also Routed.	Duration	Attack Spell: Bravery
Trap Victim	1	Ranged	When the target tries to take a Move action it must roll Athletics vs the caster's Chaos Rune. On a failure it can't move and on a major failure it falls. Until it has succeeded in moving it cannot use Gymnastics and has H2 Parry. Any Success ends the magic.		4
Twist Spirit	1	Ranged	On a Success target spirit suffers Power Drain and on a Major Success it is driven off and returned to the spirit plane.		Attack Spell
Warp Flesh	1	Ranged	On a success the target is Hurt and on a Major Success they also suffer a Minor Wound.		Attack Spell: Health
Warp Weapon	1	Ranged	On a Success the weapon is too distorted to be usable but can be Repaired on a Major		Attack Spell if the weapon

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Chaos Magic Power	PP	Range	Effects	Other	Difficulty
			Success is dissolves into a liquid. Doesn't work on enchanted rune metal.		contains a spirit otherwise 5

## Sorcery

### Mastery of a Rune

Using sorcery involves mastering runes. **A sorcerer's mastery of a Rune is not based on their personal runes, nor is it a skill.** Instead, a sorcerer either understands a Rune well enough to manipulate it or does not. Sorcerer's divide Runes into Elemental Runes, Power Runes, and Form Runes. A sorcerer's mastery of a Rune has no personality or psychological implications— sorcery is impersonal and rational. A sorcerer can learn to manipulate both the Illusion and Truth Runes without penalty. Every sorcerer begins play having mastered at least one Rune. The runes that can be mastered for sorcery are as follows. Some runes are connected to other as minor runes or opposites. A character who gains mastery of a rune is familiar with its minor runes and opposites and these can be used for spell but at an increased PP cost:

Rune	Usual Description	Notes
☉	Air	Minor runes ● #
♋	Animal	
●	Black Moon	
♁	Chaos	
†	Death	Opposite ☿
♁	Disorder	Opposite III
☷	Earth	Minor runes ● ☉
♋	Fertility	Opposite †
☉	Fire/Sky	Minor runes # ☷
III	Harmony	Opposite ♁
∴	Illusion	Opposite Υ
♁	Magic	
♁	Man	
☾	Moon	
♁	Movement	Opposite ∴
♁	Plant	
♁	Spirit	
∴	Stasis	Opposite ♁
Υ	Truth	Opposite ∴
#	Water	Minor runes ☉ ☷

### Sorcerous Techniques

Six techniques are used in sorcery: Command, Combine, Separate, Summon, Dispel, and Tap. Like the sorcerous use of Runes, these techniques are not skills. A sorcerer either understands the technique well enough to manipulate it or does not. Four of the six techniques are arranged as two sets of pairs of opposites. Knowledge of one technique in a pair makes the sorcerer familiar with its opposite. The two other techniques, Command and Tap, are implied in all other techniques and therefore anyone mastering one of the other techniques is familiar with them. A sorcerer mastering either of Tap or Command is familiar with all other techniques. The code is used in the spell descriptions.

Technique	Code	Notes
Command	Cm	This technique forces a specific manifestation of a Rune to act in a specific manner in accordance with its nature. Knowledge of Command provides familiarity into all other techniques.

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Technique	Code	Notes
Combine	Cb	This technique forces a specific manifestation of one Rune to combine with that of a different specified Rune. It is the opposite of Separate.
Dispel	D	This technique allows a sorcerer to dismiss specific manifestations of the Rune to the material world. It is the opposite of Summon.
Separate	Sp	This technique forces a specific manifestation of a Rune to remove itself from a different specified Rune. It is the opposite of Combine.
Summon	Sm	This technique allows the sorcerer to call forth specific manifestations of the Rune to the material world. It is the opposite of Dispel.
Tap	T	This technique allows a sorcerer to transform the manifestation of a Rune into raw energy that the sorcerer can use. Knowledge of Tap provides familiarity into all other techniques.

### Mastering New Runes or Sorcerous Techniques

A sorcerer starts by mastering one Rune and one technique as described in PavisQuest Core Rules: Character Generation. The total maximum number of Rune and techniques a sorcerer can master is equal to the average of their Knowledge skill minus 2. Thus, a sorcerer with Knowledge D16 could know up to 7 Runes and techniques in total. To master a new Rune or technique, the sorcerer must achieve intellectual union with the source of their magic. To do this the sorcerer performs a test using either their  $\Delta$ ,  $\mathbb{R}$ ,  $\Phi$  phase or their lowest other rune with a difficulty of 7. If successful, the sorcerer must spend 2 XP to master the Rune or technique. Only one attempt can be made per season. Once a Rune or technique has been mastered, it cannot be unmastered.

### Learning Sorcery Spells

Sorcery spells can only be learned by sorcerers. A character who is a sorcerer starts with a spell they gained from their school. A character can learn further spells using training and practice (See PavisQuest: Core Rules). The more points a spell has the harder it is to learn. A character who is learning one of the spells of their school can pay for training or do private research on the cult's spells. Alternatively, a character may be able to find another sorcerer who knows a spell and is willing to provide training. A character can also look for ancient scrolls, old libraries, inscriptions and any other sources for spells. The referee can build these into adventures. All kinds of spells both know currently or long forgotten can be found in this way.

### New Spells

A sorcerer can create new spells combining Runes and techniques already mastered. To create a new spell, a player needs to work with the referee to describe the intended effects of the new spell, what its point cost should be, what the impact of additional intensity should be, etc. In general, a 1-point sorcery spell is weaker than a comparable 1-point spirit magic spell and significantly less than half as strong as a comparable 1-point Rune point spell. The referee has final authority as to the description of the new spell. Developing and learning the uses training and practice like learning an existing spell but is more difficult.

### Spells in Mind

A character can have a number of points of Spirit Magic or Sorcery spells in mind at once equal to their Memory. A character can have any number of other spells available and it takes an hour to swap from one to another in mind.

### Manipulating Spells

A sorcerer can manipulate spells up to the limit of their **Free Intelligence**. This is the difference between the maximum number of spirit and sorcery spells they can have in mind (Memory) minus the number they actually have.

### Intensity

The intensity of a spell measures its strength, range, and duration when cast. All sorcery spells have an automatic intensity of 1 in each of these parameters, at no additional cost. The intensity of a spell can be increased with additional PP. For each increase in the intensity of the spell, the caster can increase one of these categories by 1 level. Unless otherwise specified in the spell description, it costs 1 additional PP to increase the intensity of a spell by one level; or double the amount of PP if it uses a Rune or technique that the sorcerer has not mastered and is only familiar. The total increase in intensity of a spell can't exceed the sorcerer's Free Intelligence.

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### Strength

All sorcery spells have a basic level of strength of 1; each additional level of intensity may add to the strength of the spell and increase its basic effect. The effects of strength are described in the spell and sometime use the following dice value.

Intensity	Cost	Strength	Average Strength
1 (base)	0	D6	4
2	1	D8	5
3	2	D10	6
4	3	D12	7
5	4	D14	8
6	5	D16	9
7	6	D18	10
Each +1	+1	+1	11

### Range

All sorcery spells have a basic range of 10 squares; each level of intensity added to the effect of the spell increases that range. The caster must be able to physically or magically perceive— or otherwise know—the precise location of a target.

Intensity	Cost	Range
1 (base)	0	10
2	1	40
3	2	100
4	3	200
5	4	400
6	5	1 km
7	6	2 km
8	7	3 km
9	8	5 km
10	9	10 km
11	10	20 km
12	11	50 km
13	12	100 km

### Duration

All sorcery spells have a basic duration of 5 minutes; each level of intensity added to the effect of the spell increases that duration.

Intensity	Cost	Range
1 (base)	0	5 minutes
2	1	15 minutes
3	2	1 hour
4	3	12 hours
5	4	1 day
6	5	3 days
7	6	1 week
8	7	2 weeks
9	8	4 weeks
10	9	1 season
11	10	2 seasons
12	11	1 year
13	12	2 years
14	13	4 years
+1	+1	Double

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## Spell Cost

The cost of the spell is PP depends on the number of runes and techniques it uses. Each mastered rune or technique is ½ a PP. Each unmastered rune or technique is 1 PP. Round the result up. Runes or techniques with which the caster is unfamiliar can't be used at all.

## Casting Time

Sorcery is slower than other kinds of magic and cannot be cast as a Bonus or Reaction.

## Sympathetic Magic

A sorcerer can use sympathetic magic to increase their chance of casting a spell. A sorcerer spell is easier if casting a spell at Rune-appropriate times and places. Bonuses are determined at the time of casting the spell.

### Time

<b>Sorcery Day Modifiers</b> Freezeday: ● E1, □ H1 Waterday: ✎ E1, ☉ H1 Clayday: □ E1, ☿ H1 Windsday: ☿ E1, ✎ H1 Fireday: ☉ E1, ● H1 Wilday: E1 if no elemental rune Godday: None	<b>Sorcery Week Modifiers</b> Week Power Rune: E1, Week Opposite Rune: H1	<b>Sorcery Season Modifiers</b> Sea Season: ✎ E1, ☉ H2 Fire Season: ☉ E1, ● H2 Earth Season: □ E1, ☿ H2 Dark Season: ● E1, □ H2 Storm Season: ☿ E1, ✎ H2
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### Place

**Minor Rune Association:** Places with a noticeable but minor association with a particular Rune get E1. For example, suitable places are the site of a murder for the Death Rune, a field ready to be harvested for the Earth Rune, a road for the Movement Rune, a shrine or minor temple to a god of that Rune, etc.

**Major Rune Association:** Places with a major association with a particular Rune get E2. For example, suitable places are a recent battlefield for the Death Rune, a harvest festival for the Fertility Rune, the caldera of an active volcano for the Fire Rune, a major temple to a god of that Rune, etc.

**Great Rune Association:** Places with a great association with a particular Rune get E3. These are places where mythological events involving that Rune took place. For example, suitable places are Stormwalk Mountain for the Air Rune, Ezel for the Earth Rune, Yuthuppa for the Fire/Sky Rune, etc.

## Sorcery Spells

### Difficulty

Unless a spell says otherwise the difficulty of the spell depends on the PP spent on it:

Difficult = Cost + Intensity +2.

A Major Success with a sorcery spell adds 1 intensity unless the spell notes otherwise. Where a spell is listed as an Attack Spell instead it uses the Strength of the spell against the magical resistance of the target.

### Strength of Non-Sorcery Spells

Some sorcery spells are resisted by the average strength of another spell. For non-sorcery spells their strength is their PP cost or 2 x their RP cost. Look up their average strength on the sorcery strength table. This is generally PP or RP x 2 +3.

## Lunar Cycle

Sorcery Spells using the ☉ rune are influenced by the cycle of the Red Moon as follows:

- Full moon or glowspot: all PP cost is halved, and this also makes spells, in effect, easier to cast.
- Half moons or glowline: spells have normal cost.
- Crescent moons: all PP cost x 1½ and this makes spells, in effect, harder to cast.
- Dead or Dying moons: all PP cost x2 and this makes spells, in effect, harder to cast.

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### Sorcery Spell List

On the following table Ru = Runes and Tech = Techniques. A rune marked V varies – see the spell's text.

Name	Ru	Tech	Description	PP	Notes
Accelerate Healing	Ƶ	Cm	This spell doubles the target's healing rate for the duration of the spell. At strength 2 it increases the target's healing rate to be three times its normal rate, at strength 4 it increases it to be four times its normal healing rate, at strength 6 it is five times the normal rate, and so on.	1	Ranged, Duration
Animate Dead	†Ƶ	Cb Cm	At strength 1 animates up to a Size -1 corpse as a skeleton or zombie. Each point of spell strength adds 1 size. The sorcerer normally needs enough spell strength for the corpse's entire size though it is possible to animate just a corpse's arm, head, etc. Each turn the caster can use an action to give the skeleton or zombie a simple command such as telling it to move to a location it can see or follow something. Left to its own devices it just moves towards the nearest non-undead creature and attacks it.	2	Ranged, Duration
Attract Magic	Ƶ	Cm	Causes any other ranged spells cast in its area of effect to be diverted to affect the target of the spell, regardless of the original intended target. Once cast, the Attract Magic spell's range is centred on the target. The recipient of the diverted spells must be a valid target of the spell in question. For example, if the target is not visible to the spellcaster or in range the target cannot attract the spell. When a spell is cast that could be diverted the Attract Magic Spell uses its strength against the average strength of the spell. If the Attract Magic gets a Success the spell is diverted. If two Attract spells would both affect a given magical attack, the higher-strength spell checks first to see if it succeeds. If two spells of equal strength compete, the one nearer to the target checks first.	1	Ranged, Duration
Attract Missile	Ƶ	Cm Cb	Causes any missiles that pass through its area of effect to be diverted to affect the target of the spell, regardless of the original intended target. Once cast, the Attract Missile spell's range is centred on the target. The recipient of the diverted spells must be a valid target of the missile in question. For example, if the target is not visible to the shooter or in range the target cannot attract the missile. When a missile is shot that could be diverted use the strength of the Attract Missile. The missile resists with its average damage (treat each H1 damage as -1 and E1 as +1). If the Attract Magic gets a Success the missile is diverted. If two Attract spells would both affect a given missile, the higher-strength spell checks first to see if it succeeds. If two spells of equal strength compete, the one nearer to the target checks first.	2	Ranged, Duration



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Name	Ru	Tech	Description	PP	Notes
Attract Spirits	⌘	Cm	Causes any spirits capable of spirit combat in its area of effect to be diverted to affect the target of the spell, regardless of their original intended target. Once cast, the Attract Spirits spell's range is centred on the target. The recipient of the diverted spells must be a valid target of the spirit. When a valid spirit starts its turn in the area use the strength of the Attract Spirit vs the Magical Resistance of the spirit. And on a Success the spirit is diverted. If two Attract spells would both affect a given spirit, the higher-strength spell checks first to see if it succeeds. If two spells of equal strength compete, the one nearer to the target checks first.	1	Ranged, Duration
Banish (Otherworld Creature)	V	Di	This is a group of spells which banish a named kind of otherworldly creature. If the caster knows the true name of the target the strength of the spell is augmented.		Ranged, Attack Spell
Bind Chaos Demon	⚡	Cm	Creates a Binding Enchantment to hold a chaos demon. The strength of the spell must be 9.	2	Touch, Ritual, Enchantment 3 (6 XP)
Bind Elemental	⌘V	Cm	This spells applies to different kinds of elements. The variable rune is the elemental rune of the elemental. Creates a Binding Enchantment to hold a specific kind of elemental. The strength of the spell must be 6.	2	Touch, Ritual, Enchantment 2 (4 XP)
Bind Spirit	⌘	Cm	Creates a Binding Enchantment to hold a disincorporate spirit. The strength of the spell must be 3.	2	Touch, Ritual, Enchantment 1 (2 XP)
Boon of Kargan Tor	†	Sm	The target weapon's damage is equal to the strength of the spell instead of its normal damage.	1	Touch, Duration
Call Cold	●	Sm	This spell causes the temperature within a radius equal to the range to fall. Every 2 strength decreases the temperature by one level (see PavisQuest Core Rules): sweltering to hot to temperate to freezing to frigid.	1	Ranged, Duration
Call Light	⊙	Sm	This spell causes light within a radius equal to the range. One strength is twilight. 4 strength is light.	1	Ranged, Duration
Call Moonlight	⊙	Cm	This spell creates a glow. Strength 1 is twilight. 4 is light.	1	Ranged, Duration
Calm Water	≠III	Cb	This spell reduces water speed and turbulence. If successful, the waters within range are soothed into a placid, mirror-like surface. Additionally, the speed the water moves (usually because of river flow or tides) within range is reduced by 0.5 knots per level of spell strength.	2	Ranged, Duration, Concentrate
Castback	⚡	Cm Cb	If an attack spell gets a Failure, Major Failure or Fumble against the target of the Castback spell and the strength of that spell is (in PP for spells other than sorcery with RP counting double) is equal or less than that of the Castback, the offensive spell is bounced back at the caster. If both target and caster have Castback, the spell may ricochet back and forth until it finally affects a target.	2	Ranged, Duration

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Name	Ru	Tech	Description	PP	Notes
Commune With (Planet)	⊙	Cm	There are seven known versions of this spell, each associated with a specific planet. A sorcerer's must have Knowledge (Astronomy) at skilled or better to use this. When cast, this spell enables the caster to know the exact location of the planet specified in, even if the planet is not visible because of cloud-cover or is currently in the Underworld. Each planet is associated with one or more Runes. For every 3 points of Strength, the caster gains +1 in that Rune or Runes for the duration of the spell and E1 to casting sorcery spells with that rune. While the spell is in effect, the sorcerer needs to look in the general direction of the planet to get the benefit of the spell. The planets are: Mastakos ʀOƆ, Lightfore OY, Entekos ƆO, Lokarnos ʀO, Twinstars O⊙, Shargash †OƆ, Artia O†ʋ.	1	Self, Ritual, Duration
Conflagration	⊙	Su	Fills a target square with magical fire. See PavisQuest: Core Rules - Fire and Light for details. The damage of the fire is equal to the strength of the spell. The fire stays where it is for the duration but can spread as normal fire if suitable fuel is ignited.	1	Ranged, Duration
Create Hallucination	∴	Cb	This spell creates an illusion sensible only to the target of the spell. The target perceives what the caster wishes but this effect is entirely mental so whilst a fire can cause pain it does not cause physical damage. Each point of strength allows the caster to effect one of the target's senses: vision, hearing, touch and taste. The strength in each sense is determines the effect as in each of Create Image, Create Odour, Create Sensation, Create Sound and Create Taste.	1	Ranged, Duration, Concentrate, Attack Spell
Create Image	∴⊙	Cb	This is the spell of creating illusionary images. The strength of an illusion determines its opacity and size. Each point of strength creates a solid-looking 1 cube in size. Alternatively, the caster can create a larger, but increasingly transparent illusion. At twice the volume it is translucent, at four times coloured but transparent and at eight times barely visible. The caster can use an action to change the image or to move it up to 12 squares.	2	Ranged, Duration, Concentrate

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Name	Ru	Tech	Description	PP	Notes
Create Odour	::6	Cb	<p>This is the spell of creating illusionary odours. The odour is the same for all species and can be used to fool any creature. The source of the odour is in a single cube though it can be smelt further way than that like a normal odour. Each extra strength can be used to make the source a cube bigger or to increase the intensity of the odour:</p> <ol style="list-style-type: none"> <li>1: Water after rainfall</li> <li>2: A rose or fresh-cut wheat</li> <li>3: Frying onions or cloying perfume</li> <li>4: Burning oil</li> <li>5: Fresh skunk oil</li> </ol> <p>A create odour stronger than an ambient scent can be used to mask it (an undead being, for example, might use some stronger scent to cover the stink of its corruption.) An odour weaker than an ambient scent can be used to modify or alter it, such as transforming the smell of cut oak wood into the smell of cut cedar wood. Foul odours can be used offensively. If a foul odour is created than anyone starting their turn in a small blast of the source or a large blast if the strength is 5+, must roll Health vs the average strength or be Disabled. Save at the start each round until the target succeeds after which no further rolls are required. The caster can use an action to change the odour or to move it up to 12 squares.</p>	2	Ranged, Duration, Concentrate
Create Sensation	::□	Cb	<p>This is the spell of creating illusionary sensations. Each strength of this spell creates 5 kg of solid matter up to 1 cube in size. So 5 kg spread through a cube is something lacking much density but if concentrated into a smaller volume it can be as strong as bronze. For an illusion with substance to do damage the target must be hit with the illusion (such as being hit with an illusory sword. The illusion does damage equivalent to the item (and size) of the subject of the illusion. The substance can be used as a framework to put other illusions on. The caster can use an action to change the sensation or to move it up to 12 squares.</p>	2	Ranged, Duration, Concentrate
Create Sound	::●	Cb	<p>This is the spell of creating illusionary sounds. Each point of strength increases the loudness of the spell's effects. If the sound is complicated the caster needs to concentrate whilst creating it for the length of the sound but can then let it loop. The volume depends on the strength:</p> <ol style="list-style-type: none"> <li>1. Normal breathing, rustling grass and leaves, muffled conversations</li> <li>2. Conversations at normal volume</li> <li>3. A busy town centre</li> <li>4. Crashing waves, a raucous tavern full of people and music</li> <li>5. A lion's roar, crashing waves</li> <li>6. Thunderclap, collapse of a castle wall, rockslide</li> </ol>	2	Ranged, Duration, Concentrate

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Name	Ru	Tech	Description	PP	Notes
Create Taste	∴□	Cb	This is the spell of creating illusionary tastes. This spell causes 5 kg of a substance to assume a taste created by the caster. Strength can be used to increase the quantity of the substance or the strength of the flavour. <ol style="list-style-type: none"> <li>1. Mild flavours, like lettuce or water.</li> <li>2. Moderate flavours, such as apples or grilled pork</li> <li>3. Strong flavours like hot peppers, ginger, fresh onion, pepper and horseradish.</li> <li>4. Very strong flavours like red hot chilli.</li> </ol>	2	Ranged, Duration, Concentrate
Create Wall of Flames	⊙	Cm	Creates a wall of flames in 4 adjacent squares. The flames deal fire damage equal to the strength. Each strength over 1 adds 2 squares to the size. The wall is stationary but may ignite fuel nearby.	1	Ranged, Duration, Concentrate
Dampen Damage	†	D	Requires a strength equal to the target weapon's Damage as shown on the Weapon's Table (PavisQuest: Core Rules). E.g. a Dagger is 1 and a Greatsword is 5. The weapon's Damage becomes -1. So instead of the Greatsword being +5 it would be -1.	1	Ranged, Duration, Concentrate
Disappear	∴⊙	Cm Cb	This spell makes the target invisible by creating the illusion of transparency. Works on a Size -2 target and each strength adds 1 to the Size. The subject of the spell cannot be detected with vision or night vision and remains unnoticed unless they wish to draw attention to themselves or are detected by magic. If the target attacks with a missile or melee weapon, or with magic, they become visible after they attack and become invisible again at the start of their next turn unless they are engaged by an enemy at that point.	2	Ranged, Duration, Concentrate
Discern (Constellation)	⊙	Sm	A sorcerer must have Knowledge (Astronomy) at Skilled or better to use this spell. When cast, this spell enables the caster to know the exact location of the constellation specified in that version of the spell, even if the constellation is not visible because of sunlight or cloud-cover or is currently in the Underworld. Each constellation is associated with one or more Runes. For every 3 points of strength, the caster gains +1 in that Rune or Runes for the duration of the spell and E1 for casting sorcery spells using that rune. While the spell is in effect, the sorcerer needs to look in the general direction of the constellation to get the benefit of the spell. Not all constellations have an Irrippi Ontor spell associated with it: Bagog ♡●▽✱, Hunter †III O, Ice Palace ●⊙, Kalikos ○△, Lorion ✎♯, Rausa ○†, Sword Stars Y†, Theya ○X, Young God X○†.	1	Self, Ritual, Duration
Distracting Glamour	⊙	Cm	This spell effects all within a 4 square radius. On a Success the spell causes them to become distracted: for every 2 points of Strength (round down), all skill rolls made by the victim are H1.	1	Ranged, Duration, Attack Spell

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Name	Ru	Tech	Description	PP	Notes
Dominate (Humanoid)	⌘	Cm	This is an assortment of spells, each tied to a single species of humanoid creature with the ⌘ Rune. To cast a Dominate spell at the correct species requires a spell strength of at least a quarter the target's current PP. Casting a Dominate spell at the wrong species (but still humanoid) requires a spell strength equal to or half of the target's PP. Example: Dominate Human requires strength 4 to affect a human with 8 PP, while Dominate Centaur requires at least strength 8 to affect that same human. On a Success the target falls under the caster's domination and will obey the caster but won't harm itself deliberately or perform exceedingly repugnant actions contrary to its cult and culture. It will attack allies Unless for example it is a Chalana Arroy cultist) but not close family members. On a Major Success it will do anything which is short of suicidal.	1	Ranged, Duration, Concentrate, Attack Spell
Dominate (Animal)	♣	Cm	This is an assortment of spells, each tied to a single species of animal with the ♣ Rune. To cast a Dominate spell at the correct species requires a spell strength of at least a quarter the target's current PP. Casting a Dominate spell at the wrong species (but still an animal) requires a spell strength equal to half the target's PP. On a Success the target falls under the caster's domination and will obey the caster.	1	Ranged, Duration, Concentrate, Attack Spell
Dominate Chaos Demon	♠	Cm	This spells works on a chaos demon with the ♠ Rune drawn from the Chaosium via the Hellgate. To cast a Dominate spell at the demon requires a spell strength of at least a quarter the target's current PP. On a Success the target falls under the caster's domination and will obey the caster. A being inside a binding enchantment cannot resist this spell, and only 1 level of strength need be used regardless of the being's magic points.	1	Ranged, Duration, Concentrate, Attack Spell
Dominate (Chaos Monster)	♠	Cm	This is an assortment of spells, each tied to a single species of non-intelligent chaos monster with the ♠ Rune. To cast a Dominate spell at the correct species requires a spell strength of at least a quarter of the target's current PP. Casting a Dominate spell at the wrong species (but still a chaotic monster) requires a spell strength equal to half the target's PP. On a Success the target falls under the caster's domination and will obey the caster.	1	Ranged, Duration, Concentrate, Attack Spell
Dominate (Darkness Demon)	●	Cm	This is an assortment of spells, each tied to a single type of darkness demon with the ● Rune. To cast a Dominate spell at the correct spirit requires a spell strength of at least a quarter the target's current PP. Casting a Dominate spell at the wrong type of darkness demon requires a spell strength equal half the target's PP. On a Success the target falls under the caster's domination and will obey the caster. A being inside a binding enchantment cannot resist this spell, and only 1 level of strength need be used regardless of the being's magic points.	1	Ranged, Duration, Concentrate, Attack Spell

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Name	Ru	Tech	Description	PP	Notes
Dominate (Spirit)	⌘	Cm	This is an assortment of spells, each tied to a single type of spirit with the ⌘ Rune. To cast a Dominate spell at the correct spirit requires a spell strength of at least a quarter the target's current PP. Casting a Dominate spell at the wrong type of spirit requires a spell strength equal half the target's PP. On a Success the target falls under the caster's domination and will obey the caster. A being inside a binding enchantment cannot resist this spell, and only 1 level of strength need be used regardless of the being's magic points.	1	Ranged, Duration, Concentrate, Attack Spell
Dominate (Elemental)	V	Cm	This is an assortment of spells, each tied to a single type of elemental. The variable rune is that of the elemental. To cast a Dominate spell at the correct elemental requires a spell strength of at least a quarter of the target's current PP. Casting a Dominate spell at the wrong type of elemental requires a spell strength equal to half the target's PP. On a Success the target falls under the caster's domination and will obey the caster. A being inside a binding enchantment cannot resist this spell, and only 1 level of strength need be used regardless of the being's magic points.	1	Ranged, Duration, Concentrate, Attack Spell
Drain Soul	Ⓡ	D	On a Success this spell instantly lowers the target's PP by 1D3. Each extra strength makes the D +1. E.g. 2 Strength is D4. A target reduced to 0 PP falls unconscious.	1	Ranged, Attack Spell
Enhance Intelligence	⊙	Su	Every 3 Strength of the spell increases the target's Memory by 1 to a maximum of 21. Unless new spells are learned this therefore increases Free Intelligence.	1	Touch, Duration
Finger of Fire	⊙⌘	Cb	This spell takes an existing flame and extends it, moving it around like a tendril of fire within the range of the spell. The caster can use 4 strength to make an additional tendril. The tendril goes in a straight line from the caster to its end point which can be no further from the caster than the range. The caster can use an action to move the end of a fire tendril up 12 squares. Each tendril can only be moved once per turn. Anyone who starts their turn in one of the squares of the tendril takes fire damage equal to the strength of the spell.	2	Touch, Duration, Concentration
Geomancy	□Y	Sm	The spell helps locate a desired thing or entity upon a symbolic representation of an area within range. This could be a map, painting of a location, or even marks in the dirt or a crude charcoal sketch. The caster uses a stick, pendulum, or even a finger and must state what they are trying to locate on the map. If successful, they learn the corresponding location on the map to where the thing or entity currently is, if the thing or entity is currently somewhere that corresponds to a location on the map and is within the range of the spell.	2	Ranged, Concentration
Hasten Vessel	⌘#	Cb	This spell increases the speed of a water-borne vessel by 2 kph per level of spell strength.	2	Ranged, Duration, Concentration

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Name	Ru	Tech	Description	PP	Notes
Identify Otherworld Entity	Y $\times$ or Y $\Phi$	Cm	This spell provides information about a specific spirit, discorporate or embodied, within the range of the spell. Discorporate spirits are located at the material location that corresponds most closely to their place in the Spirit World. The caster must ask a specific question about the spirit—such as the nature, identity, true name, genealogy, comparative power, or abilities of the spirit. If successful, the gamemaster gives an answer of up to seven words per point of spell strength.	2	Ranged, Attack Spell
Identify Spell	Y $\times$ or Y $\Phi$	Cm	Allows the caster to identify a spell and can be cast on the subject of a spell or upon a spell being cast (though due to the time to cast sorcery spells, it is usually only good for spells being cast over longer periods of time). The strength of the Identify Spell use gives the caster more information about the spell it is directed at: <ol style="list-style-type: none"> <li>1. General category of the spell (i.e., sorcery, Rune, spirit magic, etc.).</li> <li>2. Points in the spell.</li> <li>3. The spell's name.</li> <li>4. The spell's full description, if the spell is unknown to the caster.</li> </ol>	2	Ranged
Ignite Water	$\Theta$ $\#$	Cb	Targets a cube of water. If the strength of the spell gets a Success against the resistance of the water (13) the water is ignited. It burns with damage equal to the strength for the duration. Whilst it burns it may spread to neighbouring cubes of water. See PavisQuest: Core Rules.	1	Ranged, Duration
Logical Clarity	Y	D	This spell immunizes the subject to the effects of the Madness spell and other causes of insanity. They cannot be influenced by the Persuasion skill or Leadership & Oratory skills. The target is immune to the conditions Uncertain and Routed. The target's personality traits are also ignored.	1	Ranged, Duration
Logician	Y	Su	This caster has E1 Knowledge per level of spell strength. The caster's personality traits are also ignored.	1	Self, Duration
Mend Flesh	III $\Sigma$	Cb	This spell targets an injury according to strength: <ol style="list-style-type: none"> <li>1. Heals a Hurt or Stabilises a Mortal Wound</li> <li>2. Heals a Minor Wound</li> <li>3. Heals a Serious Wound inflicted in the last 15 minutes</li> <li>4. Heals a Mortal Wond inflicted in the last 15 minutes</li> <li>5. Heals a Serious Wound</li> <li>6. Heals a Mortal Wound</li> </ol> <p>The spell can reattach severed limbs (if the severed part is present and joined to the wound) and even repair maimed limbs. Wounds healed with this spell bear no scars.</p>	2	Ranged
Moonfire	$\Theta\Theta$	Cb Sm	For the duration of the spell, crimson fire falls from the sky in a 3 square radius. For every 3 points of strength, the radius of the affected area is doubled. Anyone in the area at the start of their turn takes fire damage equal to the strength.	2	Ranged, Duration, Lunar, Concentration

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Name	Ru	Tech	Description	PP	Notes
Move Across Water	☞	Cb	This spell permits a creature or vehicle to travel across the surface of a body of water as if it were solid land for the duration of the spell. For each point of spell strength, one additional being or vehicle may move across the water.	2	Ranged, Duration, Concentration
Neutralize Armour	△	D	This spell is cast upon a weapon. When the weapon strikes home the strength of the spell is rolled vs. the strength of the target's armour points (Armour +3). If the spell succeeds, the enemy's armour does not protect against that blow. The Neutralize Armor spell's strength must be at least half that of the armour in question. If the spell's strength is twice or more the armour points, the spell automatically bypasses armour. Casting Neutralize Armor on a bow is useless, unless the bow itself is used to physically strike a foe. It can be cast on individual arrows though.	1	Ranged, Duration
Neutralize Magic	℞ or ⊕	D	This spell neutralizes a target spell with duration if it overcomes the average strength of the target spell and on a Success it is neutralized. The Neutralize Magic spell's strength must be at least half that of the spell in question. If the spell's strength is twice or more the target spell's strength, the spell automatically neutralizes the target spell. A spell that has been neutralized has no effect for the duration of the Neutralize Magic spell. If the spell's duration exceeds that of the Neutralize Magic spell, it has effect when the Neutralize Magic spell has expired.	1	Ranged, Duration
Neutralize (Rune)	℞ or ⊕	D	This spell protects its target against Rune magic associated with a specific Rune. Any Rune spell of that Rune cast upon a person or thing protected must overcome this spell's average strength using its rune and get a Success before affecting the target.	1	Ranged, Duration
Neutralize Spirit Magic	⊗	D	This spell neutralizes all the spirit magic cast at or already affecting its target. The strength of spirit magic is total PP of all spirit magic spells on the target. Roll the strength of this spell vs the average strength of the target spells and on a Success all are dispelled. This spell continues to Neutralize Spirit Magic cast against its target for its full duration or until it gets a failure against a spell cast. So it works on a spell as it is cast.	1	Ranged, Duration
Open Seas	☞	Cm	It must be cast each time the ship weighs anchor or casts off and lasts until it next lowers the anchor or ties up. If the spell fails, then the moment the ship leaves sight of land, the Closing reaffirms itself and brings catastrophe to the vessel. All open-seas sailors everywhere in Glorantha know this ritual or else have an expert on the ship that knows it. Otherwise, blue water sea travel would be impossible. This spell can be cast by non-sorcerers as long as they have been taught it.	1	Ritual, Duration: special



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Name	Ru	Tech	Description	PP	Notes
Pierce Vale	Yr or YΦ	Cb	This spell only affects the caster; the spell's range is how far the caster sees with the spell. The caster can perceive every entity in range with PP. They can see the exact amount of PP in everything perceived, up to three times the spell's strength. Anything over that is just "greater than the spell can quantify." At close range (within a few 2 squares), the spell perceives if a PP source is regenerating or non-regenerating. Thus, the spell could distinguish a power crystal from a spirit bound in a power crystal, or the living from the undead. The caster can perceive the presence of magic with duration. The spell does not provide any lighting and the caster's ability to perceive is limited by the normal ability to see something. Thus, the spell requires additional light in darkness, cannot see through opaque material, etc.	2	Ranged, Duration
Power Point Enchantment	R or Φ	Cm	Each point of this enchantment (2 XP) allows the enchanted item to store 3 PP, determined when the spell is complete. These stored PP can power or boost spells by anyone who can use the item. PP stored in enchanted items do not regenerate on their own but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one turn to store 1 PP in an enchanted item. The strength of the spell is 2 per XP.	1	Touch, Ritual, Enchantment
Protective Circle	R or Φ	Cm	This spell creates a magic framework on which other spells can be cast. The circle's radius is equal to 1/10 of its range. None of the spells cast on the Protective Circle can have a higher strength than the Protective Circle. The circle is immobile on whatever it has been cast—if cast on something mobile (for example, a ship's deck), the circle moves with it. Spells cast on the circle by anyone within it become part of it and protect everyone within. For example, Neutralize Spirit Magic defends everyone within against spirit magic; Neutralize Fire Rune defends everyone against fire-based Rune spells, etc. Attack spells cast on the Protective Circle are triggered when an appropriate target enters the circle. They attack using their strength or that of the circle whichever is lower. If the circle is reinforced (to overcome protective magic) the attack spell is reinforced too.	2	Ranged, Duration
Preserve item	Δ	Cm	One level of spell strength is needed per ENC of the target item. The preserved item gets a bonus of +1 to make saves and remains in the same state of repair as when the spell was cast: armour remains shiny, clothing is unsoiled, and a room stays clean and tidy.	1	Touch, Duration

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Name	Ru	Tech	Description	PP	Notes
Reveal Rune	Y	Cm	Identifies the strongest Rune of the target and its approximate value. Each additional level of strength reveals the next strongest Rune, etc. For this spell on a Major Success give the exact value and on a Success the referee should secretly roll a D6 to see the result returned: <ol style="list-style-type: none"> <li>1. 2 too low</li> <li>2. 1 too low</li> <li>3. Correct</li> <li>4. Correct</li> <li>5. 1 too high</li> <li>6. 2 too high</li> </ol>	1	Ranged
Reverse Water Adaptation	≠	Se	If the target creature can breathe in water in can now breathe air or vice-versa.	1	Ranged, Duration
Rogue Wave	≠ I	Cb	This spell creates a wave in water powerful enough to damage a boat or ship. The wave can continue to batter its target until the spell expires. The wave does its strength in damage to solid things like sea walls or jetties and its strength E2 to things that can move like boats. For creatures it makes them make Water Life rolls of with difficulty equal to its average strength to avoid being washed away or pulled under.	2	Ranged, Duration, Concentration
Solace of Our Goddess	⊕	Cm	The target cannot be Enthralled by a vampire. They are immune to the conditions Befuddled and Confused. The target also ignores their personality traits.	1	Ranged, Duration
Solace of the Logical Mind	Y	Cm	The target cannot be Enthralled by a vampire. They are immune to the conditions Befuddled and Confused. The target also ignores their personality traits.	1	Ranged, Duration
Speak to Mind	Y*	Cm	This spell allows the caster to speak mind-to-mind with a target. Each level of spell strength allows one more person to be in contact with the caster. The thoughts to be transmitted must be whispered and the listeners hear the message in their minds in the language whispered. Knowledge of spells cannot be transmitted. Speak to Mind does not create an open link between the spell caster's communicants.	2	Ranged, Duration Concentration,
Spirit Warding	⊗	D	This spell provides its target with protection against spirit combat. Each strength of the spell gives the target E1 to resist in spirit combat.	1	Ranged, Duration
Steal Breath	⊖	T	This spell allows the caster to tap air. This is attacking the air itself. The difficulty is increased by 6 to represent this. This means that at Intensity 1 the spell's difficulty is 9. The caster destroys 8 cubes of air and converts it into 6 PP. Each strength of the spell adds 8 cubes and 6 PP. The caster can have up to 2 x normal PP whilst the spell is active (this is the Duration in this case) but any in excess of normal PP are lost when the spell ends. PP gained can be stored in PP Enchantments and crystals. Use of this spell causes outrage amongst air cultists, air spirits, Malkoni and Aeolians. It marks the caster as an evil sorcerer to all these and the sorcerer will be attacked by all these creatures if they can. Also air spirits in the area are likely to report the caster's crimes to air temples.	1	Touch, Duration, Difficulty +6

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Name	Ru	Tech	Description	PP	Notes
Stop Vessel	△#	Cb	This spell decreases the speed of a water-borne vessel by 2 kph per level of spell strength.	2	Ranged, Duration, Concentration
Summon (Otherworld Creature)	V	Sm	<p>This is a group of spells which summon a named kind of otherworldly creature to the caster. The player informs the gamemaster what kind of entity the sorcerer is summoning and the spell strength of the summons. If the caster knows a specific entity's true name, that entity may be summoned. If the sorcerer is summoning an elemental, the player also must also state the size of the elemental desired (small, medium, or large) and what spell strength the spell is. The sorcerer must have enough of the appropriate substance available from which the elemental can form its body. If the sorcerer lacks enough material (for instance, water for a water elemental), then the summons automatically fails. If the spell is summoning an elemental there is a cost in strength depending on its size:</p> <ul style="list-style-type: none"> <li>• Small Elemental: 2</li> <li>• Medium Elemental: 4</li> <li>• Large Elemental: 6</li> </ul> <p>If the creature being summoned is embodied there is a cost depending on its size. If the caster does not know the size of the creature (for example a chaos demon of variable size) and not enough strength is used the spell fails:</p> <ul style="list-style-type: none"> <li>• Size -1 or lower: 2</li> <li>• Each +1 Size: +1</li> </ul> <p>Disembodied entities have no extra strength cost. Any extra strength after the cost for embodied creatures goes into the XD of the entity. Read the extra strength from the Strength table. If the spell succeeds, the result depends on whether the caster knows the true name of the entity (typically by having successfully summoned that specific entity before, or using sorcery like Identify Otherworld Entity, or consulting old sorcerous records that might list the true name of some entities). If the caster knows the true name, the entity appears and obeys the caster for the duration of the spell. If the caster does not know the true name of the entity summoned, the caster must use their sorcerous rune against the magical resistance of the entity. On a Success the entity obeys the caster for the duration of the spell (including telling the caster its true name). If that fails, the entity is hostile to the caster and everyone near the summoning. Depending on the relative strengths of the entity and the summoner (and depending on its nature), the gamemaster should decide whether the being attempts to attack the summoner, flees and remains in the Mundane World, or if it attempts to return to its native otherworld. A controlled entity can be placed in a suitable binding enchantment.</p>		Ranged, Ritual, Concentration

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Name	Ru	Tech	Description	PP	Notes
Tap Body of Animal	▼	T	This spells allows the caster to tap the Size of a living animal (with a ▼ rune). Size cannot be reduced below -3. The difficulty is increased by magical resistance. The caster destroys 1 Size of a living thing per 3 strength of the spell converting it into 6 PP. The caster can have up to 2 x normal PP whilst the spell is active but any in excess of normal PP are lost when the spell ends. PP gained can be stored in PP Enchantments and crystals. Use of this spell causes outrage amongst most cultures. Spirits associated with the thing that was tapped may report the caster's crimes to the appropriate temples.	1	Touch, Duration
Tap Body of Humanoid	✱	T	This spells allows the caster to tap the Size of a living humanoid creature (with a ✱ rune). Size cannot be reduced below -3. The difficulty is increased by magical resistance. The caster destroys 1 Size of a living thing per 3 strength of the spell converting it into 6 PP. The caster can have up to 2 x normal PP whilst the spell is active but any in excess of normal PP are lost when the spell ends. PP gained can be stored in PP Enchantments and crystals. Use of this spell causes outrage amongst most cultures. Spirits associated with the thing that was tapped may report the caster's crimes to the appropriate temples.	1	Touch, Duration
Tap Body of Plant	†	T	This group of spells allows the caster to tap the Size of a living plant (with a † rune). The difficulty is increased by magical resistance. The caster destroys 3 Size of a living thing per strength of the spell converting it into 6 PP. The caster can have up to 2 x normal PP whilst the spell is active but any in excess of normal PP are lost when the spell ends. PP gained can be stored in PP Enchantments and crystals. Use of this spell causes outrage amongst most cultures. Spirits associated with the thing that was tapped may report the caster's crimes to the appropriate temples.	1	Touch, Duration
Tap Sea	≠	T	This spell allows the caster to tap a volume of a water. The difficulty is increased by 6 and by the magical resistance of things that contain spirits to represent. The caster destroys 1 cube of water converting it into 6 PP per strength of the spell. The caster can have up to 2 x normal PP whilst the spell is active but any in excess of normal PP are lost when the spell ends. PP gained can be stored in PP Enchantments and crystals. Use of this spell causes outrage amongst most cultures. Spirits associated with the thing that was tapped may report the caster's crimes to water temples.	1	Touch, Duration
Total Recall	Y	Su	With this spell, the target can recall, in perfect and complete detail, a recollection of a previous experience in their life. The number of years in the past is determined by the spell's strength using the Fibonacci sequence: 1, 1, 2, 3, 5, 8 etc. The Duration is the length of the sequence the target remembers. The target mentally relives the period for the Duration.	1	Touch, Duration

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Name	Ru	Tech	Description	PP	Notes
Ward Against Weapons	†	D	The total damage done to a protected creature or object must overcome the average strength of the spell. If the damage gets a Success then the full force of the damage affects the target. If the damage gets a Failure it has no effect on the target.	1	Ranged, Duration

### Spells of Sorcery Schools

These are the spells available from a few sorcery schools. Where a choice of runes exists for a spell the school uses the ones shown.

#### **Lhankhor Mhy: The Torval Fragments Yr**

Enhance Intelligence  
Identify Otherworld Entity  
Geomancy  
Logical Clarity  
Logician  
Reveal Rune  
Solace of the Logical Mind  
Total Recall

#### **Irippi Ontor ☉**

Call Moonlight  
Commune With (Planet)  
Discern (Constellation)  
Distracting Glamour  
Identify Spell  
Logical Clarity  
Moonfire  
Neutralize Magic  
Pierce Vale  
Solace of Our Goddess

#### **The Chaosium Surveyors**

**☉☿**  
Banish Chaos Demon  
Bind Chaos Demon  
Dominate Chaos Demon  
Dominate Dragon Snail  
Dominate Gorp  
Dominate Jack-o-Bear  
Dominate Walktapus  
Summon Chaos Demon

#### **The Purifiers ☉☉**

Bind Fire Elemental  
Call Light  
Conflagration  
Create Wall of Flames  
Dominate Fire Elemental  
Finger of Fire  
Summon Fire Elemental

#### **The Entropic Alchemists ☉**

Identify Spell  
Neutralize Magic  
Neutralize Rune  
Power Point Enchantment  
Protective Circle

#### **Sisters of the Veil ☉☿**

Create Hallucination  
Create Image  
Create Odour  
Create Sensation  
Create Sound  
Create Taste

#### **The Moon Gazers ☉**

Banish Lune  
Bind Lune  
Call Moonlight  
Dominate Lune  
Summon Lune

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### Lunar Magic

Lunar Magic is only possible for initiates of the Red Goddess. The character gets the following skills at Familiar (Fa). These can be improved through training and practice. These skills allow the character to manipulate spirit magic spells. Like sorcery the number of points of manipulation allowed is equal to **Free Intelligence**. This is the difference between the maximum number of spirit and sorcery spells they can have in mind (Memory) minus the number they actually have. Each point of Lunar magic used costs 1 PP. When manipulating magic use the poorest of the skills used on a single spell and try to get a Success in a test with difficulty 2+2/point of manipulation.

Skill	Vs Difficulty (2+2/point of manipulation)
Major Success	The manipulation is successful. PP Cost of the whole spell including the manipulation is reduced by 1.
Success	The manipulation is successful. The cost of the spell and the manipulation is paid.
Failure	The manipulation fails. The spell is still cast normally unless out of range. The cost of the magic manipulation isn't paid.
Major Failure	The manipulation fails but ½ the cost of the manipulation rounded up must be paid. The same lunar magic skill or skills can't be used again on this spell unless either a HP is spent or an hour of study is spent considering the issue.
Fumble	The manipulation fails but the cost of the manipulation must be paid. The same lunar magic skill or skills can't be used again on this spell unless either a HP is spent or an hour of study is spent considering the issue.

The Lunar Cycle effects what can be done with Lunar magic as follows:

- Full moon or Glow Spot: can use full Free Intelligence on each skill.
- Half-moons or Glowline: standard.
- Crescent moons: only one skill per spell can be used.
- Dead or Dying moons: can't be used.

Lunar Magic Skill	Result
Amplify	For a variable spells adds the number of points of lunar magic used to the points of the spell. The maximum is double the points. So, a Bladesharp 3 could be turned into a Bladesharp 6. With none variable spells the effects vary as listed below. Any non-variable spell not listed can't be amplified.
Combine	Allows multiple spells to be cast with a single action. Each extra spell costs 1 point.
Distance	Each point adds 60 squares to the range of a ranged spell.
Prolong	Each point adds 10 minutes to the duration of a spell with a duration.

Spell	Amplify Effect
Befuddle	Each point of Amplify makes the save the victim needs to roll over to shake off the effects of the spell E1 to max of 10.
Coordination	Each point of Amplify adds another E1.
Darkwall	Each point of Amplify increases the Darkwall's length by 8 squares and height by 3 squares.
Demoralize	Each point of Amplify makes the victim's penalties H1.
Disruption	Every 2 points of Amplify makes the spell cause an extra Hurt on a Success.
Fanaticism	Each point of Amplify makes the target's attack E2 and Gymnastics (Dodge) H2.
(Elemental) Arrow	Each points of Amplify makes the damage E2.
(Elemental) Weapon	Each points of Amplify makes the damage E1.
Glamour	Each point of Amplify increases the bonus by E1.
Light	Each point of Amplify increases the radius by 7 squares.
Lightwall	Each point of Amplify increases the Lightwall's length by 7 squares and height by 3 squares.
Mobility	Each point of Amplify increases the target's Base Move by 2.
Slow	Each point of Amplify reduces the target's Base Move by 2 to a minimum of 0 and on a Major Success gives an extra H1 Gymnastics.
Speedart	Each point of Amplify gives H2 attack and damage.
Strength	Each point of Amplify gives another H1 Athletics.

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Spell	Amplify Effect
Vigor	Each point of Amplify adds another H1 Health.

