

# *Guardians of Utaemia*

## *Magician Abilities and Spells*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Magician

Magicians delve into the very heart of magic. They seek to understand the boundaries of the arcane mysteries that be. They are adept at magical travel such as transporting goods and others to other places, constructing replicas of self or others and mingling the elemental magics that be. They are the more combative source of casters of all the crafts, meaning that many of their spells are focused upon defense and offensive combat situations.

## Prerequisites:

1. Seeker Abilities: "Magical Prowess"

# Armor (Spell)

Increases the defense of a creature.

Prerequisites: None.

Modification Point cost: 10

Area of Effect: One creature

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: This spell will increase the defense of a creature by 1 point per 2 levels of the caster.

Hand movement: One hand.

Healing: None.

Immunities: Animated, Dead, and Gaseous creatures are not effected.

Maximum adjustment: +20

Notes: None.

Range: 1 space (5')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5 spell-points will not regenerate while this spell is in effect upon self, or another. It can be cast multiple times upon separate targets, but the caster will have to wait until the spell wears off to begin regenerating his or her spell-points.

Susceptibilities: None.

Value: Scroll: 7,000 white-gold / Spell-rune: 70 white-gold

# Candle-glow Eyes (Spell)

Creates a candle-like luminescence within the eyes of the caster, allowing sight in the darkness.

Prerequisites: None.

Modification Point cost: 4

**Area of Effect:** Caster only. This will illuminate the space the caster is in and one more space out directly in front of him or her.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 3 hours.

**Effect time:** Instant.

**Explanation:** Candle-glow Eyes will create a candle-like luminescence within the eyes of the caster, allowing sight in the darkness. This spell will create an effect similar to the holding of one small candle out in front of you.

**Hand movement:** Two hands. Caster will cover his or her eyes as this spell is cast.

**Healing:** None.

**Immunities:** This spell will not counter darkness spells.

**Maximum adjustment:** None.

**Notes:** This spell will create a soft glow in the eyes of the caster. Note that this can reveal a caster in the dark, as his or her eyes will glow.

**Range:** Caster only.

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 300 white-gold / **Spell-rune:** 3 white-gold

# Dart (Spell)

Casts a finger-sized shard of what appears to be light from the caster's forefinger.

Prerequisites: None.

Modification Point cost: 6

Area of Effect: One target.

Avoidance-roll: None. Dart is considered as a hurled weapon (-30 to evade).

Casting time: 1 turn (5 seconds)

Damage: 1-D6 per level of the caster.

Duration: Instant.

Effect time: Instant.

Explanation: When Dart spell is cast the caster must point at the intended target. This spell will release a thin, finger-sized shard of what appears to be light from the caster's forefinger.

Hand movement: One hand. Point at intended target.

Healing: None.

Immunities: Gaseous and Spirit creatures.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: + 1-D10 damage added per spell-point added in above the initial cost spell.

Value: Scroll: 6,000 white-gold / Spell-rune: 60 white-gold

# Descry (Spell)

Enables the Magician to be able to utilize a descrying device (i.e., crystal ball).

Prerequisites: None.

Modification Point cost: 14

**Area of Effect:** The destination of what the caster wishes to see. The area that will be revealed = 1 space (5'), and the ring of spaces directly surrounding that space.

**Avoidance-roll:** None.

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Permanent as long as the caster is not touched or startled (if caster is interrupted, a successful avoidance-roll vs. “Mental attack” must be rolled, or magician will lose concentration and the vision of what he or she sees).

**Effect time:** 10 turns (50 seconds)

**Explanation:** When the magician casts this spell, he or she will be able to link a descrying device (i.e., Crystal Ball). By doing this the caster will be able to utilize this device to its fullest potential. See: "Crystal Ball" in the Treasure Book for complete details.

**Hand movement:** None.

**Healing:** None.

**Immunities:** Anti-location Amulet will stop the Descry from probing a person.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Caster must have a Crystal Ball in hand.

**Resting time:** 1 turn (5 seconds) for every turn that an image is presented to the magician through a descrying device (i.e., crystal ball).

**Special:** None.

**Spell Preparation:** Caster must be calm and collected (mentally).

**Spell-points to cast:** 7

**Susceptibilities:** None.

**Value:** Scroll: 14,000 white-gold / **Spell-rune:** 1,400 white-gold



# Dimension Travel (Spell)

Enables the Magician to take self and others into a different dimension.

Prerequisites: All "Transport" spells must be known.

Modification Point cost: 100

Area of Effect: 3 spaces (15') out in all directions

Avoidance-roll: If unwilling, a successful avoidance-roll vs. "Magic" will resist the effects of this spell.

Casting time: 20 turns (100 seconds).

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This powerful magic will take the magician, as well as other creatures and objects within the "Area of Effect", into a different dimension depicted by the caster.

The caster can take one other creature and/or object per 5 levels advanced. If there is another magician present who also possesses this spell, both can stand, facing each other as the spell is cast. If this is done, both their levels will be combined as if they are one caster (thus more creatures can be effected).

Objects that are smaller than 60 lbs. will automatically be taken without counting as a person or object.

See: "Spell Preparation".

Hand movement: Two hands.

Healing: None.

Immunities: Banished Creatures cannot be effected by the power of this spell.

Magic-Resistance and Magic-Protections can negate this spell's effect upon a creature or object.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: 24 hours.

Special: None.

Spell Preparation: The magician must have certain components in order to cast Dimension Travel successfully. the following are the dimensions and the components the caster must have on his or her person when casting this spell:

## Dimension: Needed component to successfully Dimension Travel:

**Acid:** White Ilk Gem. When Dimension Travel is cast, the White Ilk Gem will be consumed.

**Air:** Airshian Gem. When Dimension Travel is cast, the Airshian Gem will be consumed.

**Dream:** Enchanted Item, "Hiskakk Ring". When Dimension Travel is cast, the Hiskakk Ring will be consumed.

**Earth:** Three spell-scrolls are needed for this as follows: "Earth Energy", "Earth Rune" and "Earth Tap". When Dimension Travel is cast, all three scrolls will be consumed.

**Fire:** Flamebrand Gem. When Dimension Travel is cast, the Flamebrand Gem will be consumed.

**Forlorn:** Enchanted Item, "Avoidance Talisman". When Dimension Travel is cast, the Avoidance Talisman will be consumed.

**Forsaken:** Enchanted Item, "Fortune Stone". When Dimension Travel is cast, the Fortune Stone will be consumed.

**Substance:** Flesh Gem. When Dimension Travel is cast, the Flesh Gem will be consumed.

**Water:** Water Crystal Gem. When Dimension Travel is cast, the Water Crystal Gem will be consumed.

Spell-points to cast: 50

Susceptibilities: Unconscious creatures cannot avoid this spell.

Value: Scroll: 1,000,000 white-gold / Spell-rune: 100,000 white-gold

# Disguise (Spell)

Makes you look like another.

Prerequisites: None.

Modification Point cost: 10

Area of Effect: One target.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 hour (720 turns) x your level.

Effect time: Instant.

**Explanation:** Disguise will cloak the target within the appearance of another, or some thing else, changing and altering appearance to a specific desire. This shape cannot be over twice the caster's, or object's, size, or under half size.

Any person that inspects a person or item under the power of Disguise, if they are suspicious of a disguise, can pit Mental-strength vs. the caster's Mental-strength (and win) to see through the Disguise.

Hand movement: Two hands.

Healing: None.

Immunities: Creatures of illusion can see through this spell on a successful Avoidance-roll vs. "Awareness"

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / Spell-rune: 100 white-gold

# Distortion (Spell)

Causes your image to shift rapidly, increasing the defense.

Prerequisites: None.

Modification Point cost: 30

Area of Effect: Caster only.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

**Explanation:** This spell will actually shift the caster back and forth in the same space rapidly. The effects of Distortion are so fast that the magician will appear to blur before the eyes of others. If the caster is struck physically, there will be a 2% chance x his or her level that it will pass through with no harm done. Even the enchantments of a physical weapon strike will not take hold.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: 50%

Notes: None.

Range: Caster only.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 30,000 white-gold / Spell-rune: 300 white-gold

# Feather Supplies (Spell)

Causes provisions to weigh much less than normal.

Prerequisites: None.

Modification Point cost: 4

Area of Effect: 100 Lbs. of provisional weight per level of the caster.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: When the magician casts this spell, non-living matter will decrease in weight by 90%. Thus a 100LB. object would weight 10LBS. after having Feather Supplies cast upon it.

Hand movement: Two hands.

Healing: None.

Immunities: This spell will not work on living matter.

Maximum adjustment: None.

Notes: Question: Can I cast this spell on a body? Answer: If it is more than three days since death, yes.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: Must have supplies at hand to cast this spell upon.

Spell-points to cast: 2 While this spell is in effect, the used spell-points will not begin to regenerate.

Susceptibilities: None.

Value: Scroll: 4,000 white-gold / Spell-rune: 40 white-gold

# Invisibility (Spell)

Magician can become invisible.

Prerequisites: None.

Modification Point cost: 60

Area of Effect: One target.

Avoidance-roll: None. See: “Special”

Casting time: 6 turns (30 seconds)

Damage: None.

Duration: 1 hour (720 turns) x your level.

Effect time: Instant.

Explanation: This spell will render the caster, or caster’s target invisible to the naked eye.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: 3 hours.

Notes: None.

Range: 1 space (5') per 10 levels of the caster.

Resting time: 5 turns (25 seconds)

Special: If the caster attacks, the spell will diminish to a minimum for the “Duration”, thus others can see the caster on a successful “Awareness Check” (your Awareness will be the % chance (roll your % chance or below to succeed). An attacker will have a -60 to strike and to defend.

Spell Preparation: Expendable spell component. The caster must have 1 hand-sized, flawless, crystal. In hand to cast this spell. This component will be consumed when Invisibility is cast.  
This spell will age the caster 1 moon (30 days) for when this spell is cast.

Spell-points to cast: 30 While this spell is in effect, the used spell-points will not begin to regenerate.

Susceptibilities: None.

Value: Scroll: 600,000 white-gold / Spell-rune: 6,000 white-gold

# Plane Travel (Spell)

Enables the Magician to take self and others into a different Plane.

Prerequisites: All "Transport" spells and "Dimension Travel" must be known.

Modification Point cost: 140

Area of Effect: 3 spaces (15') out in all directions

Avoidance-roll: If unwilling, a successful avoidance-roll vs. "Magic" will resist the effects of this spell.

Casting time: 20 turns (100 seconds).

Damage: None.

Duration: Instant.

Effect time: Instant.

**Explanation:** This powerful magic will take the magician, as well as other creatures and objects within the "Area of Effect", into a different Plane depicted by the caster.

The caster can take one other creature and/or object per 5 levels advanced. If there is another magician present who also possesses this spell, both can stand, facing each other as the spell is cast. If this is done, both their levels will be combined as if they are one caster (thus more creatures can be effected).

Objects that are smaller than 60 lbs. will automatically be taken without counting as a person or object.

See: "Spell Preparation".

Hand movement: Two hands.

Healing: None.

Immunities: Banished Creatures cannot be effected by the power of this spell.

Magic-Resistance and Magic-Protections can negate this spell's effect upon a creature or object.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: 48 hours.

Special: None.

**Spell Preparation:** The magician must have certain components in order to cast Plane Travel successfully. the following are the Planes and the components the caster must have on his or her person when casting this spell:

## Plane: Needed component to successfully Plane Travel:

**Seven Havens:** Ironese Crystal Gem. When Plane Travel is cast, the Ironese Crystal will NOT be consumed.

**Spirit (EverDark):** 2 Spirit Gems. When Plane Travel is cast, the Spirit Gems WILL be consumed.

**Underworld:** The black ring of the Vahkrin known as the "Vuolg". When Plane Travel is cast, the Vuolg Ring will NOT be consumed.

Spell-points to cast: 70

Susceptibilities: Unconscious creatures cannot avoid this spell.

Value: Scroll: 3,000,000 white-gold / Spell-rune: 300,000 white-gold

# Spellblood (Ability)

Caster has the chance of not using any spell-points when casting a spell.

Prerequisites: None.

Modification Point cost: 80

Ability-points to invoke: 40

Area of Effect: Caster only.

Avoidance-roll: As each spell that is cast, you will attempt to make a successful “Intelligence Check” (your intelligence will be the % chance (roll your % chance or below to succeed). See: “Explanation”.

Damage: Not applicable.

Duration: 24 hours.

Effect time: Always in effect

Explanation: This ability will give the caster a chance of not using spell-points to cast a spell.

Hand movement: Two hands.

Healing: None.

Immunities: Not applicable.

Invoke time: 5 turns (25 seconds). Ability-points used to invoke this ability will not regenerate until the “Duration” is expired.

Immunities: None.

Invoke time: None. This is a passive ability that will naturally invoke if the caster has ability-points to invoke it. See: “Avoidance-roll”.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Susceptibilities:

Value: Scroll: 68,000 white-gold / Spell-rune: 6,800 white-gold

# Tempered Flesh (Spell)

Creates a magical aura that is similar to plated armor special abilities to turn attacks.

Prerequisite: Adventurer spell: “Armor”

Modification Point cost: 20

Area of Effect: One creature

Avoidance-roll: None.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This spell will create a magical aura about the target that is like plate armoring. The temperament of the plate armoring used from the weapons book will be according to the level of the magician as follows:

Level of Magician: Type of plate armoring special abilities to be used:

Level 1-10: Gage-steel plate

Level 11-20: Shank-steel plate

Level 21-30: Krakkin-steel plate

Level 31-40: Earthen-steel plate

Level 41-50: Admontanium-steel plate

Level 51-60: Krannik-steel plate

Level 61-70: Starr-steel plate

Level 71-80: Mystical-steel plate

Level 81+: Koar-steel plate

See: Plate Armors in the “Weapons Book” for details on special abilities to turn specific attacks.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Koar-steel plate special abilities.

Notes: None.

Range: Touch.

Resting time: The following are the resting times based on which armor will be cast upon a target:

Gage-steel plate: 1 turn (5 seconds)

Shank-steel plate: 2 turns (10 seconds)

Krakkin-steel plate: 3 turns (15 seconds)

Earthen-steel plate: 4 turns (20 seconds)

Admontanium-steel plate: 5 turns (25 seconds)

Krannik-steel plate: 6 turns (30 seconds)

Starr-steel plate: 7 turns (35 seconds)

Mystical-steel plate: 8 turns (40 seconds)

Koar-steel plate: 9 turns (45 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 150,000 white-gold / Spell-rune: 1,500 white-gold



# Transport (Adept) (Spell)

Magically transports the caster and others to another location.

Prerequisite: Trade-Skill: “Alchemy” and Adventurer spell: “Transport (Self Projection) and

Transport (Provisional)”.

Modification Point cost: 80

**Area of Effect:** 1space (5') + all the spaces surrounding that space.

**Avoidance-roll:** None. If a creature does not wish to be transported, it must leave the “Area of Effect” in order to escape from being transported.

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This spell will take the caster, and others within the “Area of Effect”, to a location that he or she has been to before (this includes items as well).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** There is no range as to the distance this spell will transport the caster and others, but he or she cannot transport to another dimension or plane. In other words, if this spell is cast on the earthen plane, the caster can only travel within the earthen plane. If this spell is cast in the underworld, the caster can only travel within the underworld.

**Resting time:** 10 turns (50 seconds)

**Special:** There will be an 01% chance that a miss-transport will occur. If this happens, go to the Treasure Book and look up the Enchanted Item: “Ring, Transport” for rulings and specifics on miss-transport.

**Spell Preparation:** None.

**Spell-points to cast:** 40

**Susceptibilities:** None.

**Value:** Scroll: 900,000 white-gold / **Spell-rune:** 9,000 white-gold

# Transport (Mastery) (Spell)

Magically sends others to another location.

Prerequisite: Trade-Skill: “Alchemy” and Adventurer spell: “Transport (Self Projection),

Transport (Provisional)” and “Transport (Adept)”.

Modification Point cost: 90

**Area of Effect:** 1space (5') + all the spaces surrounding that space.

**Avoidance-roll:** None. If a creature does not wish to be transported, it must leave the “Area of Effect” in order to escape from being transported.

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This spell will send others within the “Area of Effect”, to a location that the caster has been to before (this includes items as well).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** There is no range as to the distance this spell will transport others, but others cannot be transported to another dimension or plane. In other words, if this spell is cast on the earthen plane, the caster can only send another within the earthen plane. If this spell is cast in the underworld, the caster can only send another within the underworld.

**Resting time:** 10 turns (50 seconds)

**Special:** There will be an 01% chance that a miss-transport will occur. If this happens, go to the Treasure Book and look up the Enchanted Item: “Ring, Transport” for rulings and specifics on miss-transport.

**Spell Preparation:** None.

**Spell-points to cast:** 45

**Susceptibilities:** None.

**Value:** Scroll: 1,100,000 white-gold / **Spell-rune:** 11,000 white-gold

# Transport (Provisional) (Spell)

Magically teleports non-living items to another location.

Prerequisite: Trade-Skill: “Alchemy” and Adventurer spell: “Transport (Self Projection)”.

Modification Point cost: 70

**Area of Effect:** 1space (5') + all the spaces surrounding that space.

**Avoidance-roll:** None.

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This spell will take non-living provisional type items with the caster to a location that he or she has been to before. The caster CANNOT transport ANYTHING to a place he or she has not been too. There is no exception to this ruling.

Living creatures cannot be transported by the power of this spell. If a creature has been placed within an item, like a box, or a magical storing device, that item will be left behind.

If an item has sentient intelligence of its own, this spell will NOT send it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Living creatures and sentient items (or an item that can think for itself and / or communicate independently).

**Maximum adjustment:** Not applicable.

**Notes:** Question: Can I Transport a body with this spell? Answer: If it is more than three days since death, yes.

**Range:** There is no range as to the distance this spell will send items, but items cannot be sent to another dimension or plane. In other words, if this spell is cast on the earthen plane, items can only be sent within the earthen plane. If this spell is cast in the underworld, items can only be sent within the underworld.

**Resting time:** 10 turns (50 seconds)

**Special:** To transport items, the caster must have previously touched each an every piece (a bag of salt needs only to be handled, not the salt itself).

There will be an 01% chance that a miss-transport will occur. If this happens, go to the Treasure Book and look up the Enchanted Item: “Ring, Transport” for rulings and specifics on miss-transport.

**Spell Preparation:** See: “Special”

**Spell-points to cast:** 35

**Susceptibilities:** None.

**Value:** Scroll: 500,000 white-gold / Spell-rune: 5,000 white-gold

# Transport (Self Projection) (Spell)

Magically transports the caster to another location.

Prerequisite: Alchemy

Modification Point cost: 60

Area of Effect: Caster only.

Avoidance-roll: None.

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

**Explanation:** This spell will take the caster to a location that he or she has been to before. The caster CANNOT transport ANYTHING with him or her, and cannot transport to a place he or she has not been too. There is no exception to this ruling.

Non-living items cannot be transported by the power of this spell. See: “Transport (Sending)”.

Hand movement: Two hands.

Healing: None.

Immunities: All else but the caster him or herself.

Maximum adjustment: Not applicable.

Notes: None.

**Range:** There is no range as to the distance this spell will transport the caster, but he or she cannot transport to another dimension or plane. In other words, if this spell is cast on the earthen plane, the caster can only travel within the earthen plane. If this spell is cast in the underworld, the caster can only travel within the underworld.

Resting time: 10 turns (50 seconds)

**Special:** There will be an 01% chance that a miss-transport will occur. If this happens, go to the Treasure Book and look up the Enchanted Item: “Ring, Transport” for rulings and specifics on miss-transport.

Spell Preparation: None.

Spell-points to cast: 30

Susceptibilities: None.

Value: Scroll: 700,000 white-gold / Spell-rune: 7,000 white-gold