

Guardians of Utaemia

Spiritualist 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.

Spiritualist

These spell-caster deal directly with spirits, poltergeists, phantoms and all other forms of spiritual natured creatures.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"

Astral Barrier (Spell)

Hold at bay any and all phantoms and/or astral creatures

Modification Point cost: 20

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

Avoidance-roll: Pit Mental-strength vs. each of your foe's Mental-strength and win to succeed as keeping them out of the "Area of Effect".

Casting time: 1 turn (5 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: Spiritualist can hold at bay any and all phantoms and/or astral creatures while within the Area of Effect.

Hand movement: Two hands.

Healing: None.

Immunities: Only spiritual and astral creatures can be held at bay by the power of this spell.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10 Spell-points used to cast this spell will not begin to regenerate until the "Duration" of the spell has expired.

Susceptibilities: None.

Value: Scroll: 200,000 white-gold / **Spell-rune:** 2,000 white-gold

Astral Sight (Spell)

See unseen spiritual creatures.

Modification Point cost: 16

Area of Effect: 1space (5') x your awareness.

Avoidance-roll: None.

Casting time: 4 turns (20 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: This spell will empower the vision of the caster to see spirits and astral creatures, should they be present.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 8

Susceptibilities: None.

Value: Scroll: 160,000 white-gold / Spell-rune: 1,600 white-gold

Exorcism (Spell)

Removes a spirit possessing another creature or object.

Modification Point cost: 40

Area of Effect: One creature or object.

Avoidance-roll: Pit Mental-strength vs. the spirit's Mental-strength and win to succeed in removing an spirit from a creature or object.

Casting time: 4 turns (20 seconds)

Damage: None. If the caster fails to Exorcize a spirit, it will possess him or her.

Duration: Permanent.

Effect time: 1 turn (5 seconds) in which time the spirit will cry with a loud voice, cursing the Spiritualist (yet its curses will be in vain).

Explanation: Above all rulings on this spell, there will be a 1% chance per level of the caster that the exorcism will work instantly and without pitting Mental-strength.

This powerful magic will remove a spirit from possessing another creature. Once a possessing spirit is successfully exorcized, it must leave.

The danger in attempting this is that, if the Shaman fails in the contest of mental-strength against the spirit, he or she will be an open target for the spirit to possess. It will be strictly up to the G.M. if the spirit possessing another will attempt to inhabit the Spiritualist, for if it fails to do so, it must then leave.

If the Spiritualist becomes possessed, the spirit will no longer be in possession of the creature or object.

Hand movement: Two hands.

Healing: Only that the possessing spirit is removed.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 4 turns (20 seconds)

Special: None.

Spell Preparation: See: "Range".

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 400,000 white-gold / **Spell-rune:** 4,000 white-gold

Reveal Spirit (Spell)

Reveals unseen spirits.

Modification Point cost: 20

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

Avoidance-roll: avoidance-roll vs. “Faith” will reveal all spirits in the “Area of Effect”

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 minute (12 turns) x your current level.

Effect time: Instant.

Explanation: This spell will reveal to the caster all spirits within the “Area of Effect”. This spell will not show others what the Spiritualist sees, unless the spell is cast on them as well.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster or other.

Resting time: 1 turn (5 seconds)

Special: By casting this spell, there is not created a connection with the spirits one may see. It only allows you to see otherwise invisible spirits.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 200,000 white-gold / **Spell-rune:** 2,000 white-gold

Speak with the Dead (Spell)

Speak personally with a creature that has died.

Prerequisite: “Spirit Detection”

Modification Point cost: 50

Area of Effect: One corpse.

Avoidance-roll: None.

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: 1 minute (12 turns) x your current level.

Effect time: 1-D10 turns (5 to 50 seconds).

Explanation: When you find a corpse, you will cast this spell upon it after touching it. When the “Effect time” has elapsed, the corpse will shift, and then rise, turning to the spiritualist. It will then become a channel to its former spirit. The Spiritualist must know the language of the deceased in order to properly communicate with it. Once Communication begins and ends, the corpse will fall lifeless to the ground once more.

The corpse will not be undead, nor’ alive in any manner; it is merely a channel point for the deceased to speak through.

Hand movement: Two hands.

Healing: None.

Immunities: Undead can make a successful avoidance-roll vs. “Faith” in order to resist this spell. If this avoidance-roll fails, the undead and the Spiritualist will become linked, neither being able to move. What happens to one will happen to the other; there is no escaping this with the exception of powerful magic (i.e., essence magic, wish, etc.).

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 1 turn (5 seconds) per 1 minute (12 turns) of communication with the dead. This will completely drain away all strength from the Spiritualist during the “Resting time” in that the Spiritualist will be helpless as his or her Strength returns.

Special: None.

Spell Preparation: Only that the Spiritualist touches the dead or undead he or she wishes to commune with the dead through.

Spell-points to cast: 25

Susceptibilities: None.

Value: Scroll: 50,000 white-gold / Spell-rune: 500 white-gold

Spirit Detection (Spell)

Detects spirits within the “Area of Effect”

Modification Point cost: 30

Area of Effect: 1space (5') + 1 additional space per level of the caster.

Avoidance-roll: None.

Casting time: 4 turns (20 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: This spell will enable the Spiritualist to feel that there are spirits within the “Area of Effect”. The caster will not see spirits, but will know they are present.

In casting this spell, if there are any spirits within the “Area of Effect” they will also become aware of the Spiritualist.

Hand movement: Two hands.

Healing: None.

Immunities: Only spirits can be detected by the power of this spell.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

Value: Scroll: 130,000 white-gold / **Spell-rune:** 1,300 white-gold

Spiritual Flame (Spell)

Causes a spirit-flame to rise up from the ground, burning spiritual matter.

Modification Point cost: 100

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

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: 1-D6 +1 x the level of the caster.

Duration: 1 turn (5 seconds)

Effect time: Instant.

Explanation: This spell will cause a massive column of white energy, not unlike flames writhing and twisting up into the heavens, to rise up from the earth in a massive, twisting column of beautiful white-fire. Any spirits caught within Spiritual Flame will be burned by it.

Hand movement: Two hands.

Healing: None.

Immunities: Only spirits are effected by this flame, although it is very bright to look upon.

Maximum adjustment: None.

Notes: None.

Range: 20 spaces (100") + 1 space (5') per level of the caster.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 50

Susceptibilities: None.

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

Spiritual Food (Spell)

Feeds the hunger of spirits, pacifying their overwhelming lust for living souls.

Modification Point cost: 30

Area of Effect: One Spirit.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: Spiritual Food will give a spirit, caught up in the insatiable appetite for mortality, peace for the “Duration”, feeding its insatiable hunger for the mortal essence of life.

Hand movement: One hand.

Healing: None. This spell will curb the hunger of a spirit for 24 hours.

Immunities: Only spirits are effected by the power of this spell.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x your awareness.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

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

Summon Spirit (Spell)

Calls up one random spirit to the presence of the caster.

Modification Point cost: 40

Area of Effect: One Spirit.

Avoidance-roll: None.

Casting time: 10 minutes (120 turns)

Damage: None.

Duration: 1 minute (12 turns) x your current level.

Effect time: 3 turns (15 seconds)

Explanation: This spell will call forth one random spirit into the presence of the caster. The problem in doing this is that the Spiritualist can be attacked by the spirit if it so chooses. There are conjurer spells and powers that can protect the caster from such attacks, and it would be more wise to learn these powers before attempting this spell.

Hand movement: Two hands.

Healing: None.

Immunities: Only spirits can be summoned by the power of this spell.

Maximum adjustment: None.

Notes: None.

Range: 3 spaces (15')

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 400,000 white-gold / Spell-rune: 4,000 white-gold

Veil (Spell)

Veils you from the attention of spiritual creatures.

Modification Point cost: 20

Area of Effect: Caster and other targeted creatures if spell-points are added into the initial cost of the spell. See: “Spell-points to cast”

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 minute (12 turns) x your current level.

Effect time: Instant.

Explanation: This spell will veil the caster, or another, from the attention of spirits. This spell must be cast prior to a spirit discovering you, or it will not work. And no movement can be made, or the spell will break.

Hand movement: Two hands.

Healing: None.

Immunities: This spell will only work against spirits.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10 +10 per creature other than the caster.

Susceptibilities: None.

Value: Scroll: 200,000 white-gold / **Spell-rune:** 2,000 white-gold

Wail (Spell)

Caster will wail, possibly driving spirits away.

Modification Point cost: 30

Area of Effect: 1 space (5') x your charisma

Avoidance-roll: Pit Mental-strength vs. Mental-strength against each spirit within the “Area of Effect” and win to drive it away.

Casting time: 4 turns (20 seconds)

Damage: None.

Duration: Spirits that lose against the caster must leave and not come within 100 leagues of the caster for 1 moon (30 days).

Effect time: Instant.

Explanation: The caster will cast this spell and then let out a horrible Wail. This Wail is so awful to spirits that the fear of utter oblivion will fall upon them. They will leave the presence of the caster for the “Duration” of this spell. Once the “Duration” has expired, the spirits will forget who the caster was, thus revenge will not be sought out . . . unless that same spirit behold the caster once again. It is then that they will remember the caster and what he or she did to them.

Hand movement: None.

Healing: None.

Immunities: This spell will only work against spirits.

Maximum adjustment: Not applicable.

Notes: None.

Range: The Wail will originate from the caster.

Resting time: 2 turns (10 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 15

Susceptibilities: None.

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