

Chapter 12: Magic of the Humans

Before the Great War of Shadow, Humans were capable of feats that were the stuff of legend. As the War raged on, Humans began to lose their connections to these remarkable powers. Eventually, they faded completely over time and many began to seek out ways to regain what was once a part of them. During the war there were many groups who had dedicated themselves to certain ideals and beliefs, attracting those of like mind. Many of these groups saw the fading of the powers that bound them, and began to pursue means of recreating the powers that first established the ideals and beliefs of the groups. These groups were often termed cults, due to their secretive and closed natures.

As the Great War of Shadow drew to a close, all of humanity saw a severing of their connections to these powers. Rumors of people having miraculous powers began to surface shortly after, leading these cults to believe that others had discovered the secret. In the years following the Great War, cults rose and fell as fighting between the cults became a common occurrence, each hoping to be the only to possess the powers of the First Age. Many of these cults are now lost in obscurity, forgotten in texts and histories.

In the millennia that followed several cults have survived and even thrived. These cults are divided in to two different groups, those that consider their cult a religion on par with the Redwood Throne and have dedicated themselves at the physical representation of the ideals of their cult, most often called a Totem, and those that follow a moral code and philosophy, but do not consider themselves a religion. These philosophical cults keep physical reminders of their beliefs, but do not claim that it grants them powers, only that it helps to focus their convictions. As time has worn on, many of the cults rely on each other for secrecy and survival. Though their ideals are different, they know that without co-operation, they would cease to exist.

The Redwood Throne considers the religious cults to be heresies, and seeks to root them out at every opportunity. Those that do not claim religious right are not rooted out, but still treated as suspicious and untrustworthy. Only the Ivory Sun has escaped their ire. The Redwood Throne has made overtures to this cult of warrior philosophers, and many have begun to accept the faith of the Redwood Throne as their own. The Unending Sky, a group of Stormcallers from Gaunt has begun to, reluctantly, accept the missionaries from the Throne, at the behest of the Dane.

Not all cultists have access to the blessings, boons, and miracles of the cults. In fact, most do not. Those that are able to invoke the mysteries of the cult are venerated within the cults, and afforded knowledge and responsibilities unknown to the rest of the cult. One must be able to invoke the mysteries of the cult in order to qualify as being Dedicated to the Totem.

Characters may begin play as members of any Mystery Cult. This costs no Character Points. However, to derive any power from the Totems of the cults, they must purchase Totemic Power 1, for the cost of ten (10) character points during Character Creation. This costs twenty (20) character points after Character

Creation, and events must occur in-play before a character may access powers granted by the cult's Totem. Purchasing Totemic Power 1 gives the purchasing character six (6) mana.

Invokers

Cultists that have access to the mysteries of the Totems are known as Those That Invoke the Mysteries, or Invokers. Though very different, the cults have adopted many of the same mannerisms over time. Each cult divides their members into five (5) groups. Those not initiated in the mysteries of the cults are known as Seekers. Each cult has its own, unique, names for the lesser and greater mysteries of the cult. Those that have unraveled the mysteries of the Totems completely are known as Mysteriarchs. In addition, each cult has a ruling body, again unique to the cult.

Invokers address each other by the name of the mystery they have uncovered. For example, Karl is a member of the Spider Lords. He has achieved the fourth mystery of the cult, which is one of the lesser mysteries. Karl would introduce himself as an Invoker of the Hidden Web. Miranda, having achieved the seventh mystery of the Ebon Aspect, one of the greater mysteries, would be introduced as an Invoker of the Fictilus Imperium.

Cult vs. Totem

The words cult and Totem are used interchangeably. The object of worship or dedication within a cult is referred to as a Totem. However, many refer to the cults as Totems as a result of this. The words may be used interchangeably without fear of being incorrect.

Changing Cults

Changing cults during the course of play is possible. Levels of Totemic Power are not bound to a single totem, but are general levels of Totemic access. The course of changing cults is an entirely in-play action. To do so, the character must renounce his ties to the cult, and disavow his devotion to the Totem. To do this, a Guide must be present. At that time, the character loses all access to the powers of his previous cult, though his mana and level of Totemic Power remain. This is likely to anger the character's old cult. The character is unable to access the powers of the new cult until such time as he passes the basic test for the cult, which might not occur for some time, as the cult must first grow to trust him.

The Binding of Realms and Forms

While no one is sure how the Totems were created, one thing for certain is that the Realms of Energy and the Forms of Matter were bound together during their making. Each Totem contains at least one (1) Realm and one (1) Form.

Cult	Realm(s)	Form(s)
Desert Screammers	Fire	Dust
Ebon Aspect	Ice	Earth
Ivory Sun	Fire/Light	Flesh
Light Under the Mountain	Light	Earth
Spider Lords	Shadow	Fluid
Unending Sky	Storm	Aether

Mana Cost

Mana, the mystical energy used to invoke magic, fuels the magic of the Totems. All spells have a mana cost which must be paid at the time of casting. Even if the spell fails, the mana cost must be paid. Exceptions to this rule will be listed clearly in the spell's description. Players are responsible for keeping track of their own mana. Any purchased mana may be used to cast any invocation of the totem to which she has access. An invoker who overspends mana immediately dies as if he suffered a Killing Blow.

Totemic Resets

Cultists have a field on their character card labeled "Totemic Reset Value: #." This number, which is derived by the following formula: $\text{Totemic Reset Value} = (N + (N/2))$, where $N = \text{Totemic Power Level}$, indicates the amount of mana that the character regains when spending a Totemic Reset. This value is rounded up. A cultist may receive up to three (3) Totemic Resets during the course of a single day, two (2) may be performed at no penalty, with the third of the day granting Weak Spirit 1 to the cultist for a period of one (1) month. This is cumulative, and each time a new level of Weak Spirit is gained, the time period starts anew. Resets are performed, once granted, by attending the physical location of the totem and performing the rites appropriate to the cult.

Each totem grants a certain number of Totemic Resets each day. These resets may only be handed out one (1) time per game day, and the number of resets granted depends directly on the number of cultists present during this time. Each totem will have a very distinct way of indicating whether these resets have been used or not. Players found tampering with this mechanism are considered cheating, and will be issued a sportsmanship warning or banned from play.

Resets are only handed out once the appropriate rites have been performed, and the entire group of cultists attending the rites has agreed on how to distribute the resets. There is no time limit to decide this, save that only those who are present benefit from the resets. People who miss the reset granting time may receive resets from those who were present by both parties attending the location of the totem and performing the rites once more. The person who received the resets may then share their resets with the person who did not receive resets. This does not grant additional resets, it just moves them from one cultist to another. This may be done with those present as well, to move resets around, if needed.

Each Totem will have a card present to indicate how many resets are available based on how many people are attending the rites of the totem.

Spell Types

There are two (2) types of spells: Battle spells and Enchantment spells. All spells are defined as being one (1) type, but never both types.

Battle spells generally require the invoker to successfully strike the target of the spell with a spell packet for the spell to take effect. Any spell that does not require this will state so clearly in the spell's description. When casting a spell, the spell packet must leave the invoker's hand within two (2) seconds of completing the spell's verbal component. No packet may be thrown until the spell's verbal component has been completed. Battle spells may only be "touch" cast if the spell specifically requires it.

Enchantment spells require one (1) minute of meditation before being able to invoke the spell, as the energies of a lasting spell take longer to gather and channel. Example meditations are given in the Realm descriptions. Players may change their meditations with approval from the Plot committee.

Packet Color

Cultists invoke from the Realms of Energy and the Forms of Matter. It is impossible to tell which Realm or Form is being invoked and shaped until the incantation occurs and the spell is released. As such, all cultists should use white packets when invoking spells from the Realms of Energy, and red packets when invoking spells from the Forms of Matter. It is clear that these two (2) invocations are different in nature.

Types of Spells

Protective Spells

These spells protect the subject of the spell from certain effects. They can offer protection from anything from Poisons, to weapon strikes, to specific effects. The spell description describes the exact nature of the protective and it is up to the recipient of the spell to be aware of the effect of any protective spell he currently has upon him. Once a protective spell is in place, the protective allows the recipient to ignore the effects of the first instance of the appropriate nature. Only Resist spell protectives may be held and used at the desire of the player. Protective spells will always end at sunset if they have not been used.

If struck by an effect that could be stopped by two (2) or more types of protectives, the more specific protective is used first. For example, Karl has a Shield against Mental and a Ward against Magic active and is hit by an Enslave, the Shield against Mental would be expended and the Ward against Magic would remain in place.

When using the spell protective, the player must call out the category of the spell protective, Shield, Ward, Resist, Triggered, etc. There is a visible effect for all protective spells that allows all around to witness that a protective spell was activated, thus calling out the name of the protection is considered

to be in-play. Protectives must be called within two (2) seconds of being hit with the effect. If the protective is not called, it is not expended and the character is subject to the effect.

Protectives do not have any effect on weapons or items held or carried unless specifically designated in the spell description.

Stacking Protective Spells

The following is a list of restrictions on spell protectives and Enchantments:

- A character cannot have Enchantments active from opposing Realms.
- A character may only have one (1) Skin active, unless it is stated otherwise specifically.
- A character may only have one (1) Ward active, unless it is stated otherwise specifically.
- A character may only have one (1) of each type of Shield active, unless it is stated otherwise specifically.
- A character may have an unlimited number of Resist spells active, as long as they are not of opposing Realms.
- If player decides to accept a conflicting Enchantment, she may decide which Enchantment to keep.
- A character may only have one (1) Triggered spell per triggering action active at any time. Triggering actions include being hit, bleeding to death, etc.
- Forms do not oppose and will work with any other Form and any Realm.

Weapon Enchantments

Weapon Enchantments of the same type may not be stacked. Different Weapon Enchantments may be in place on a weapon, as long as the effects are not from opposing Realms. A spell that adversely affects a weapon does not in any way affect the Weapon Enchantments cast upon it, unless the spell description states otherwise. If at any a weapon is broken or otherwise damaged, all Weapon Enchantments active upon it are dispelled, even if the weapon is later repaired.

Mental Spells

Mental spells have an effect upon the mind or will of the target. These spells can be defended against by a Ward of the appropriate type, or any Shield against Mental. Characters with the Weak Will Disadvantage are affected by these spells for double the normal duration, and characters with the Strong Will Advantage are affected by these spells for half of the normal duration. All Mental spells are listed appropriately in the spell descriptions.

Walls and Circles

Before a Wall or Circle may be invoked, an appropriate phys rep must be laid in place to represent it. This phys-rep must be a length of cloth at least six (6) inches in width laid out where the Wall or Circle will be. The phys-rep should be the appropriate color of the magic type, or have a packet indicating the type of magic attached to the phys rep so that the type of Wall or Circle is readily apparent. All Walls

and Circles are completely transparent and nothing may pass through them, specific exceptions are listed within individual spell descriptions.

A Wall must have two (2) clearly delineated end points, which cannot be more than ten (10) feet apart. Concentration is required to maintain the Wall. The player must remain within five (5) feet of the Wall and must keep one hand raised and facing the Wall at all times. The Wall may be dropped by the invoker lowering the arm, moving further than five (5) feet away, or dying. A Wall of the opposing Realm may destroy the existing Wall.

Circles have dimensions specified in the spell descriptions. Walls and Circles may never overlap, though they may touch each other, forming a longer, solid Wall. If a living being is crossing the Wall or Circle at the time the verbal is completed, the spell fails to take effect, though all mana spent in the casting are lost. Walls and Circles are completely frictionless and may not be leaned upon.

Packets that Strike Clothes, Weapons, or Shields

A packet that strikes any part of an individual or object he is holding or wearing is considered to affect the target. A spell packet that strikes a target's sword, shield, cloak or any other garment is considered successful. If the spell is of a nature that it would affect a certain area of the body and it strikes an item of clothing such as a cloak, then the target of the spell should take the strike in the area closest to where the spell packet struck. Spell packets may be avoided, but they may only be blocked if specifically stated elsewhere.

Spell Verbals

All spells of the Totems require incantations, called spell verbals, in order to shape the spell to the cultist's desire. Each Totem has two (2) unique incantations. The first is used for the Lesser Mysteries. After being inducted into the higher mysteries, the second verbal is used for all Greater Mysteries. These verbals may not be changed in any fashion.

The higher Circle a spell, the louder the spell verbal must be spoken.

Totem-Only Spells

Some spells in the Totemic Spell List are only able to be used on people who have Totemic Power and are dedicated to that Totem. Such spells will be listed clearly in the description.

Totemic Fetishes

Fetishes are particular objects found in-play that grant additional resets to a Totem. Fetishes are expendable items and must be attached to the physical totem. Any additional resets this Fetish provides will be displayed clearly on the card accompanying the Fetish, and should be marked off as they are used. Once a Fetish has no remaining Totemic Resets, it may be removed from the Totem.

Totemic Focuses

Each cult must have a physical object that represents their cult with them at all times in order to perform their invocations. These cult focuses are able to be prepared by anyone dedicated to the cult that is able to perform invocations. While multiple strengths of focus are said to exist, most focuses are the same. It simply allows the invoker a distant tie to her Totem. If a cultist does not have this focus, she may not invoke any spells. Focuses do not need to be held in order to provide their benefit. Only one (1) focus may be created at a time. It takes ten (10) minutes of performing rites of dedication at the Totem in order to dedicate a new focus to the cult, once it has been created. Each cult will have examples of acceptable focuses in the cult descriptions.

Choosing Spells

Spells are learned immediately upon unraveling a certain Mystery. Each of the two (2) spells available for each mystery is automatically known by the cultist. The cultist may choose between the spells each game day, and select that spell as her active spell that she may invoke by expending mana. She may never have both spells active from the same mystery. At sunset, she may pick a different spell to invoke, if she wishes.

Totemic Resurrection

In place of any mystery, the cultist may instead select the power Totemic Resurrection. This power always costs five (5) mana to invoke, regardless of the mystery it is replacing.

Totemic Resurrection

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Totemic Resurrection"

Description: The invoker of this spell can completely reform a character's body, assuming that she has at least a portion of the body. This may be anything from a completely mangled corpse, to a fingernail, to a pile of ash. The remains must come from the body that was killed after the death of the target.

Characters cannot leave pieces of hair, nail clippings, etc., behind so that they may be brought back if they die. A character brought back in this manner is completely reformed. Poisons and other afflictions are purged from the body.

The invocation of this spell takes at least fifteen (15) minutes. At the end of the invocation, the character must draw from the Deck of Possibilities. A Guide must be present at the casting of this spell. The worse off a body is, the greater the strain on putting the body back together. This may make some resurrections more difficult than others. A disintegrated character is more difficult to resurrect than one that was slain with a single sword strike through the heart.

A character cannot resist the call of Totemic Resurrection. If multiple spells are invoked, the first invocation is the one that the character is drawn towards. A character brought back from the dead in

this manner cannot remember anything that happened for thirty (30) minutes prior to his death.

Verbal: “As the Totems were bound, so shall you be tied once more to flesh.”

Advancing in the Mysteries

Unlike Celestial, which must pass tests given to them in order to advance a Circle, cultists are not required to do so. Totemic Mages are only required to pass tests given to them a maximum of three (3) times in a given cult. The first test is one that might occur multiple times over the life of a cultist. This is referred to as the Test of Lesser Mysteries. This Test of Lesser Mysteries is given when a player purchases Totemic Power after the start of play, and must be passed before the character has any access to the powers of the totem. The Test of Lesser Mysteries is also administered each time a player changes cults, and must be passed before the character has any access to the powers of the new Totem. The second test in the life of a Totemic Mage occurs at different times for each cult. This test, known as the Test of Greater Mysteries, introduces the cultist to secrets unknown to even those that have pledged themselves to the Totem. The final test occurs before the invoker may claim mastery over the powers of the Totem. This test is known as the Test of Ascendancy.

Before a character can advance to a new Mystery, she must meet the minimum mana requirement for that Mystery. The Character Point cost for advancement must also be paid. Once the mana requirement has been met, and the Character Point cost has been paid, she may advance to the new Mystery. She must wait to be tested at the Mystery designated for the Test of Greater Mysteries and the Test of Ascendancy before advancing to either of those Mysteries.

Spell Name

This is the name by which the spell is commonly known.

Type

This describes the nature of the spell.

Battle Spells

Battle spells are the most common spell type. Battle spells are spells typically cast during combat. Most of these spells may be cast forth instantly after speaking the proper Spell Verbal.

Touch Delivery: The invoker must touch the target of the spell with a packet that is still in hand.

Packet: The invoker must strike the target with a packet. These spells cannot be Touch-cast.

Point: The invoker need only point at the target of the spell once the Spell Verbal has been spoken. The hand used to point the spell must be empty. All Point spells have a range of five (5) feet.

Enchantment Spells

Most Enchantment spells are protective magic. Enchantment spells must be cast through meditation and delivered through Touch, unless otherwise indicated. All meditation takes one (1) minute.

Enchantments will have the exact nature of the Enchantment listed.

Spell Durations

The duration of a spell is how long the spell remains in effect once the spell has been cast.

Concentration: These spells last as long as the invoker maintains concentration, and can be ended at any time by the invoker. The invoker cannot cast other spells nor take any offensive action while maintaining concentration. The invoker may walk or engage in idle conversation, but may not undergo any strenuous activity. Striking a spell invoker does not break a spell that requires concentration, though rendering him unconscious will.

Dusk or Dawn: This spell lasts until the following Sunset or Sunrise.

Instant: The effects of these spells are instantaneous, though their effects may be permanent. Damage suffered from an instant spell remains once the damage is inflicted.

Indefinite/Dusk: The effects of these spells last until certain conditions are met or the proper counterspell is cast. Protective spells are among the most common Indefinite duration spells. All Enchantments expire at dusk, regardless.

Line of Sight (LOS): The spell lasts as long as the subject is within the line of sight of the invoker. The invoker need not be actually looking at the subject; she need only be within sight of him. If the invoker moves behind a large immovable object, such as a building or a large tree, that blocks line of sight for more than ten (10) seconds, the spell is broken. People cannot block line of sight, and for an object to block line of sight, the invoker must be completely behind the object. An invoker must be conscious to maintain line of sight, and he can declare it broken at any time.

Other: Some spells may have durations different than those described here. Such spells will explain their specific duration effects within the description.

Spell List

The Desert Screamer

The Lesser Mysteries – The Mysteries of the Searching Pyre

First Mystery: Shear/Sear

Second Mystery: Snaring Sands/Slash

Third Mystery: Roar/Seeking Flame

Fourth Mystery: Weight of Dust/Choking Sands

The Greater Mysteries – The Mysteries of the Taloned Sands

Fifth Mystery: Nature of the Beast/Decay

Sixth Mystery: Slumber of the Sands/Fire's Fury

Seventh Mystery: Pyre's Revelation/Lick Wounds

Eighth Mystery: Mirage/Pillar of Flames

Ninth Mystery: Secrets of the Sands/Inner Beast

Mystery of Ascendance – The Mystery of Ghaliya

Tenth Mystery: Scouring Sand/Cinder Claws

The Ebon Aspect

Lesser Mysteries – The Mysteries of Glacies Caelo

First Mystery: Frigid Touch/Shale Skin

Second Mystery: Murha's Touch/Ar-Cudirel's Gift

Third Mystery: Tundra Hide/ Erosion

Fourth Mystery Fortification of Frost/ Immutable Form

Fifth Mystery: Hammering Frost /Soul of Rime

Greater Mysteries – The Mysteries of the Fictilus Imperium

Sixth Mystery: Frozen Heritage / Earthen Heritage

Seventh Mystery: Murha's Hand/ Ar-Cudirel's Blessing

Eighth Mystery: Grasp of the North / Endurance of the Hills

Ninth Mystery: Winter's Fury / Vigilance of the Unmoving Earth

Mystery of Ascendance – The Mystery of Ar-Cudirel

Tenth Mystery: Frozen Legacy /Earthen Legacy

Ivory Sun

Lesser Mysteries – The Mysteries of the Walking Sun

First Mystery: Sun Bolt/Morning's Glory

Second Mystery: Ivory Palm/Dawn's Blessing

Third Mystery: Ivory Shielding/Fire's Bounty

Fourth Mystery: Grace of Ivory/Bonded Lance

Fifth Mystery: Ivory's Defiance/Lance of Glory

Greater Mysteries – The Mysteries of the Blazing Glaive

Sixth Mystery: Glory of the Sun/Immolation

Seventh Mystery: Shining Crest/Ivory Flesh

Eighth Mystery: Ivory's Transmutation/Lance of the Sun

Ninth Mystery: Voice of Clarity /Crown of the Sun

Mystery of Ascendance – The Mystery of the Warrior Queen

Tenth Mystery: Glorious Rejuvenation (see below)/Crown of Glory

Light Under the Mountain

Lesser Mysteries – The Mysteries of the Fallen Light

First Mystery: Light's Quickening/Binding Earth

Second Mystery: Shelter of Light/Unbreaking Earth

Third Mystery: Touch of Light/Shale Skin

Fourth Mystery: Light's Remedy/Hungry Soil

Greater Mysteries – The Mysteries of the King in Repose

Fifth Mystery: Sanctuary of the Restful Dead/Blessing of the Vengeful Dead

Sixth Mystery: Light's Purification/Heaving Ground

Seventh Mystery: Light's Mercy/Encasing Stone

Eighth Mystery: Light's Bulwark/Warding of Stone

Ninth Mystery: Light's Embrace/Whispers of the Grave

Mystery of Ascendance – The Mystery of Dalmied

Tenth Mystery: Temple of the Restful Dead/Glory of the Vengeful Dead

Spider Lords

Lesser Mysteries – The Mysteries of the Hidden Web

First Mystery: Weave the Bones / Lash of Shadow

Second Mystery: Silken Strand/Shadow's Gift

Third Mystery: Fleshweave /Spike of Shadow

Fourth Mystery: Strand Sense/Slicing Spinnerets

Greater Mysteries – The Mysteries of Shadow's Kind

Fifth Mystery: Secrets in the Dark/Widow's Caress

Sixth Mystery: Arachnophobia/Bane of Spider Kind

Seventh Mystery: Funnel Web/Night's Promise

Eighth Mystery: Shadow's Blessing/Spear of Shadows

Ninth Mystery: Deathweave /Night's Embrace

Mystery of Ascendance – The Mystery of the Shura
Tenth Mystery: Fate Dancing/Widow's Kiss

Unending Sky

Lesser Mysteries – The Mysteries of the Traveler

First Mystery: Unfettered Thought/Sky's Mercy
Second Mystery: Unfettered Form/Wind's Curse
Third Mystery: Unfettering Touch/Guidance of the Sky
Fourth Mystery: Shocking Slice/Mind Over Matter
Fifth Mystery: Storm Front/Sky's Dismissal

Greater Mysteries – The Mysteries of the Voyager
Sixth Mystery: Sky's Judgement/Freedom's Glory
Seventh Mystery: Unerring Gust/Replenishing Infusion
Eighth Mystery: Crackling Storm/Sky's Edict
Ninth Mystery: Disperse/Trade Winds

Mystery of Ascendance – The Mystery of the Skycaller
Tenth Mystery: Grace of the Firmament/Wrath of the Firmament

Spell Description

This section describes how the spell works in play. It also covers any special rules pertinent to the spell.

Desert Screammers

The mystery cult known as the Desert Screammers is based chiefly in the harsh Akathian deserts. They claim that they can gain mystical insight from the great cats of the desert. In addition to great cats, their imagery focuses on flame and sand. Their mystical gifts are said to take the form of swiftness, invisibility, or a terrible ferocity. Most of the adherents of this cult are dervishes or those who rely on stealth.

The Desert Screammers are afforded special status by the Caliph, who relies on the Desert Screammers for guidance and wisdom. Without their aid, the Caliphate would have long ago fallen. Not only are they sources of advice, they are also used by the Caliph as a group of elite warriors, tasked with striking quickly or remaining unseen. They strike hard and fast, and are relentless in pursuing their foes. Once a Desert Screamer has your scent, you are not likely to escape.

The Desert Screammers, while often independent, are fiercely protective when threatened. They hold counsel when it is needed, but the members otherwise are expected to otherwise uphold the tenets of the cult. After all, they can never be sure when they are being watched. The Desert Screammers worship

the spirit of Ghaliya, a figure of pain and loss in Caliphate lore, and one they believe embodies their belief that knowledge and revelation are the keys to life. Like Ghaliya, they seek to be shaped anew by the sands, and to one day have a revelation that changes the face of Akathia. The Elders are the ruling council of the Desert Screamer, three figures of advanced years and experience that offer wisdom and guidance to the cult.

Realms: Fire

Forms: Dust

Focus Items: Pouch of Sand, Glass Objects, Silk Cloth, a candle

Meditations: Mimicking passing one's hand through a flame

Lesser Mysteries Verbal: "I invoke the wisdom of the flame."

Greater and Ascendant Mysteries Verbal: "I call the winds of the desert to scour my soul."

Status: Religion

Lesser Mysteries – The Mysteries of the Searching Pyre

First Mystery

Shear

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Dust Shield against Physical"

Description: This spell provides a Dust Shield against Physical effect. See Source "Dust," Effect "Shield."

This invocation is only able to be granted to those dedicated to the Desert Screamer Totem.

Sear

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Dart"

Description: This spell deals a Dart of Fire. See Source "Fire," Effect "Dart."

Second Mystery

Snaring Sands

Type: Battle (Packet), Lesser Restrict

Duration: 1 hour

Casting Time: Instant

Mana Cost: 1

Tagline: "Dust Slow"

Description: This spell deals a Dust Slow effect. See Source "Dust," Effect "Slow."

Slash

Type: Battle (Touch)

Duration: 1 Minute/Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Charge Weapon"

Description: This spell causes the invoker's weapon to be Charged with Fire. Only one (1) effect may be active at a time. This spell may only target the invoker. See Source "Fire," Effect "Charge Weapon."

Third Mystery

Roar

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Dust Drop <Hand>"

Description: This spell deals a Dust Drop effect. See Source "Dust," Effect "Drop."

Seeking Flame

Type: Enchantment (Triggered)

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 2

Tagline: "Fire Sense Lesser Illusion"

Description: This spell provides the Fire Sense Lesser Illusion effect. See Source "Fire," Effect "Sense Lesser Illusion."

Fourth Mystery

Weight of Dust

Type: Battle (Touch)

Duration: 1 minute

Casting Time: Instant

Mana Cost: 2

Tagline: "Dust Haste"

Description: This spell provides a Dust Haste effect. See Source "Dust," Effect "Haste." This invocation may only be placed on the invoker.

Choking Sands

Type: Battle (Packet), Lesser Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 2

Tagline: "Dust Silence"

Description: This spell deals a Dust Silence effect. See Source "Dust," Effect "Silence."

Greater Mysteries – The Mysteries of the Taloned Sands

After passing the tests to be introduced to the Greater Mysteries, practitioners of the Desert Screamer become bonded with animal kind. At this point, the Desert Screamer gains the descriptor Animal, and is affected by spells and abilities that would normally affect animals. This includes Animal Empathy, which functions as a Fear effect.

Fifth Mystery

Nature of the Beast

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: Instant

Mana Cost: 3

Tagline: "Natural Create Claws"

Description: This spell allows the invoker to cause short sword length claws to grow from her hands. Both hands must be empty when invoking this spell. The claws cause one (1) Wound each when they successfully strike a target. Any ranged weapon that strikes these claws causes the appropriate amount of Wounds to the arm of the claw that was struck. These claws may not be disarmed. These claws fade immediately after thirty (30) minutes, or the invoker being slain or knocked unconscious. If one (1) claw is sheathed, put down, or removed from the hand willingly, the claws immediately fade. Blade poisons and Razor's Edge effects may not work in conjunction with these claws. Slash will function with these claws as if they were a normal weapon. See Source "Natural," Effect "Create Weapon."

Decay

Type: Battle (Packet)

Duration: 10 seconds

Casting Time: Instant

Mana Cost: 3

Tagline: "Dust Stun"

Description: This spell deals a Dust Knockdown effect. See Source "Dust," Effect "Stun."

Sixth Mystery

Slumber of the Sands

Type: Battle (Packet), Mental

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 3

Tagline: "Dust Mental Sleep"

Description: This spell deals a Dust Sleep effect. See Source "Dust," Effect "Sleep."

Fire's Fury

Type: Battle (Touch)

Duration: 1 minute/Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Spellstrike Fire Lance"

Description: This spell provides a single Fire Lance deliverable only by Spellstrike. No more than one (1) of this spell may be active at any time. This invocation must be used within one (1) minute or it fades from the invoker. This invocation may only be used while the Nature of the Beast power is active. This invocation may only be granted to the invoker. See Source "Fire," Effect "Lance."

Seventh Mystery

Pyre's Revelation

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Dispel Lesser Illusion <Illusion Name>"

Description: This spell provides a Dispel Lesser Illusion effect to one (1) Lesser Illusion. See Source "Fire," Effect "Dispel."

Lick Wounds

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Heal Wounds," "Fire Cure Disease"

Description: This spell provides both a Fire Heal Wounds and a Fire Cure Disease effect to the target. See Source "Fire," Effect "Heal Wounds," Effect "Cure Disease." This invocation may only be used on those who are dedicated to the Desert Screamer's Totem.

Eighth Mystery

Mirage

Type: Battle (Touch), Greater Illusion

Duration: Concentration

Casting Time: Instant

Mana Cost: 4

Tagline: "Dust Invisibility"

Description: This spell provides a Dust Invisibility effect. See Source "Dust," Effect "Invisibility."

Pillar of Flame

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Blast"

Description: This spell deals a Blast of Fire. See Source "Fire," Effect "Blast."

Ninth Mystery

Secrets of the Sands

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Dust Mental Trance"

Description: This spell deals a two Dust Trance effects. Two (2) packets are able to be thrown at the same time, either from one (1) hand, or from two (2) hands. The packets must be released at the same time. These count as separate spells, and must be resolved separately when they strike a target. See

Source "Dust," Effect "Trance."

Inner Beast

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Natural Fortification Against Mental, Poison and Disease"

Description: This spell provides a Natural Fortification against Mental, Poison, and Disease effects. See Source "Natural," Effect "Fortification."

Mystery of Ascendance – The Mystery of Ghaliya

Tenth Mystery

Scouring Sand

Type: Battle (Packet)

Duration: Permanent / Until Cured

Casting Time: Instant

Mana Cost: 5

Tagline: "Dust Afflict"

Description: This spell deals a Dust Afflict effect. See Source "Dust," Effect "Afflict."

Cinder Claws

Type: Enchantment (Weapon)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Fire Exalt Weapon"

Description: This spell provides a Fire Exalt Weapon effect to each of invoker's claws. See Source "Fire," Effect "Exalt Weapon." These claws may either be granted through Nature of the Beast, or provided through any other method. This spell only works on claws. This Exaltation provides the "Fire" tagline on every swing, in addition to the effect of Exalt Weapon.

Ebon Aspect

East of Oresund and Gaunt, and North of Tarsikka the harsh lands known as Troll Country sits, waiting. A seemingly endless expanse of dense forest, frozen tundra, and enclaves of the vicious and brutal trolls await those that venture into this forsaken territory. No one would willingly seek to explore and conquer this wild land, except those who brand themselves as the Ebon Aspect. These cultists relish the

challenge that Troll Country presents. Not only is it a chance to test themselves to the furthest extent of their abilities, it is a chance to carve out a piece of history for themselves. They can leave an indelible mark upon the world with their feats in Troll Country, and craft a legacy for themselves that can never be undone. This is the goal of the Ebon Aspect, to carve their legend into the rocky face of the world.

The largest concentration of Ebon Aspect cultists can be found in Oresund's Tundra Guard. This storied band of warriors has ever embodied the tenets of the Ebon Aspect, and many scholars believe that this is where the cult was first founded. There can be no doubt that the Ebon Aspect was formed in such times as the Pentaverate walked the lands, as the Ebon Aspect worships Murha, the Mighty General, god of war, brotherhood, dreams, healing and ice, in specific, while the rest of Oresund worships the glory of all five members. In addition to Murha, the Ebon Aspect tell tales of Ar-Cudirel, a warrior of legend and bravery who was betrayed by the land he loved. It is the fate of Ar-Cudirel and his loss to the world that was said to inspire the desire to shape the world to their image.

The Ebon Aspect is ruled by the Ebon Court, governed by a King and Queen, though these are often titles only, as the King and Queen are not required to be wed; a Knight, who directs the battles for the cult; the Herald, who issues edicts and rulings; and the Page, nominally the historian, record-keeper and message runner for the cult in times of import.

Realms: Ice

Forms: Earth

Focus Items: Pieces of obsidian, carving tools, polished stone, and a jar of clay

Meditations: Mimicking carving upon their target

Lesser Mysteries Verbal: "By Ice and Earth I endure all trials."

Greater and Ascendant Mysteries Verbal: "With Icecarver in hand I shape my legacy."

Status: Religion

Lesser Mysteries - The Mysteries of Glaciers Caelo

First Mystery

Frigid Touch

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Ice Delay, 2"

Description: This spell provides an Ice Delay, 2 effect. See Source "Ice," Effect "Delay."

Shale Skin

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Earth Skin 3"

Description: This spell provides an Earth Skin 3 effect. See Source "Earth," Effect "Skin." This may only be invoked upon those who have dedicated themselves to the Ebon Aspect Totem.

Second Mystery

Murha's Touch

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Ice Ward Against Storm"

Description: This spell provides an Ice Ward against Storm. See Source "Ice," Effect "Ward."

Ar-Cudirel's Gift

Type: Battle (Touch)

Duration: 1 minute/Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Earth Strength"

Description: This spell provides an Earth Strength effect. See Source "Earth," Effect "Strength." This may only be invoked upon the invoker.

Third Mystery

Tundra Hide

Type: Enchantment (Reduce)

Duration: Until Used/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Earth Reduce"

Description: This spell provides an Earth Reduce effect. This invocation may only be placed on the invoker. This invocation may only be cast one (1) time on the invoker, until it is used. This allows the invoker to call "Reduce" to a single melee swing or ranged weapon attack that strikes them. Regardless of the amount of damage the strike would have inflicted, it instead causes only one (1) Wound. Only attacks that would cause damage may be Reduced in this manner. Crippling Blow, Mortal Blow and Strike of Death may not be Reduced. Any Blade Poisons or Carrier attacks will take effect, should they

take effect normally from striking the invoker. Once this invocation has been expended, it may be cast again upon the invoker. See Source "Earth," Effect "Reduce."

Erosion

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Earth Shield against Disease," "Earth Shield against Poison"

Description: This spell provides an Earth Shield against Disease or an Earth Shield against Poison. The protection granted is chosen at the time of the invocation. This may be invoked a second time in order to provide protection against the other effect, if desired. In order to protect against both, it must be invoked twice. See Source "Earth," Effect "Shield." This may only be invoked upon those who have dedicated themselves to the Ebon Aspect Totem.

Fourth Mystery

Fortification of Frost

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Ice Shield against Physical"

Description: This spell provides an Ice Shield against Physical. See Source "Ice," Effect "Shield." This may only be invoked upon those who have dedicated themselves to the Ebon Aspect Totem.

Immutable Form

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Earth Ward against the Forms"

Description: This spell provides an Earth Ward against the Forms effect. This protects against the five (5) Forms of Matter, Aether, Flesh, Fluid, Earth, and Dust. See Source "Earth," Effect "Ward."

Fifth Mystery

Hammering Frost

Type: Enchantment (Weapon)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Ice Exalt Weapon"

Description: This spell provides an Ice Exalt Weapon effect to a single thrown hammer. This thrown hammer must be specially prepared, and must be made of stone, represented as an all black weapon. This hammer must be marked with a single stripe of blue tape around the haft of the weapon. This exaltation provides the "Ice" tagline on every throw, in addition to the effect of Exalt Weapon. This Exalt effect does not expire when thrown, but instead lasts for thirty (30) minutes, or until the weapon is broken or destroyed. Only one (1) hammer may be prepared at a time, and it takes five (5) minutes to prepare any such Thrown Hammer. See Source "Ice," Effect "Exalt Weapon."

Soul of Rime

Type: Battle (Touch)

Duration: 1 hour

Casting Time: instant

Mana Cost: 3

Tagline: "Earth Stoic Body"

Description: This spell provides an Earth Stoic Body effect. See Source "Earth," Effect "Stoic Body."

Greater Mysteries – The Mysteries of the Fictilus Imperium

Sixth Mystery

Upon reaching the Greater Mysteries, the cultist receives a chance to begin shaping her own legacy. As such she may choose one (1) of the two powers presented for both Frozen Heritage and Earth Heritage. These powers, once selected, will always appear as her two (2) choices for the invocations at this Mystery. These selections may be changed through in-game events only.

Frozen Heritage

The character may pick one (1) of the following two (2) powers to always be the choice for Frozen Heritage at this Mystery.

Slivers of Ice

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: instant

Mana Cost: 3

Tagline: "Ice Create <Weapon Type>"

Description: This spell allows the invoker to create two (2) small weapons, one (1) in each of her hands. These weapons must be of the same type, and black in color, with optional blue highlights or designs. She may choose to create daggers, cleavers, or small hammers. Once she has chosen that Weapon Type is included in the Tagline. She must always create weapons of this type once she has chosen the first time. Both hands must be empty when invoking this spell. These weapons cause one (1) Wound each

when they successfully strike a target. These weapons are immune to Break and Destruction effects. If these weapons are disarmed or dropped, they fade immediately. These weapons fade immediately after thirty (30) minutes, or the invoker being slain or knocked unconscious. If one (1) weapon is sheathed, put down, or removed from the hand willingly, both weapons immediately fade. Blade poisons and Razor's Edge effects may work in conjunction with these weapons, if normally allowed to do so. See Source "Ice," Effect "Create Weapon." These weapons are only able to be used by the invoker.

Heart of Ice

Type: Battle (Touch)

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 3

Tagline: "Ice Stasis"

Description: This spell provides an Ice Stasis effect. See Source "Ice," Effect "Stasis."

Earthen Heritage

The character may pick one (1) of the following two (2) powers to always be the choice for Earthen Heritage at this Mystery.

Slivers of Stone

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: instant

Mana Cost: 3

Tagline: "Earth Create <Weapon Type>"

Description: This spell allows the invoker to create two (2) small weapons, one (1) in each of her hands. These weapons must be of the same type, and black in color, with optional blue highlights or designs. She may choose to create daggers, cleavers, or small hammers. Once she has chosen that Weapon Type is included in the Tagline. She must always create weapons of this type once she has chosen the first time. Both hands must be empty when invoking this spell. These weapons cause one (1) Wound each when they successfully strike a target. These weapons are immune to Break and Destruction effects. If these weapons are disarmed or dropped, they fade immediately. These weapons fade immediately after thirty (30) minutes, or the invoker being slain or knocked unconscious. If one (1) weapon is sheathed, put down, or removed from the hand willingly, both weapons immediately fade. Blade poisons and Razor's Edge effects may work in conjunction with these weapons, is normally allowed to do so. See Source "Earth," Effect "Create Weapon." These weapons are only able to be used by the invoker.

Loam

Type: Enchantment (Triggered)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: Triggered Earth Delay, 5

Description: This spell provides a Triggered Earth Delay, 5. See Source "Earth," Effect "Delay." This invocation may only be placed on the invoker. This effect triggers after one (1) minute of bleeding to death.

Seventh Mystery

Murha's Hand

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Ice Resist against Storm"

Description: This spell provides an Ice Resist against Storm. See Source "Ice," Effect "Resist." This invocation may only be invoked on those who have dedicated themselves to the Ebon Aspect Totem.

Ar-Cudirel's Blessing

Type: Battle (Touch)

Duration: 1 minute/Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Earth Troll Strength"

Description: This spell provides an Earth Troll Strength effect. See Source "Earth," Effect "Troll Strength." This may only be invoked upon the invoker.

Eighth Mystery

Grasp of the North

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Ice Shield against Destruction"

Description: This Enchantment grants a single item one Ice Shield against any Destruction or Breaking effect. See Source "Ice," Effect "Shield." This may be placed on three (3) objects per invocation.

Endurance of the Hills

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Earth Resist against Disease," "Earth Resist against Poison"

Description: This spell provides an Earth Resist against Disease or an Earth Resist against Poison. The protection granted is chosen at the time of the invocation. This may be invoked multiple times with a different protection chosen each time. See Source "Earth," Effect "Resist."

Ninth Mystery

Winter's Fury

Type: Enchantment (Weapon)

Duration: 30 Minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Ice Imbue Arrow," "Spellstrike Ice Arrow"

Description: This spell imbues a single weapon with three (3) Ice Arrow effects that must be delivered as Spellstrikes. Only one (1) weapon may be imbued at a time. If a weapon is broken or destroyed, the enchantment fades. Only the invoker's weapon may be imbued, and only the invoker may use the effects that have been imbued in the weapon. Setting the weapon down, sheathing the weapon, or being disarmed of the weapon does not cause the effect to end. See Source "Ice," Effect "Imbue Weapon."

Vigilance of the Unmoving Earth

Type: Enchantment (Skin, Triggered)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Earth Skin 5," "Triggered Earth Skin 3"

Description: This spell provides an Earth Skin 5 effect to the invoker, and only the invoker. After the last point of the Skin has been expended, an Earth Skin 3 effect immediately triggers. Damage that would carry over removing the Earth Skin 5 may not be stopped by the Triggered Earth Skin 3, if applicable. See Source "Earth," Effect "Skin."

Mystery of Ascendance – The Mystery of Ar-Cudirel

Tenth Mystery

Upon reaching the Mystery of Ascendance, the cultist continues crafting her own legacy. As such she may choose one (1) of the two powers presented for both Frozen Legacy and Earth Legacy. These powers, once selected, will always appear as her two (2) choices for the invocations at this Mystery. These selections may be changed through in-game events only.

Frozen Legacy

The character may pick one (1) of the following two (2) powers to always be the choice for Frozen Legacy at this Mystery.

Herald of the Desolate North

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: instant

Mana Cost: 5

Tagline: "Ice Create <Weapon Type>," "Ice Imbue Lance," "Spellstrike Ice Lance"

Description: This spell allows the invoker to create two (2) short weapons, one (1) in each of her hands. These weapons must be of the same type, and black in color, with optional blue highlights or designs. She may choose to create short swords, axes, or hammers. Once she has chosen that Weapon Type is included in the Tagline. She must always create weapons of this type once she has chosen the first time. Both hands must be empty when invoking this spell. These weapons cause one (1) Wound each when they successfully strike a target. These weapons are immune to Break and Destruction effects. If these weapons are disarmed or dropped, they fade immediately. These weapons fade immediately after thirty (30) minutes, or the invoker being slain or knocked unconscious. If one (1) weapon is sheathed, put down, or removed from the hand willingly, both weapons immediately fade. Blade poisons and Razor's Edge effects may work in conjunction with these weapons, if normally allowed to do so. These weapons call "Ice" on every swing. In addition, one (1) Spellstrike Ice Lance is able to be delivered during this thirty (30) minute duration. It is usable in either hand, but it is only usable one (1) time. See Source "Ice," Effect "Create Weapon."

Impregnable Fortress of Ice

Type: Battle (Touch)

Duration: 5 Days

Casting Time: Instant

Mana Cost: 5

Tagline: "Ice Haven"

Description: This spell provides an Ice Haven effect upon a building. See Source "Ice," Effect "Haven"

Earthen Legacy

The character may pick one (1) of the following two (2) powers to always be the choice for Frozen Heritage at this Mystery.

Guardian of the Furthest Reaches

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: instant

Mana Cost: 5

Tagline: "Earth Create <Weapon Type>," "Earth Imbue Weaken," "Spellstrike Earth Weaken"

Description: This spell allows the invoker to create two (2) short weapons, one (1) in each of her hands. These weapons must be of the same type, and black in color, with optional blue highlights or designs. She may choose to create short swords, axes, or hammers. Once she has chosen that Weapon Type is included in the Tagline. She must always create weapons of this type once she has chosen the first time. Both hands must be empty when invoking this spell. These weapons cause one (1) Wound each when they successfully strike a target. These weapons are immune to Break and Destruction effects. If these weapons are disarmed or dropped, they fade immediately. These weapons fade immediately after thirty (30) minutes, or the invoker being slain or knocked unconscious. If one (1) weapon is sheathed, put down, or removed from the hand willingly, both weapons immediately fade. Blade poisons and Razor's Edge effects may work in conjunction with these weapons, if normally allowed to do so. These weapons call "Earth" on every swing. In addition, one (1) Spellstrike Earth Weaken is able to be delivered during this thirty (30) minute duration. It is usable in either hand, but it is only usable one (1) time. See Source "Earth," Effect "Create Weapon," Effect "Imbue Weapon," Effect "Weaken." These weapons are only usable by the invoker.

Earthen Form

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Earth Fortification Against <Choice of Two>"

Description: This spell provides an Earth Fortification against any two (2) of the following effects: Poison, Disease, Stun or Weaken. The two (2) effects must be chosen at the time of casting, but different effects may be chosen each time this power is invoked. Only one (1) Fortification effect may be active at a time. See Source "Earth," Effect "Fortification." This is only able to be placed upon the invoker.

Ivory Sun

The Ivory Sun has two distinctive claims to fame. The first is that they are one of the most desired mercenary groups in the known world. The second is that they are the only so-called cult that is on amiable terms with the Redwood Throne, despite the displeasure that the Ivory Sun attends a shrine dedicated to a forgotten warrior queen as a way of remembering their oaths and vows.

The Ivory Sun consider themselves to be Warrior Philosophers that seek to obtain perfection of both mind and body. They believe that in pursuing perfection, one must constantly refine their ideals, beliefs, and body in order to truly understand what the pursuit of perfection means. The Ivory Sun focuses on the imagery of a white flame and a lance. Cultists of the Ivory Sun believe then when the body and soul have achieved perfect harmony, even the immolation of flesh will cause no harm.

The Ivory Sun is one of the older mystery cults, appearing many times in texts throughout history. While much of their history was lost to them, they retain the knowledge that they were formed by an ancient warrior queen, and it is her ideals and philosophies that they seek to emulate. The Ivory Sun are honorable and trustworthy, and seek glory and victory in battle as often as they may find it. They will not enter into battle needlessly, but when they do so, they are zealous in their endeavors. The Ivory Sun is often hired out to fight causes that they believe would be supported by their ideals, but quite often turn down offers for causes they do not support.

The Redwood Throne has made overtures to this cult of warrior philosophers, and many have begun to accept the faith of the Redwood Throne as their own. While the Redwood Throne still has problems with some of their beliefs and rites, they quietly hope they will all eventually accept the ways of the Throne.

The Ivory Sun is headed by the Ivory Gauntlet, five lancers who have earned their position through valor and glory.

Realms: Fire and Light

Forms: Flesh

Focus Items: Crystals, Sunbursts, Medallions, and pieces of Ivory

Meditations: Quiet recitation of vows, oaths, or beliefs

Lesser Mysteries Verbal: "Glory to the Ivory Sun."

Greater and Ascendant Mysteries Verbal: "I invoke the glorious fire within my soul."

Status: Philosophy

Lesser Mysteries – The Mysteries of the Walking Sun

First Mystery

Sun Bolt

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Dart"

Description: This spell deals a Dart of Fire. See Source "Fire," Effect "Dart."

Morning's Glory

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Light Ward Against Shadow"

Description: This spell provides a Light Ward against Shadow. See Source "Light," Effect "Ward."

Second Mystery

Ivory Palm

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Light Cure Disease"

Description: This spell provides a Cure Disease effect to the target. See Source "Light" and Effect "Cure Disease."

Dawn's Blessing

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Fire Ward Against Ice"

Description: This spell provides a Fire Ward against Ice. See Source "Fire," Effect "Ward."

Third Mystery

Ivory Shielding

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Flesh Skin 3"

Description: This spell provides a Flesh Skin 3 effect. See Source "Flesh," Effect "Skin." This may only be invoked upon those who have dedicated themselves to the Ivory Sun Totem.

Fire's Bounty

Type: Battle (Touch)

Duration: 1 minute/Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Fire Strength"

Description: This spell provides a Fire Strength effect. See Source "Fire," Effect "Strength."

Fourth Mystery

Grace of Ivory

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Light Accelerate Healing"

Description: This spell provides an Accelerate Healing effect to the target. See Source "Light" and Effect "Accelerate Healing."

Bonded Lance

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Flesh Fortification Against Disarm, Drop, and Fling"

Description: This spell provides a Flesh Fortification against Disarm, Drop, and Fling effects. See Source "Flesh," Effect "Fortification." This invocation only works for the invoker, and only may only be expended if the invoker is using a spear, glaive, or halberd.

Fifth Mystery

Ivory's Defiance

Type: Enchantment (Triggered)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Triggered Flesh Delay Wound"

Description: This spells allows the Invoker to Delay one (1) and only one (1) Wound until the end of battle. If the invoker is Wounded in the same location, he takes the effect of that Wound. See Source "Flesh," Effect "Delay."

Lance of Glory

Type: Battle (Touch)

Duration: 1 minute/Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Spellstrike Fire Arrow"

Description: This spell provides a single Fire Arrow deliverable only by Spellstrike. No more than one (1) of this spell may be active at any time. This invocation must be used within one (1) minute or it fades from the invoker. This Spellstrike may only be delivered by a Spear, Glaive or Halberd. This invocation may only be granted to the invoker. See Source "Fire," Effect "Arrow."

Greater Mysteries – The Mysteries of the Blazing Glaive

Sixth Mystery

Glory of the Sun

Type: Enchantment (Triggered)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Triggered Light Accelerate Healing"

Description: This spell allows the invoker to invoke a Triggered Light Accelerate Healing effect after one (1) minute of bleeding to death. Only one (1) Glory of the Sun may be active at a time. This invocation may only affect the invoker. See Source "Light," Effect "Accelerate Healing."

Immolation

Type: Enchantment (Triggered)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Triggered Fire Dispel Restrict"

Description: This spell dispels all Restrict effects on the invoker, though the invoker suffers a Fire Arrow effect to the Torso. This Fire Arrow is unavoidable in any way, though the damage may be reduced by Skins and Armor. This may not be Warded, Resisted, Countered or otherwise avoided. The Fire Arrow must take effect in order for the Restrict effects to be dispelled. This effect triggers at the will of the invoker, only when under the effects of a Restrict. See Source "Fire," Effect "Dispel," Effect "Arrow." This invocation may only be placed on the invoker.

Seventh Mystery

Shining Crest

Type: Enchantment (Resist)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Light Resist against Shadow"

Description: This spell provides a Light Resist against Shadow. See Source "Light," Effect "Resist." This invocation is only able to be cast upon those who have dedicated themselves to the Ivory Sun Totem.

Ivory Flesh

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Flesh Skin 5"

Description: This spell provides a Flesh Skin 5 effect. See Source "Flesh," Effect "Skin." This may only be invoked upon those who have dedicated themselves to the Ivory Sun Totem.

Eighth Mystery

Ivory's Transmutation

Type: Enchantment (Resist)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Flesh Resist against Acid"

Description: This spell provides a Flesh Resist against Acid. See Source "Flesh," Effect "Resist." This invocation is only able to be cast upon those who have dedicated themselves to the Ivory Sun Totem.

Lance of the Sun

Type: Enchantment (Weapon)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Fire Exalt Weapon"

Description: This spell provides a Fire Exalt Weapon effect to any spear, glaive or halberd. This allows the recipient to call "Fire" on every swing, in addition to the effects of Exalt Weapon. See Source "Fire," Effect "Exalt Weapon."

Ninth Mystery

Voice of Clarity

Type: Enchantment (Other)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Voice of Clarity," "Light Awaken"

Description: This spell provides allows the invoker to cast three (3) Light Awaken effects after invoking Voice of Clarity. Only one (1) Voice of Clarity enchantment may be active at a time, and it may only ever affect the invoker. The Light Awaken portion of the effect does not require a spell verbal to use, as the casting of Voice of Clarity covers that requirement. Once all three (3) uses are expended, Voice of Clarity may be cast again. These may be packet or touch delivered Light Awaken effects, as the invoker desires.

Crown of the Sun

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Flesh Fortification Against Fire"

Description: This spell provides a Flesh Fortification against Fire. See Source "Flesh," Effect "Fortification." This invocation only works for the invoker. This provides only a single initial Resist Fire effect, rather than the standard two (2) for most Fortification effects.

Mystery of Ascendance – The Mystery of the Warrior Queen

Tenth Mystery

Glorious Rejuvenation

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 15

Tagline: "Glorious Rejuvenation"

Description: The invoker of this spell can temporarily bring someone back from the dead. As long as the dead character is relatively whole and intact, the head, torso and at least two (2) limbs must be present for the spell to be effective. This spell takes effect instantly.

The character returns to life fully healed. Any non-Mark condition is cured immediately, as well. The character is able to resume fighting from the point they had died. Any ability that resets as per Wounding Blows is reset, but abilities that recover each day are not reset. The character that has been returned from life remains alive until one (1) of the following things occurs: he breaks line-of-sight with the invoker, he is slain again, or the battle ends. At any point during the duration of this effect, the invoker may touch the Glorious Rejuvenation target and state "Ending Glorious Rejuvenation." When he does this, or if the Glorious Rejuvenation ends due to the battle ending, the invoker regains ten (10) of the mana expended to invoke this effect.

Once this effect ends, the character who was Rejuvenated immediately returns to being dead and needs to be resurrected as per the normal rules for resurrection. This Glorious Rejuvenation in no way affects

the character's chance of being resurrected normally, and if the character dies again while under the effects of Glorious Rejuvenation, the character still only counts as having died the one (1) time.

Crown of Glory

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Flesh Fortification Against Physical"

Description: This spell provides a Flesh Fortification against Physical. See Source "Flesh," Effect "Fortification." This invocation only works for the invoker. This provides a three (3) initial Reduce effects against Physical blows, rather than the standard two (2) Resists for most Fortification effects. Instead of granting additional uses of Resist for three (3) mana, this instead grants additional uses of Reduce against Physical.

If the invoker is hit with the "Magic" tagline from a weapon strike, he may not Reduce it. The invoker may Reduce all damaging melee and non-alchemical missile weapon attacks to a single Wound, which may be taken on Skins or Armor. A Crippling Blow may be Reduced to five (5) Wounds. A Mortal Blow may be Reduced to a Lance effect to the location struck, and Strike of Death may be Reduced to a Blast effect.

Light Under the Mountain

The lands along the border of the Principalities and all through Tarsikka have seen horrors that most of the world cannot comprehend. They know that the Shadow is a real threat and that only through constant vigilance can the lands be safe from the machinations of the Shadow. This includes the afterlife as well. There is a group that patrols the lands of Tarsikka, the Skattenmark, parts of the principalities, and even now ranging into parts of Akathia. This group is known as the Servants of the Eternal Dawn. The groups practice what seem to be archaic and strange rites that most people no longer associate with or find common ground with in their daily lives. Though, almost all of the villages welcome them to their towns and lands with open arms. People often find them dour at first, but willing to care for, and share their knowledge, with complete strangers. Many who listen to their ways often find themselves drawn to the further teachings of their order. The Servants of the Eternal Dawn are extremely knowledgeable of the burial rites and customs of the lands in which they serve. They spend the majority of their time assisting in burials and burial rites for the fallen.

The Servants of the Eternal Dawn is a very well disciplined and structured organization, having a clear hierarchy and duty structure. The Servants of the Eternal Dawn have several different groups strewn throughout Tarsikka, though the head of the order has authority over all of them, usually referred to as the Archservant. Beneath the Archservant are several Mysteriarchs who have taken up the title of Metropolitans. The brothers and sisters of the order are expected to learn the teachings and practices of the order, accepting a charge when they ascend to the position of the Devout. The Devout are charged

with protecting one or several locations against the intrusions of Shadow. This often is an ancient burial site, the graveyard of a populated town, or even the ancient caves and swamp lands that have harbored the evils for countless years. It is not uncommon to have several locations be designated for a Devout during the time until they become Metropolitan. This diversity ensures that they know many kinds of evil, and are forced to learn the customs of different areas. Upon becoming a Metropolitan, they have the option of selecting a specific location to guard and protect, though it is not required. Only when a Metropolitan decides his external duties have been fulfilled is he expected to guard one locale, and one locale only.

Many people associate the order with protecting great troves of treasure. Part of their duties as servants are to ensure the burial sites remain undisturbed, protecting and mending broken objects while they serve their time as the area's protector. Metropolitan often know the locations of great treasures, though they are charged to keep these secrets. Devout are often skilled in speaking with the dead, spirits look to them for guidance due to their closeness with the light, and in the healing of both the bodily and spiritually injured with their unctions. For this reason, many of the Devout are also alchemists to a small degree. The Servants believe in the will of the spirits to a large degree, often giving away the treasures and prizes of the spirit's past life, should the spirit want that to be their final wish and present themselves to the Servant. This is not a common occurrence, but it is one that has been known to happen, given that the spirit is the true spirit, and not a manifestation of the Shadow.

The Redwood Throne denounces the Servants whenever the opportunity arises and point to their failures whenever possible. Many in the Principalities do not trust the Servants of the Eternal Dawn, and turn them away when they encounter them. Some parts of the Principalities are more forceful with this than others.

The Servants of the Eternal Dawn believe in the sanctity and dignity of the dead. They believe that the dead deserve respect that was granted to them in life, and that it is their duty to ensure the mistakes of the past are not disturbed and repeated. The Servants of the Eternal Dawn are said to have been created by the Fallen King, Dalmied, a man who taught them his ways and beliefs, and how to perform the duties needed to protect the secrets of the dead. The power of the dead must be protected and guarded against, lest it fall into the wrong hands. The Servants of the Eternal Dawn believe that Dalmied was a God of Light, descended to the world to have mortals follow in his footsteps.

Realms: Light

Forms: Earth

Focus Items: Small bags filled with earth or bones, a small lamp or lanterns, an ankh, or a pouch of old coins.

Meditations: Prayer to Dalmied

Lesser Mysteries Verbal: "Honor and Glory to the Fallen."

Greater and Ascendant Mysteries Verbal: "I speak with the hallowed voices of the ancestors."

Status: Religion

Lesser Mysteries – The Mysteries of the Fallen Light

First Mystery

Light's Quickening

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Light Accelerate Healing"

Description: This spell provides a Light Accelerate Healing effect to the target. See Source "Light" and Effect "Accelerate Healing."

Binding Earth

Type: Battle (Touch)

Duration: Instant

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Earth Mend"

Description: This spell provides an Earth Mend effect to the target object. See Source "Earth" and Effect "Mend."

Second Mystery

Shelter of Light

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Light Ward Against Shadow"

Description: This spell provides a Light Ward against Shadow. See Source "Light," Effect "Ward." This invocation may only cast on those who are dedicated to the Light Under the Mountain Totem.

Unbreaking Earth

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Earth Shield against Destruction"

Description: This Enchantment grants a single item one Shield against any Destruction or Breaking effect. See Source "Earth," Effect "Shield."

Third Mystery

Touch of Light

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Light Heal Minor Wounds"

Description: This spell provides a Light Heal Minor Wounds. See Source "Light," Effect "Heal Minor Wounds."

Shale Skin

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Earth Skin 3"

Description: This spell provides an Earth Skin 3 effect. See Source "Earth," Effect "Skin." This may only be invoked upon those who have dedicated themselves to the Light Under the Mountain Totem.

Fourth Mystery

Light's Remedy

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Light Cure Disease"

Description: This spell provides a Cure Disease effect to the target. See Source "Light" and Effect "Cure Disease."

Hungry Soil

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Earth Weaken"

Description: This spell deals an Earth Weaken effect. See Source "Earth," Effect "Weaken."

Greater Mysteries – The Mysteries of the King in Repose

Fifth Mystery

Sanctuary of the Restful Dead

Type: Battle (Touch)

Duration: Concentration / 30 minutes

Casting Time: Instant

Mana Cost: 3

Tagline: "Light Wall," "Light Accelerate Healing"

Description: This spell creates a Wall of Light. This wall prevents Shadow spells and effects and creatures of Shadow from passing through it, but in no way hinders others from crossing the wall or other spells from passing through it. See Source "Light," Effect "Wall." In addition, any non-Shadow creature that crosses this Wall receives a Light Accelerate Healing, called by the invoker maintaining the Wall.

Blessing of the Vengeful Dead

Type: Enchantment (Weapon)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Light Bless Weapon"

Description: This spell invokes a Light Bless Weapon effect, usable only by the invoker. See Source "Light," Effect "Bless Weapon."

Sixth Mystery

Light's Purification

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Light Purify Blood"

Description: This spell provides a Light Purify Blood. See Source "Light," Effect "Purify Blood."

Heaving Ground

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Earth Stun"

Description: This spell deals an Earth Stun effect. See Source "Earth," Effect "Stun."

Seventh Mystery

Light's Mercy

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Light Heal Grievous Wounds"

Description: This spell provides a Light Heal Grievous Wounds effect. See Source "Light," Effect "Heal Grievous Wounds."

Encasing Stone

Type: Battle (Packet), Greater Restrict

Duration: 30 minutes

Casting Time: Instant

Mana Cost: 4

Tagline: "Earth Prison"

Description: This spell deals an Earth Prison effect. See Source "Earth," Effect "Prison."

Eighth Mystery

Light's Bulwark

Type: Enchantment (Resist)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Light Resist against Shadow"

Description: This spell provides a Light Resist against Shadow. See Source "Light," Effect "Resist." This invocation is only able to be cast upon those who have dedicated themselves to the Light Under the Mountain Totem.

Warding of Stone

Type: Enchantment (Ward)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Earth Ward against Magic"

Description: This spell provides an Earth Ward against Magic effect. See Source "Earth," Effect "Ward."

Ninth Mystery

Light's Embrace

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Light Heal Mortal Wounds"

Description: This spell provides a Light Heal Mortal Wounds effect. See Source "Light," Effect "Heal Mortal Wounds."

Whispers of the Grave

Type: Battle (Touch)

Duration: 15 minutes/instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Earth Speak with Dead"

Description: This invocation allows the invoker to ask five (5) questions to a dead body. This number is able to be increased by one (1) question per point of additional mana expended. The total number should be announced in this case as part of the tagline, such as, "Earth Speak with Dead 7." The corpse does not have to answer the questions, but the dead are less resistant to questions, as they have begun to leave the morals and concerns of the material world behind them. This spell ends automatically after fifteen (15) minutes, regardless of if any questions are remaining. The dead do not usually spend time trying to avoid answering questions, but it does happen from time to time. Should this spell be used on a player, a Guide must be present. Players should answer as they would normally, unless directed otherwise by the Guide.

Mystery of Ascendance – The Mystery of Dalmied

Tenth Mystery

Temple of the Restful Dead

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: Instant

Mana Cost: 5

Tagline: "Light Sanctuary"

Description: This spells provides a Light Sanctuary effect. See Source "Light," Effect "Sanctuary."

Glory of the Vengeful Dead

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Earth Skin 6," "Triggered Earth Lasting Strength."

Description: This spell provides an Earth Skin 6. See Source "Earth," Effect "Skin." In addition, one (1) time at any point during the duration of this Skin, the invoker may Trigger an Earth Lasting Strength effect. This Lasting Strength works in all ways like a normal Lasting Strength effect, other than being a Triggered Effect. This invocation may only ever be placed on the invoker. If the Skin fades before the Lasting Strength is Triggered, it is lost as well. Using the Triggered Lasting Strength in no way affects the duration of the Skin, though it may only be used only one (1) time during this duration. See Source "Earth," Effect "Lasting Strength."

Spider Lords

Out of all of the cults that have grown into power, none are more despised by the Redwood Throne than the Spider Lords. Spider Lords are hunted throughout the Principalities, despite the fact that the Red Forest is said to be the heart of this cult. No one is sure why the Spider Lords top the list of the Redwood Throne's Most Wanted, but many have speculated it is because of their ability to wield the powers of Shadow. Others say it is because the Spider Lords have dominion over Fate, and the Redwood Throne seeks to regain control over its own destiny.

Unlike many of the other cults, none are sure what the Spider Lords believe, save those that are members of the cult themselves. Members do not reveal themselves in public if it can be helped, and none talk about what they believe or what they work to do. Some people believe they worship a Spider Queen, while others say that they have the ability to speak with spiders and that is how they glean their secrets and knowledge.

The structure of the ruling body is not publically known, though rumors insist that it is called the Shade Web. It is believed that anyone at any time could be a Spider Lord, and that is the same logic that the Redwood Throne extols in attempting to turn the populace against them. Despite this, there are no accounts of Spider Lords openly attacking any members of the Redwood Throne, or even the general populace. Attacks that have occurred were reportedly instigated by other parties. Still, the rhetoric has worked in many areas, and the Spider Lords are unwelcome in much of the principalities, should they make themselves known.

Whispers say that the true reason the Spider Lords are vilified is because the Throne and other groups, particularly the Guilds, want to capture as many as possible of them alive, and fear is a good way to provoke people into reporting those they suspect to the proper authorities. These whispers say that the Throne and the Guilds want their own personal fortune tellers...or perhaps own ways to control the strands of Fate.

Realms: Shadow

Forms: Fluid

Focus Items: Silk sashes or other strips of silk, needle and thread, amber, spider jewelry

Meditations: The motion of plucking at strings.

Lesser Mysteries Verbal: "Fate is a loom under my hand."

Greater and Ascendant Mysteries Verbal: "From the Shadows I weave the tapestry of Fate."

Status: Conspiracy

Players interested in this Totem should expect a lot of mystery and intrigue, and should be accepting of the fact that little information will be forth coming immediately. This is a difficult Totem, and this difficulty level should be considered before pursuing this Totem

Lesser Mysteries – The Mysteries of the Hidden Web

First Mystery

Weave the Bones

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Magic Redirect Backlash"

Description: This ability allows the cultist to shift the backlash from a Ritualism ritual between willing targets. The cultist must be present at the time of the backlash and use this ability immediately to be able to move the backlash to a different target. This invocation does not require a spell verbal, simply the Tagline. See Source "Magic," Effect "Redirect."

Lash of Shadow

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Shadow Dart"

Description: This spell deals a Dart of Shadow. See Source "Shadow," Effect "Dart."

Second Mystery

Silken Strand

Type: Battle (Packet), Lesser Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 1

Tagline: "Fluid Pin Foot"

Description: This spell causes the target's right foot to become rooted in place. See Source "Fluid," Effect "Pin Foot."

Shadow's Gift

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 1

Tagline: "Shadow Ward against Light"

Description: This spell provides a Shadow Ward against Light effect. See Source "Shadow," Effect "Ward." This may only be invoked for those who are dedicated to the Spider Lord Totem.

Third Mystery

Fleshweave

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Magic Redirect Wound <Location>"

Description: When used, this effect allows the cultist to re-weave their own fate such that they can move the hit location of a received weapon blow or packet effect that would Wound them to a different hit location on their own body. If moved to an already Wounded location, the location is affected as if it had received the additional Wound. For example, if the invoker would be Wounded in the torso, he may invoke this mystery to move the Wound to his already Wounded arm. However, this additional Wound would then become a torso Wound, just as if his Wounded arm had been struck, making this a poor choice. Wounds are Redirected before they are actually received, and these Redirected Wounds apply as Wounds, bypassing Skin and Armor.

Effects that target more than one location may not be Redirected. See Source "Magic," Effect "Redirect." This invocation does not require a spell verbal, only the tagline needs to be spoken.

Spike of Shadow

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Shadow Arrow"

Description: This spell deals a Dart of Shadow. See Source "Shadow," Effect "Arrow."

Fourth Mystery

Strand Sense

Type: Enchantment (Sense)

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 2

Tagline: "Magic Sense Hidden"

Description: This spell allows the invoker to enchant herself, and only herself, to know if any invisible creatures cross her field of vision. The invocation is triggered by the first concealed creature, that the invoker did not see conceal themselves, that crosses the invoker's field of vision. Once the effect is triggered, she is immediately aware there is something concealed near her. She may spend one (1) minute concentrating to determine the direction of the hidden creatures, but not how far, or specifically how many, though general numbers are able to be determined: one (1), less than five (5), less than ten (10), or more than ten (10). This works for Melded and Invisible targets, but not for any other kind of illusion. This does not allow the invoker to "track" targets, and concentration is required to get a sense of location each time the invoker wishes to know the location and rough number of the concealed creatures.

Once triggered, this enchantment lasts fifteen (15) minutes, with no limitation on the number of times the invoker may attempt to sense the hidden parties. At the end of these fifteen (15) minutes, the enchantment expires and must be recast. See Source "Magic," Effect "Sense."

Slicing Spinnerets

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Fluid Slip Bindings," "I...Slip...Free" (three (3) seconds)

Description: This effect allows the cultist to escape from non-magical ropes and bindings as well as any Pin Foot, Bands or Entangle effects. This spell may only be invoked upon the invoker. See Source "Fluid," Effect "Slip Bindings."

Greater Mysteries – The Mysteries of Shadow's Kind

The Greater Mysteries of the Spider Lords are not for the faint of heart. The tests that the cultist must undergo at this point inexorably link them with Shadow and Fate. At this point, the cultist gains the Shadow Creature descriptor, and is affected by all things that would affect a Shadow

Creature, including Light Damage, though they do not take any additional damage from these sources, just the stated amount.

Fifth Mystery

Secrets in the Dark

Type: Enchantment (Other), Lesser Illusion

Duration: Indefinite / Dusk or Dawn

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Shadow Obscure"

Description: This spell Obscures the spirit of the invoker. See Source "Shadow," Effect "Obscure." This invocation may be placed only upon those who have dedicated themselves to the Spider Lord Totem.

Widow's Caress

Type: Battle (Weapon)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Spellstrike Fluid Grim Poison"

Description: This spell allows the invoker to deal a Spellstrike Fluid Grim Poison through a dagger, and only a dagger. See Source "Fluid," Effect "Grim Poison."

Sixth Mystery

Arachnophobia

Type: Battle (Packet), Mind-Affecting

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 3

Tagline: "Shadow Fear"

Description: This spell deals a Shadow Fear effect. See Source "Shadow," Effect "Fear."

Bane of Spider Kind

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Fluid Resist Poison"

Description: This spell provides a Fluid Resist Poison to the target. See Source "Fluid," Effect "Resist."

Seventh Mystery

Funnel Web

Type: Battle (Packet), Greater Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 4

Tagline: "Fluid Entangle"

Description: This spell deals a Fluid Entangle effect. See Source "Fluid," Effect "Entangle."

Night's Promise

Type: Battle (Touch), Lesser Illusion

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 4

Tagline: "Shadow Meld"

Description: This spell provides a Shadow Meld effect. See Source "Shadow," Effect "Meld."

Eighth Mystery

Shadow's Blessing

Type: Enchantment (Resist)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Shadow Resist against Light"

Description: This spell provides a Shadow Resist against Light effect. See Source "Shadow," Effect "Resist." This invocation may only be provided to those who have dedicated themselves to the Spider Lords Totem.

Spear of Shadows

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Shadow Lance"

Description: This spell deals a Shadow Lance effect. See Source "Shadow," Effect "Lance."

Ninth Mystery

Deathweave

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Magic Deathweave"

Description: The Spider Lord has become adept at manipulating Fate. This spell increases the chance that the target will return from the dead through means of resurrection. See Source "Magic," Effect "Deathweave."

Night's Embrace

Type: Battle (Touch), Greater Illusion

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Shadow Invisibility"

Description: This spell provides a Shadow Invisibility effect. See Source "Shadow," Effect "Invisibility."

Mystery of Ascendance – The Mystery of the Shura

Tenth Mystery

Fate Dancing

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Magic Dodge"

Description: This spell allows the Spider Lord to manipulate their own Fate and see into the future just enough to avoid attacks. The Spider Lord may call "Magic Dodge," and spend five (5) mana to avoid an attack. This spell requires no spell verbal and is instant cast.

Widow's Kiss

Type: Battle (Weapon)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Spellstrike Fluid Death Poison"

Description: This spell allows the invoker to deal a Spellstrike Fluid Death Poison through a dagger, and only a dagger. See Source "Fluid," Effect "Death Poison."

Unending Sky

The Unending Sky is one of the more recent Mystery Cults to have been identified by the Redwood Throne. In fact, there are those who say that something good has come from the conquering of Athral Isle after all, the creation of the Unending Sky. Shortly after the Gauntish forces claimed Athral Isle, the Unending Sky began to surface. The surprising thing was the cult was composed of both Gauntish and Athrals. They welcomed all who believed in free will and physical freedom. At first, this caused a small uproar within the Gauntish government who believed that their countrymen were fomenting a rebellion before the first blood was dry. However, a man introduced as Voice Johns, an Athral, went directly before King Sigmar and begged to follow their pursuits in peace. Johns went on to further state that they had been waiting for their Gauntish brothers for time immemorial. Johns, along with the Gauntish Skald Kirfke, pledged peace with the King, and those that sought violence would find it alongside the Gauntish army, not in front of it.

The King agreed, vowing to kill them all as traitors should it prove so, despite Kirfke's status amongst the Dane's Bulwark and Shieldeaters. The only point of contention thus far has been altercations with the emissaries of the Redwood Throne, who attempt to persuade and convert the so-called Skycallers to their cause. Many of the Unending Sky take offense at this, and give their response, aggressively at times. Despite this, many of the more studious members have agreed to listen and meet with the Redwood Throne, and offer lively political discourse in response to their requests for conversion.

This seeming autonomy from Gauntish rule has proven quite attractive to many Athrals, and the ranks have swelled as the word of the group has spread. After some time with the cult, many find themselves fighting alongside the same men they were fighting against before.

The cult is divided into two groups: the Travelers, who debate and discuss with the Redwood Throne and others who seek to influence, change, or need guidance; and the Voyagers, who strike out and have begun defending the Gauntish citizens upon Athral from attack, or assisted in battles and raids on the mainland. Johns was asked about why a group who supports freedom and free will would support the Gauntish, he responded, "Freedom is earned, not given. It is to be taken, through words or force. Those that seek freedom shall find it within, or request it from without."

Realms: Storm

Forms: Aether

Focus Items: Small Metal Rods, Polished or Carved wood, symbols of lightning and wind

Meditations: Mimicking blowing wind and gathering air

Lesser Mysteries Verbal: "The sky is open before me."

Greater and Ascendant Mysteries Verbal: "My spirit rises in a tempest of Aether."

Status: Philosophy

Lesser Mysteries – The Mysteries of the Traveler

First Mystery

Unfettered Thought

Type: Enchantment (Shield)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Aether Shield against Mental"

Description: This spell provides an Aether Shield against Mental effect. See Source "Aether," Effect "Shield." This invocation may only benefit those who are dedicated to the Unending Sky Totem.

Sky's Mercy

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Storm Dart"

Description: This spell deals a Dart of Storm. See Source "Storm," Effect "Dart."

Second Mystery

Unfettered Form

Type: Enchantment (Shield)

Duration: Indefinite /Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Aether Shield against Restrict"

Description: This spell provides an Aether Shield against Restrict. See Source "Aether," Effect "Shield." This invocation may only be placed on those who are dedicated to the Unending Sky Totem.

Wind's Curse

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Storm Drop"

Description: This spell deals a Storm Drop effect. See Source "Storm," Effect "Drop."

Third Mystery

Unfettering Touch

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Storm Dispel Lesser Restrict"

Description: This spell provides a Storm Dispel Lesser Restrict, removing all Lesser Restrict effects. See Source "Storm," effect "Dispel."

Guidance of the Sky

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Aether Awaken"

Description: This spell provides an Aether Awaken effect. See Source "Aether," effect "Awaken."

Fourth Mystery

Shocking Slice

Type: Battle (Touch)

Duration: 1 Minute/Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Storm Charge Weapon"

Description: This spell causes the target's weapon to be Charged with Storm. Only one (1) effect may be active at a time. See Source "Storm," Effect "Charge Weapon."

Mind Over Matter

Type: Battle (Touch)

Duration: 1 minute

Casting Time: Instant

Mana Cost: 2

Tagline: "Aether Haste"

Description: This spell provides an Aether Haste effect. See Source “Aether,” Effect “Haste.” This invocation is usable only by the invoker.

Fifth Mystery

Storm Front

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Storm Resist against Mental"

Description: This spell provides a Storm Resist against Mental effect. See Source “Storm,” Effect “Resist.”

Sky's Dismissal

Type: Battle (packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Arrow"

Description: This spell deals a two Storm Arrow effects. Two (2) packets are able to be thrown at the same time, either from one (1) hand, or from two (2) hands. The packets must be released at the same time. These count as separate spells, and must be resolved separately when they strike a target. See Source “Storm,” Effect “Arrow.”

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Sixth Mystery

Sky's Judgment

Type: Battle (packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Stun"

Description: This spell deals a Storm Stun effect. See Source “Storm,” Effect “Stun.”

Freedom's Glory

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Dispel Restrict"

Description: This spell provides a Storm Dispel Restrict, removing all Restrict effects. See Source "Storm," effect "Dispel."

Seventh Mystery:

Unerring Gust

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Storm Resist against Restrict"

Description: This spell provides a Storm Resist against Restrict effect. See Source "Storm," Effect "Resist."

Replenishing Infusion

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Aether Renew"

Description: This spell provides an Aether Renew effect. See Source "Aether," Effect "Renew." Character may only receive one Renew effect per battle. This may never be invoked upon the invoker, and must always target others.

Eighth Mystery

Crackling Storm

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Aether Transfer Mana 3"

Description: This spell bestows three (3) mana to the target if the target is dedicated to the Unending Sky Totem. There is no limit as to how many times this may be done.

Sky's Edict

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Storm Lance"

Description: This spell deals a Lance of Storm. See Source "Storm," Effect "Lance."

Ninth Mystery

Disperse

Type: Battle (Touch)

Duration: Indefinite/Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Aether Form"

Description: This spell makes the invoker's form unto Aether. See Source "Aether," Effect "Form."

Trade Winds

Type: Battle (Touch)

Duration: 1 minute

Casting Time: Instant

Mana Cost: 5

Tagline: "Mass Aether Haste"

Description: This spell provides an Aether Haste effect to the invoker and two others that she touches during the invocation. See Source "Aether," Effect "Haste."

Tenth Mystery

Grace of the Firmament

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Aether Fortification Against Restrict and Mental"

Description: This spell provides an Aether Fortification against Restrict and Mental. See Source "Aether," Effect "Fortification." This invocation only works for the invoker.

Wrath of the Firmament

Type: Enchantment (Other)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Wrath of the Firmament"

Description: This spell confers one casting of a packet delivered Storm Blast when cast, usable during

the thirty (30) minute duration. In addition, each casting of Storm Dart and Forked Storm Arrow gains an additional packet per casting for no additional cost.