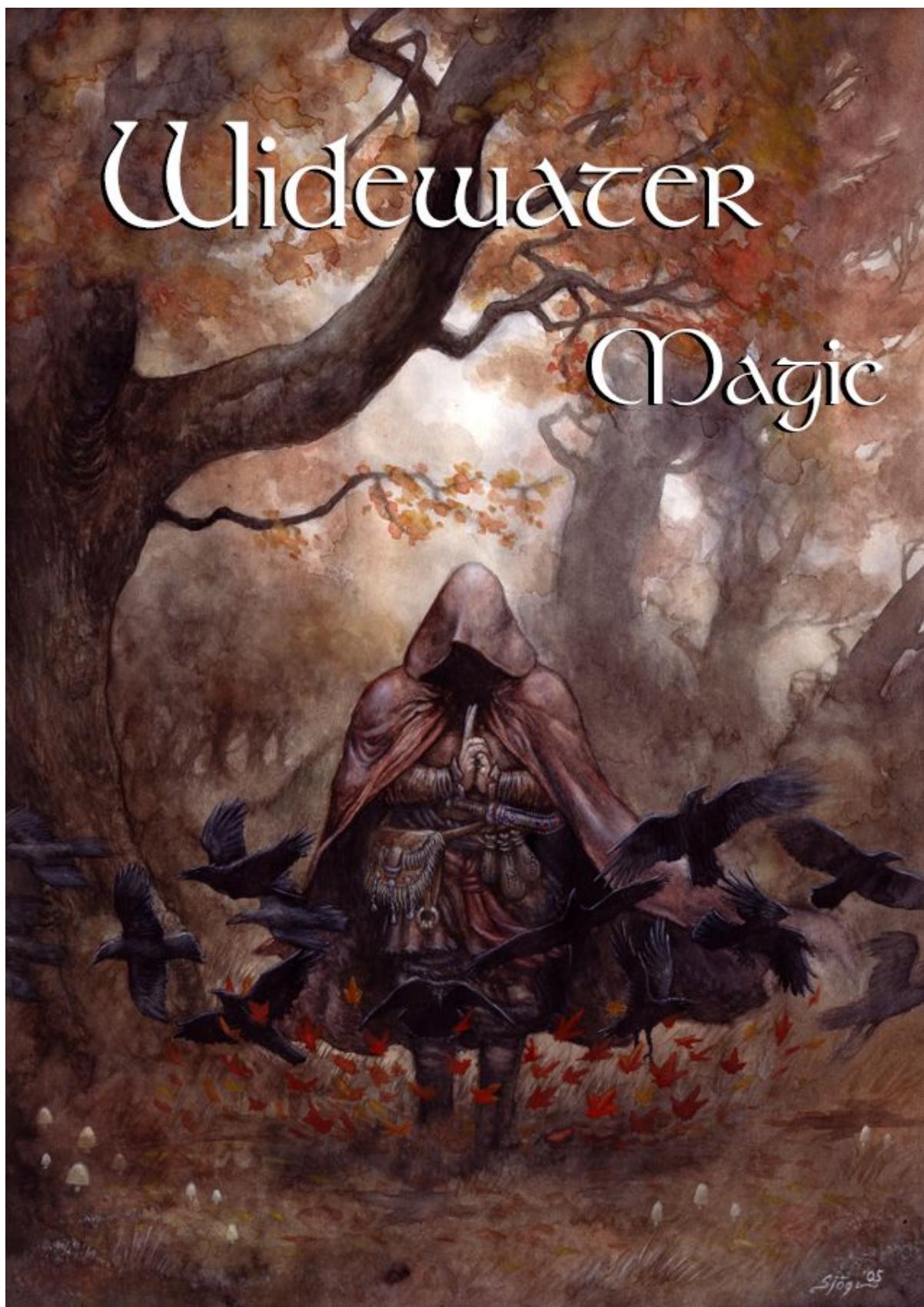


Widewater Magic



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Magic

Magic is divided into three different types depending on their source, effects and use.

Natural magic

A.k.a raw or elemental magic. It is chaotic, fickle but often subtle. More like powers than spells and come in less varieties. Requires more WIL to cast than spells. Natural magic rarely attacks others but takes a slight behavioural toll on the user. When using natural magic it is common that strange side effects or other effects than planned might occur. Certain places strong in natural magic can be tapped for enormous amounts of raw magic.

- Fae glamour
- Vitni (elven magic)
- Seering
- Shamanism
- Witchcraft
- Enchantry

Awakening to natural magic

Firstly; A potential user must be born attuned to Natural Magic (Most of the Elder Races and Elder creatures such as elves, fae, hillfolk, giants, goblin-folk, dwarves, dragons etc) or, extremely rarely, become attuned through unnatural, magical or divine means.

Secondly; the magical power of the potential user must be awakened through either:

1. Long and guided meditation,
2. Freak magical surge, phenomena etc
3. Subjection to the Awakening power of another user.

After this, three 3D6 MAN rolls at -2 must be successful. Bonuses might apply for good teachers, environment or circumstances.

Price paid

If the user is Awakened he must immediately change his alignment to a combination which contains Chaotic and alter his personality to something more chaotic, fickle, less serious, impulsive, energetic etc. He tends to be quickened and is restless, speaks fast, acts and talks before thinking etc. He often acts contrary to previously decided decision, changes his mind often and has very flexible and changing moral codes.

A natural magic user must also choose a subtle type of derangement/insanity to reflect his chaotic and unfathomable nature.

Learning new natural magic Powers

New levels of an already known power group are learned nearly instinctively and require only experience points. These power levels (after level 1 of the first awakened power) are bought with experience points. It costs two experience points per level of the power. More than one power level per group can be bought per experience level but they have to be bought in order. (At least one level 1 power in that group before purchasing a level 2 power in the same group etc.)

New power groups are however learned by either studying with other users (1-3 days) or by own intense meditation, awareness and experimentation (1-3 weeks) and require 5D6 vs INU (1 day/week), 4D6 vs INU (2 days/weeks) or 3D6 vs INU (3 days/weeks) to master.

Artificial magic

A.k.a. tamed or altered magic. The legacy of the first mages (possibly the gods). This magic can be weak or strong and moulded to countless needs. Artificial magic can be powerful and easier to control but it withers and corrupts its user and the environment.

- Sorcery (Dark, evil magic)
- Artifcy (Creation of artefacts from ancient magical components reputedly left over from the God War).
- Wizardry
- Illusionism
- Warlockry
- Thaumaturgy
- Conjuring

Opening the Power Gate

To learn how to use artificial magic the so called Power Gate must be opened and the magic user altered. This requires either:

1. Initiation ritual by another 1-3 mages
2. Opening of the Power Gate through powerful magical artefact etc

In order to be successful the would be user must then also succeed with three 3D6 -2 MAN rolls. Bonuses might apply for good teachers, potions or other magical aids.

If successful, the Power Gate is open and magic can be channelled, soaked and shaped by the user. He gains the power to cast spells from books, scrolls etc with certain aids (pentagrams, staffs, candles, amulets, rituals, chants etc). It also enables users to cast spells by memory (more difficult as he needs to offset requirement penalties with experience points).

If the ritual or the three MAN rolls are unsuccessful the procedure can be repeated again in 1 year (at the exact same time).

Price paid

The new magic user will however immediately begin his withering. Roll 1D10 to see what the degeneration is:

1. CON degeneration. 3 directly and then 1 per level until it reaches 6.
2. STR degeneration. As above.
3. AGI degeneration. As above.
4. MOX degeneration. As above but down to 8.
5. Mental degeneration. One mental illness directly and then one every second level until 4 are reached.
6. Appearance degenerates from ungainly to ugly and then to gruesome every level. PER drops 3 and then another 1 per level until 8.
7. Iron sensitivity. Begins with unease and moves to penalties (-4) and then to pain (5 IP per round) if carrying or wearing it more than 10 rounds. Briefly passing close gives discomfort and touches causes pain but no loss of IP.
8. Magic insensitivity. -2 to resistance rolls vs magic.
9. Sensory degeneration. -3 AWA directly and then another 1 per level until 6.
10. Personality change? Alignment and virtues are heavily altered. Not always reverser, but a new personality is created.

NOTE: a reduction in Primary Stat might also result in a reduction in Secondary Stat (not Dodge or Mana however). Skill bases for skills earlier earned are however not affected, only bases for new skills bought after the reduction.

All users of artificial magic become ADDICTED to magic and always lust for more, casting more, learning more, using more, knowing more, having more (magical items), hoarding more and sharing less (lower sharing virtue 3 steps). Change appropriate favourite treasures, -4 to resist obtaining artefacts, new spells etc.

Learning new artificial magic Spells

A spell always has a minimum Mana requirement to even learn. If it is higher than the user's Mana, the spell is simply not for magical amateurs, too hard to fathom and most importantly - too hard to control.

A spell must be taught by another user or studied/read (in an understandable language) in a book and understood. The understanding is done with 5D6 roll vs INT. Bonuses or even reduction in D6 can be granted if masters or familiars help.

If unsuccessful, another roll can be made in a week with 4D6. After another week it is 3D6. If unsuccessful the spell is simply to hard to understand for that dim-whit.

If successful, the spell can be cast with no penalties as long as all the usual requirements are met (wording, gestures, tools etc).

Divine magic

A.k.a. Godcraft. Channeled to the user via the Elder or New Gods or from the Fallen Gods of Hell, Abyss, Dimhall and Underdeeps. It normally always requires something in return - voluntary or not. Sacrifices, temporary possession (God-Ridden), prayer, rituals etc.

- Godcraft (magic channeled from the Elder or New gods)
- Necromancy (Dimhall magic). Liches can disguise themselves with life and youth from their victim's life force. An illusion. Lower temperatures as attack. Spirit mist envelops and assembles bones into skeleton monsters.
- Shadowcraft (Underdeep magic)
- Abyssmal (Abyss magic)
- Infernalism (Hell magic)
- Dream Witchery (Vorgon)

Gaining the Grace of the Gods

The would-be divine magic user can gain the grace of his god(s) in different ways:

1. Devout prayer, eschatism, sacrifice, quest etc (rare and special)
2. Initiation by two other priests/clerics etc through the Behold Thy Servant ritual (orthodox way)
3. Intervention by the gods (happens more often than believed possible)

In the cases above, the would be divine magic user must also succeed in three 3D6 -2 MAN rolls. Bonuses might apply for good teachers, holy relics or divine intervention.

If successful, the Grace of the Gods is received and magic can be channelled, soaked and shaped by the user. He gains the power to cast charms from books, scrolls etc with certain aids (vestments, staffs, candles, amulets, rituals, prayers etc). It also enables users to cast charms by memory (more difficult as he needs to offset requirement penalties with experience points).

If the ritual or the three MAN rolls are unsuccessful the procedure might be able to be repeated again when the auspices are right (i.e some time and offerings later).

Price Paid

The new divine magic user must immediately

1. Change his Pious virtue to at least 7.
2. Choose one suitable virtue as his holy virtue. If he ever is untrue to it he will suffer a loss of magic use for 1 week, be at -4 in all non-physical skills and generally feel very, very bad and naughty.
3. Immediately choose a Good or Evil alignment (for the divine magic users the world become black or white, no shades of faith) in combination with Lawful (as a devout always follows the divine rules laid out by his gods).
4. He must regularly sacrifice or conduct certain rituals, mass sermons, act as a god's

will etc which are appropriate to his god(s). If this isn't done once a week, magic user suffers a -1 penalty to spellcasting skill for each day he has missed.

5. Make himself a vessel and instrument of his god(s), enabling them to commune with him, speak through him or even ride him. This rarely happens, apart from vague dreams which are often subjectively interpreted. But is is that unknown clause in the divine contract.....

Learning new divine magic Charms

A Charm always has a minimum Mana requirement to even learn. If it is higher than the user's Mana, the charm is simply not for the lesser servants of the gods, too hard to understand and most importantly - too hard to control.

A charm must be taught by another user, granted by the gods or studied/read (in an understandable language) in a book and understood. The understanding is done with 5D6 roll vs INU. Bonuses or even reduction in D6 can be granted if high-priests help or there is godly emissaries/visions/intervention.

If unsuccessful, another roll can be made in a week with 4D6. After another week it is 3D6. If unsuccessful this last time the charm is simply too hard to understand for that dim-whit.

If successful, the charm can be cast with no penalties as long as all the usual requirements are met (prayer, gestures, tools etc).

Using/Casting magic

An artificial magic user rolls 1D10 + his Spellcasting skill to cast Spells. Modifiers apply to individual spells depending if they're powerful, cast without aids, cast in a strong magic environment etc.

Spells always have 1-5 requirements which are:

- Channeling item (staff, amulet, crown, ring etc held/manipulated by 1 hand)
- Wording (spoken aloud)
- Gestures (occupies 1 hand)
- Reading (from grimoire, tablet, written text etc)
- Tools (candles, pentagram, items, ritual knife etc)

The R and W together (of even if only one remains) add 1 preparation round to the casting. Casting a spell with one requirement less is -2 per requirement. The T requirements cannot be ignored this way - only removed with XP. Some items noted in the spell description cannot be removed at all.

A spell can be memorised by spending experience points on that spell like a skill. Each point negates one requirement, starting with the leftmost requirement and progressing rightwards (as given in the spell list).

A divine magic magic user rolls 1D10 + his Spellcasting skill to cast Charms with the same

type of modifiers as above. Memorisation and the requirements are similar:

- Vestment (cloak, saint's finger, belt etc which must be held/manipulated by 1 hand)
- Prayer (spoken aloud)
- Gestures (which occupies 1 hand)
- Reading (from scriptures etc)
- Tools (candles, incense, body paints etc)

Usually a spellcasting skill roll result of 10 means a success in casting the spell or charm. However, when a spell or charm might affect others, the level of success is important (illusions, magical shadows, turning people into something etc). In these cases use the attack table for reference. The number of D6 in the result +1 extra dice indicates the number of dice for the targets MAN resistance roll and/or for other secondary rolls (vs AWA to notice a mage hidden in magical shadows etc). 4D6 is always the maximum.

This does not apply to physically manifested and directed spells (fireballs, lightning strikes, magic missiles etc) as they have their own attack skill for this - Magic Attack.

A natural magic user rolls 3d6 vs Mana to use Powers, with environmental modifiers only (they don't have any requirements). However, rolls of 3-5 or 18 automatically results in a chaotic and unknown effect.

Fumbling spells (artificial magic)

If a 1 is rolled, roll MOX to determine if there is a fumble. If there is a fumble, the usual WIL is lost (minimum) and roll 1D10 to determine effect:

1. Magic becomes constipated around spellcaster. Impossible to cast Spells for 1 day
2. Magic becomes garbled. Harder to cast spells (-4) for 1 day
3. Magic becomes costly. All spells cost x2 WIL for 1 day
4. Magic becomes broken. Impossible to cast that spell again for 1 day
5. Magic backlash. Caster stunned 3 rounds
6. Magic burns luck. -5 MOX for 1 day
7. Magic becomes corrupted around magic user, x2 fumble chance for 1 day
8. Magic becomes costly. Spell fails but spends x3 WIL
9. Spell has much weaker, annoying effect
10. Spell fails

Fumbling charms (divine magic)

If a 1 is rolled, roll MOX to determine if there is a fumble. If there is a fumble, the usual WIL is lost (minimum) and roll 1D10 to determine effect:

1. Gods! Something....bad happens. Attention of wrong gods, summoning of... etc
2. Gods withdraw their grace. No Charms can be cast for 1 day
3. Gods angered. All Charms are -4 to cast for 1 day
4. Gods insulted. All Charms cost x2 WIL for 1 day
5. Gods annoyed. -5 INU for 1 day
6. Gods unamused. Prayers and promises needed for 3 rounds (no other activity)
7. Gods and Fate is tempted. -5 MOX for 1 day

8. Gods shamed. Sacrifice needed before end of the day
9. Gods turn away their faces. Charm fails but spends x3 WIL
10. Gods inattentive and Charm fails

Fumbling powers (natural magic)

Natural magic users have a greater chance for chaotic results when casting. On rolls of 3, 4 and 18 roll 1D10 (without rolling MOX) to determine effect

1. Power is randomly directed elsewhere (upon friends?)
2. Power is directed upon self (if aggressive, otherwise upon enemies/others if benign)
3. Power has much stronger effect
4. Power causes emotional storm to all close by (frenzy, panic, rage, sadness etc)
5. Power has much weaker effect
6. Power has totally different effect
7. Power cast as usual but upsets magical environment afterwards
8. Power drains user of all WIL
9. Power channels +6 more WIL to user
10. Power is delayed and is activated at unknown time in the future

Resisting magic

All magic - from spells, charms, powers, items or otherwise - is resisted with #D6 vs MAN depending on the Power/Spell/Charm and success of casters skill roll. The attack table is used for reference when casting. The number of D6 in the result +1 extra dice indicates the number of dice for the targets MAN (sometimes other stat) resistance roll and/or for other secondary rolls (vs AWA to notice a mage hidden in magical shadows etc). 4D6 is always the maximum.

If the roll is contested, the magic user always rolls 3D6 vs his MAN.

A successful magic resistance roll often mean that the main effects of the spell (paralysis, death, sleep etc) is avoided but that the character most likely is subjected to some linked minor effects (penalties for being slow, in pain, nauseous, drowsy etc). The level of success should determine how small this minor effect is. Extremely good or critical success means no effect at all. In some cases of strong magic or RPG flair the GM can decide that a character is afflicted by some minor effects.

In some cases the effect of the spell might result in secondary resistance rolls against AGI, WIL etc.

Magical stamina

Willpower stat symbolises amount of power a spellcaster has and can use. Rest and time is required to recharge these (normally after a full night's rest). Certain environments provide more or less mana and faster or slower recharge.

If ALL Willpower points are used for spellcasting (or more than 5 in one spell) the magic user is at -4 to all actions (due to mental exhaustion) for 2 hours.

More WIL can at the GMs discretion sometimes be poured into a spell for longer duration or to affect multiple targets (although normally not physical attack spells)

To overcome the limitations of one's own magical storage, magic users often have certain items which stores magic willpower and which are slowly recharged again (normally after 1D6 days).

Using Magical items

Understanding the purpose and using a magic item bound with either natural (rare), artificial or divine magic is done by casting detect/analyze magic spells. However, those attuned to magic (magic users or people with 15+ Mana) can also try by rolling 5d6 vs MAN+WIL/2 (round down) to get a rudimentary grasp of the item's power. They will however never learn subtle details or the source/type of magic. Penalties might apply if the power is complex or hard to understand. If the magic is bound into simple tools, armour, weapons etc, they are simply used if the requirements (if any) are met (weapon skill, correct alignment, type of foe etc).

More complex magical items require a roll every time to have effect. In these cases a 3D6 vs MAN+WIL/2 or Spellcasting skill (target 11) is rolled if the power is known and understood. Chancing it means 4-6D6 vs MAN+WIL/2 or -5 to Spellcasting the first time.

Some rare magical items might even require a certain spell, charm or power to use it.

Channeling and vestment items

In order to better channel the magic, casters of artificial and divine magic use items made of materials which better channel the magical energy (artificial magic users) or items which are holy and thus better focus the power of the gods (divine magic users). These items are an absolute requirement for the magic users and only experts can learn to cast spells and charms without them.

These items are uncommon, but known to all as the wizard's staff, the magical hat, the holy amulet, the fingerbone of St Whatshisname etc etc.

The smaller this item is (and thus easier to handle and carry) the rarer and more expensive it is.

It is common for magic users to combine these items with other magical materials which provide them with extra Mana Willpower, skill enhancement or certain powers, like a Swiss army knife.

Using magical scrolls

Activating scrolls (only artificial and divine magic and most commonly only usable once) is also done by rolling 3d6 vs MAN+WIL/2 (round down) or with the Spellcasting skill /target 11).

If the scroll language isn't known the sounds can still be practiced if the purpose of the scroll is understood (roll 3D6 INT). The user is however at -2 when making the MAN+WIL/2 roll.

Using magical potions

Magic potions are simply drunk to have effect. Depending on spell they might require an extra stat roll.

Familiars

Creatures summoned from magical realms or sent by the gods to help a magic user. They are always supernatural in nature and often referred to as fae, demonic, godsent, shadowspawn, deadlings etc etc. Familiars bond for life with their masters and give them +2 to spell casting and -1D6 when learning spells or charms. A familiar has a tendency disappear for unknown bouts of time when it is unwanted (or mustn't be seen) only to suddenly appear again. Some are also very adept at hiding in small pockets, boxes, clothes etc.

The bonding comes with a price however. If the familiar dies (it isn't easy to kill the critters who often disappear instead) the magic user will be shocked, stunned and traumatized for 3-6 days.

Magic user titles

Wizard, sorcerer/sorceress, magician, illusionist, witch, conjurer, priest/priestess, necromancer, enchanter/enchantress, diviner, shaman, witchdoctor, charmer, warlock, magus, thaumaturge, seer, mage, diabolist, miracle-worker, dream-witches (*followers of Vorlon with countless symbols and texts on body. Touches them to control people and their dreams. Illusions, calming, making docile, forcing actions. False actions are performed in "daydreams" while real actions are very different. Emotions transferred to victims*).....

High-Mages of Widewater

They come with all kinds of names and titles (mages, sorcerers, necromancers, priestesses, clerics, warlocks, seers etc) but are referred to as High-Mages by common folk. All are powerful and hoard wisdom, spells and magical artefacts. Most are clearly addicted to the magical and worldly power they wield. Many of them are centuries old and very powerful. Some of these High-Mages are powerful and noteworthy in their own respect and are independent or servants of their realms with undivided loyalty. The rest of the High-Mages however belong to one of the four main factions:

The Council of Eternals

Dark mages seeking to gain indirect control of Widewater and further their own ambitions. Already taking up their rulership from the shadows, the Council has already split their new domain amongst them and seek to hoard all secret knowledge for themselves. They see all other factions as their opponents, whose only use is as tools to further their own plans.

The Stormwatchers

Originally a council of mages protecting Widewater (and the Sudyan Empire in particular) from the servants of Darkness.. It's members are today locked in a bitter power struggle, neglecting their duties, but still hoard knowledge and meddle in all political affairs.

The Auditors

Mainly Overmen and associated mages vying for their power, trying to fulfil their Grand Plan and other associated schemes of political power and magical supremacy.

The Servants of Nidwinter

A loose association of mages who serve the Fallen Gods. They have the belief in chaos in common and only rarely and reluctantly work together against a common foe. Their goals are their own or that of their Fallen Gods.

List of High-Mages

- Rakhora, Warlock of Ezir (Eternals)
- Silmaai the Ancient (Independent elven seer of Silverwood Forest)
- Vanaii Farseer (Independent elven seer of Silverwood Forest)
- Lihamain the Silver (Independent elven seer of Silverwood Forest)
- Sirix (Independent fae magic-maker of Silverwood Forest)
- Verlik Everyman of Chaii-Vekh (Independent. Radchaii mage)
- Anaander Windlord (Independent. Radchaii. Chaii-Vekh. Demigodess priestess)
- Kassondra Skyclad of Cloudhome (Stormwatchers. Demigodess)
- Thamoktis the Favoured (Stormwatcher. Nepthem)
- Khanara the Red of Neirya (Eternals)
- Samaal the Silent of Neirya (Eternals. Overman)
- Seluth (Eternals. Neirya. Shadowkin sorcerer)
- Ahruman Sand of Iriet (Stormwatchers)
- God-King (Independent. Scatha demigod)
- Seela Fireborn of Freetown (Independent warlock)
- Esil Farstrider (Stormwatchers. Köping)
- Faragar the Tall (Stormwatchers. Köping)
- Taiperiôn the Grey (Auditors. Köping. Overman)
- Ragdoll (Independent. Köping)
- Kaestrinn the Conjurer (Nidwinter. Köping)
- Kenneck the Sleeper (Stormwatchers. Three Bridges)
- Crookjaw Braineater (Nidwinter. Orc)
- Worthag the Oldest (Independent priestess. Orc)
- Sarpanyon of Solora (Stormwatchers. Sudyan.)
- Kôrtillion the Dark of Solora (Auditors. Overman demigod. Leader of the Auditors)

- Rubanis Alanya (Stormwatchers. Solora. Prince Zafir's grandfather)
- Targelin Hightower (Stormwatchers. Solora. Sudyan)
- Vidyan the hermafrodite (Stormwatchers. Solora. Sudyan)
- Tornay ep Sellin (Stormwatchers. Greatbridge. Thorasian)
- Nakrateh the Foul (Nidvinter. Blackfire. Demonborn)
- Hekkla the Defiler (Nidvinter. Darkport. Demonborn)
- Lusariel Moonspawn (Stormwatchers. Oldwood Forest. Elf)
- Shekûra the Old (Auditors. Kaerûn. Old lady. Overman)
- Kûreka the God Touched (Auditors. Kaerûn. Overman)
- Môrbevon the Blind (Auditors. Kaerûn. Overman)
- Kaldragga of Angarboda (Nidvinter. Evil priestess of Dark Forest)
- Nal-Dima (Independent dark elven enchantress)
- Nal-Dwora (Independent dark elven enchantress)
- The Marrigan of Grefaim (Independent witch of the Dark Forest)
- Illigri the Undying (Nidvinter necromancer of the Sourlands. Mortice)
- Draugrahim the Ancient (Nidvinter necromancer of the Sourlands. Deadport)
- Sorovar the Pestilent (Nidvinter necromancer of the Sourlands. Dead Waters)
- Tarkvek Longbeard (Independent mage of Ostmark)
- Rakel the White (Stormwatcher mage of Ostmark)
- Gracca (Nidvinter sorcerer of Ostmark.)
- Kullgröpa the Cruel (Nidvinter hobgoblin Shadowkin of Deephole)
- Helffrigg of Viranne (Independent demigodess priestess, wanderer)
- Hemlock of Newport (Stormwatchers)
- Salunië (Stormwatchers. Elven mage of Tornfall)
- Nelenor (Stormwatchers. Half-elven mage of Tornfall)
- So-Nattra the Golden (Auditors. Teyvûz. Mazulian)
- Nezeliôn the Ageless (Auditors. City of the Dead)
- Gogolath of the Deeps (Nidvinter. Abysmal. Cursehole)
- Perhoman Seafoam (Independent Ahuramazian mage)
- Nigra Stormsinger (Independent Ahuramazian priestess)